

UHT2 Recipe Builder



Save and Share your layer creations



Thank you for purchasing UHT2 Recipe Builder. With this product you will be able to save the different settings that you used to create layers of hair textures from UHT2.

Think of UHT2 Recipe Builder as Color Mixer on steroids! You will create the layers basically the same way as you do in Color Mixer, except in this case the script does not exit each time you press the button "Make Hair". This script will remember the settings of each layer during the current session. Then when you are finished, you can 'create a recipe card' to reuse or share with others who have UHT2.

New Layer

Create First Layer



Base13b

Slider control for Base13b, value 12



Mask006

Slider control for Mask006, value 5

INSTRUCTIONS:

- 1. Select Color Blend (LEFT)
- 2. Select Mask (RIGHT)
- 3. Select Mask Position (Optional)
- 4. Select Blend Opacity (Optional)

Mask Position (Up/Down)

Slider control for Mask Position, value 0

Blend Opacity

Slider control for Blend Opacity, value 100

Create Recipe Card

User Name for RecipeCard SubFolder

DraagonStorm

Name of Recipe

PromotionWork

Comment (DO NOT USE COMMAS IN THIS LINE!!!)

Demo for promotion work

Image Information

This will create a 256x256 thumbnail OpenGL render of the current scene. It will be located in the same folder as the RecipeCard file that will be created. You can always re-render and update this thumbnail file, but it must be the same size, name and file type of .png

Make Hair

Save Recipe

Close

Creating a Recipe Card

The top part of the screen is just like Color Mixer for how you select Blends, Masks, Position and Opacity.

The middle of the screen is for naming/creating the subfolder of the folder RecipeCards (which is a subfolder of the Base Textures folder)

The script will always default at startup the username that you have setup in Daz Studio. You can change this, and script will create a new subfolder with what you type in.

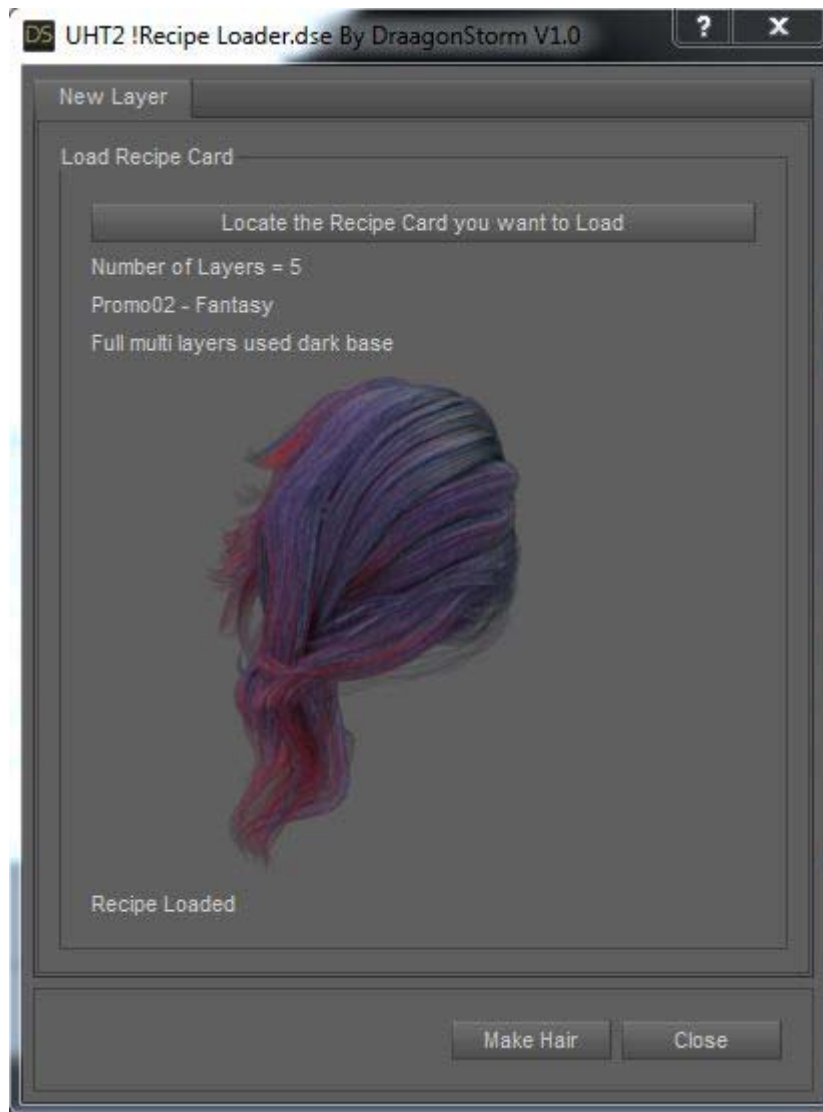
The Name of Recipe will always default at startup to Temp_Recipe. You change that to something that describes your recipe.

Type in some comment, limit 60 characters with no commas. This would be a good place to mention what color base you used 😊

When you have everything finished, you press "Save Recipe" and a file of type .rcp with all of your settings, and thumbnail (OpenGL render) will be created.

You can keep adding more layers, and saving more recipes if you like.

Note that the Recipe Card only holds the layered information and not the underlying textures.



Loading a Recipe Card

One of things with this script is that you will be able to select multiple hairs, along with which ever surfaces you want the recipe applied to. Once you have done your selections. Start UHT2 !Recipe Loader.

Click on "Locate the Recipe Card you want to Load", which will open the explorer to the subfolder RecipeCards, where you can open a subfolder by username, and select a Recipe Card by selecting the thumbnail. (Double click, or select and press the "Open" button)

You will then see (as above) the thumbnail you selected along with the recipe name.

To apply this recipe, press “Make Hair”. The screen will disappear while the recipe settings are applied, and then pop back up. You can keep applying different recipes, or click Close.

Note that only the layers are applied, so that your hair may not look like the thumbnail hair if a different base texture is used.