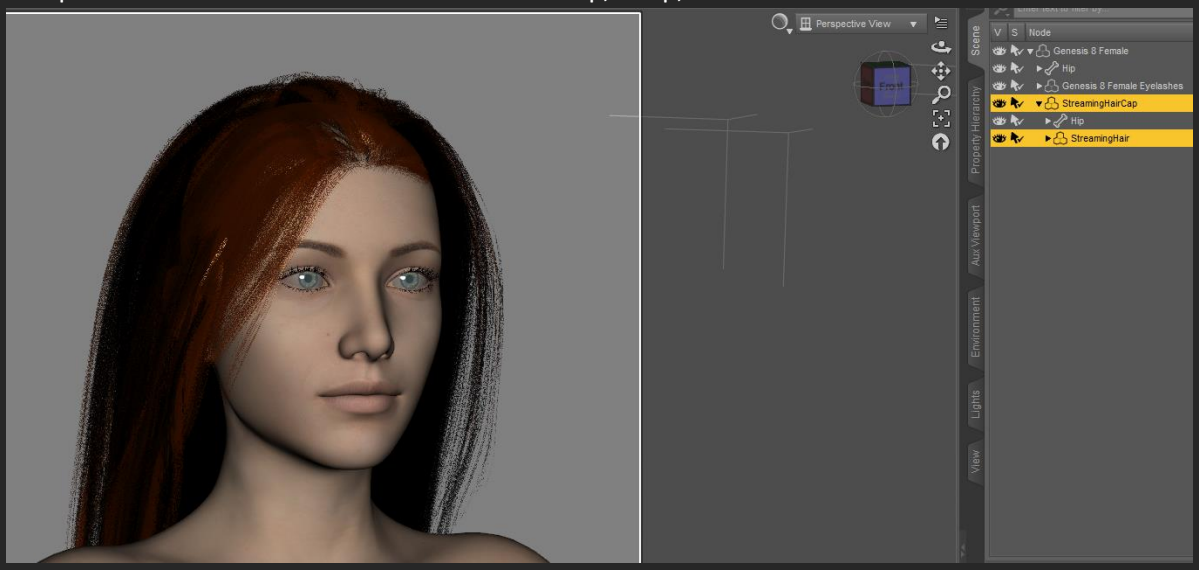
DAZ Hair to Blender to UE4 Groom Workflow

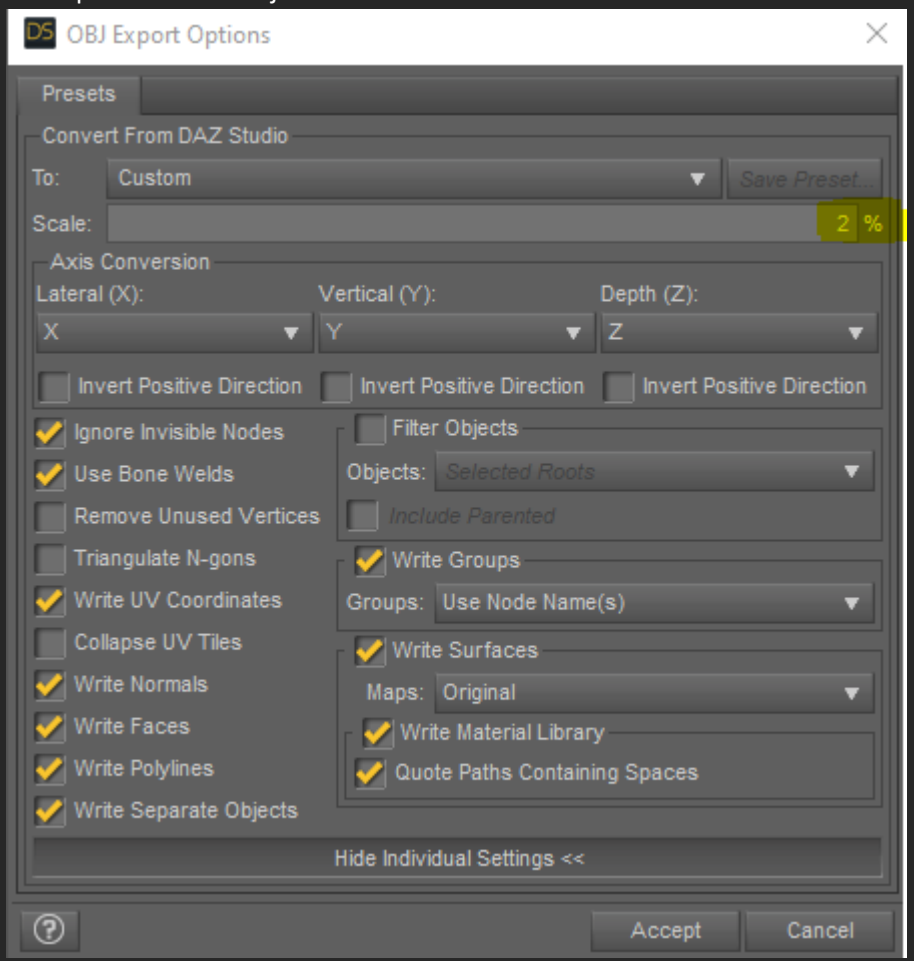
Links :
https://www.daz3d.com/forums/discussion/445851/hair-converter-add-on-for-blender/p1
https://www.youtube.com/watch?v=Z_hrJ1szbPo
https://www.youtube.com/watch?v=o5mrMIXhxSQ

Hair Converter Plugin for Blender (Tested with Blender 2.93 LTS)
https://www.daz3d.com/forums/uploads/FileUpload/f3/60ed0cad7fa05c1d1b697a19459a7f.zip

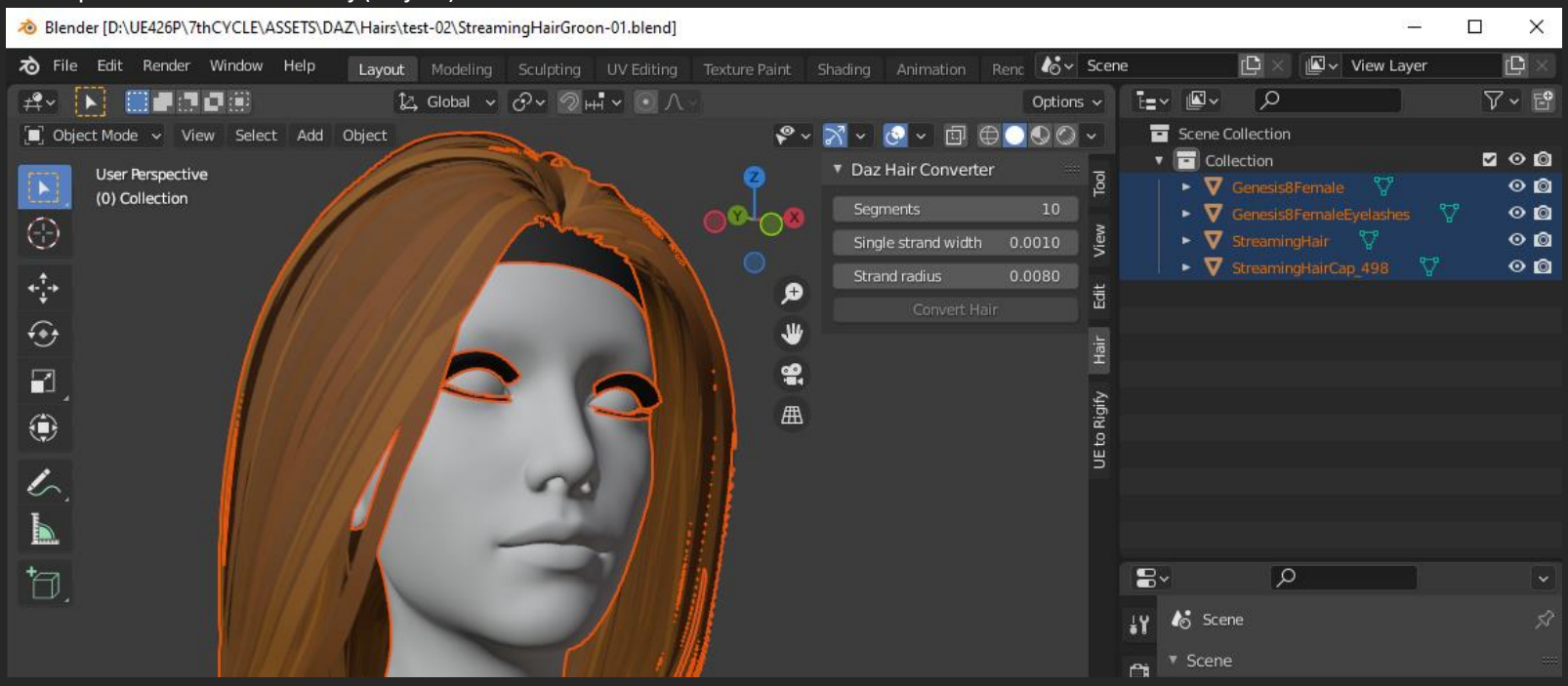
-1- In DAZ add a G8 Character then add the hair on it, in this particular case there is separated cap + hair as G3, one piece of G8 Hair will work fine if there is a cap, scalp, material in it.



-2- Export all as an Object with the same check boxes and scale

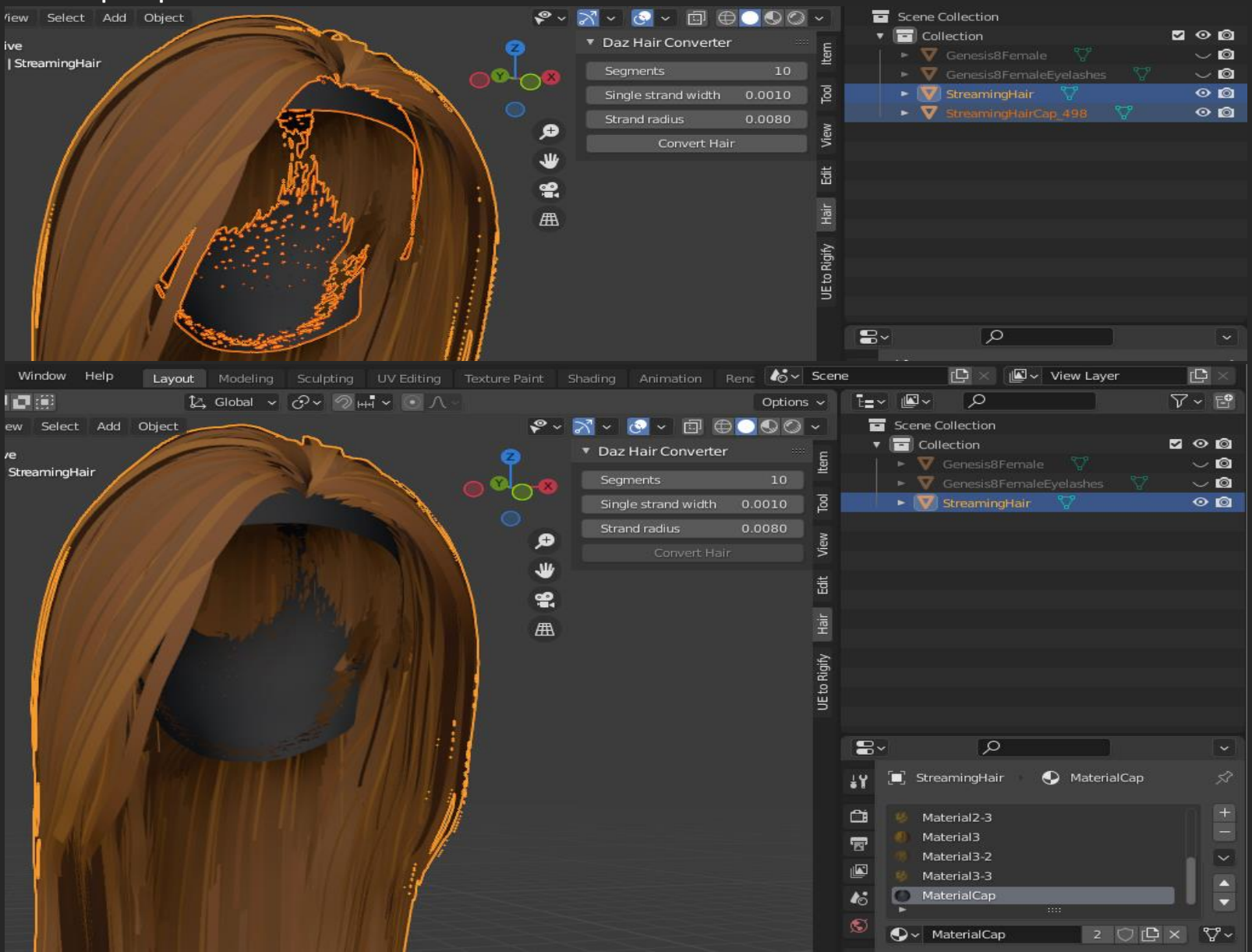


-3- Import into Blender as Obj (Object)

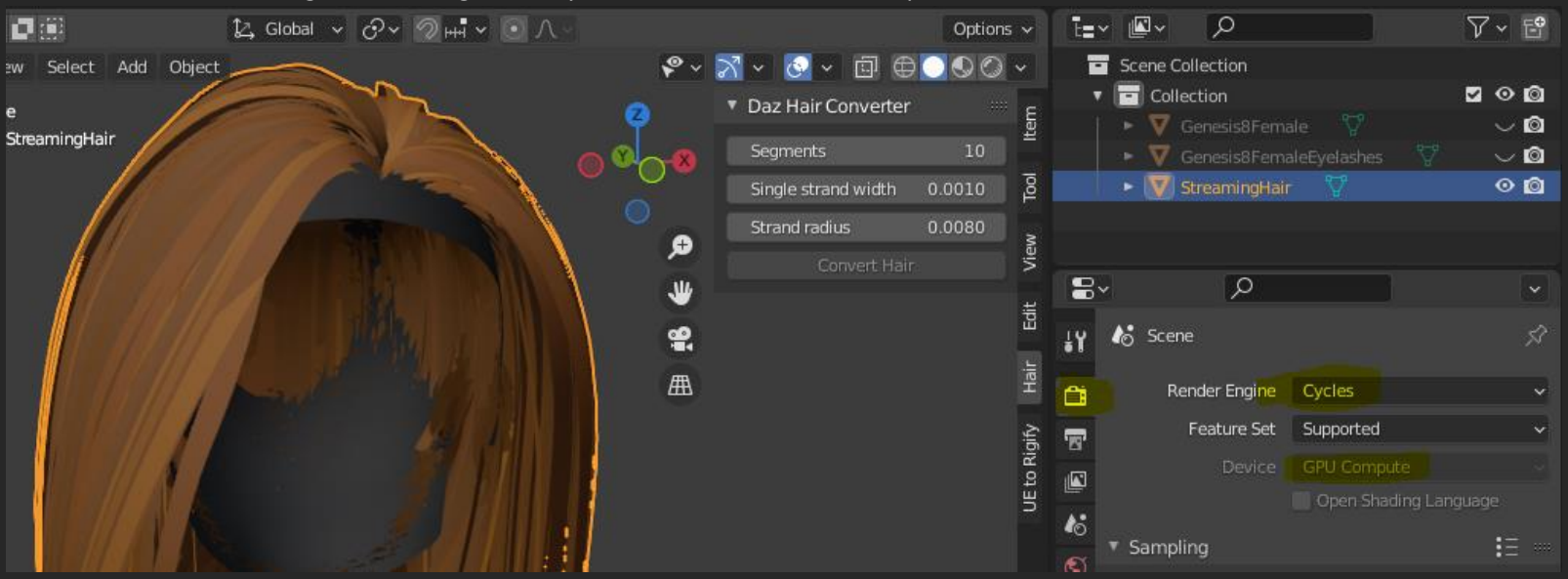


-4- Hide the body parts then if its in 2 pieces (cap+hair) select the hair then the cap, Then Ctrl + J to join both of them

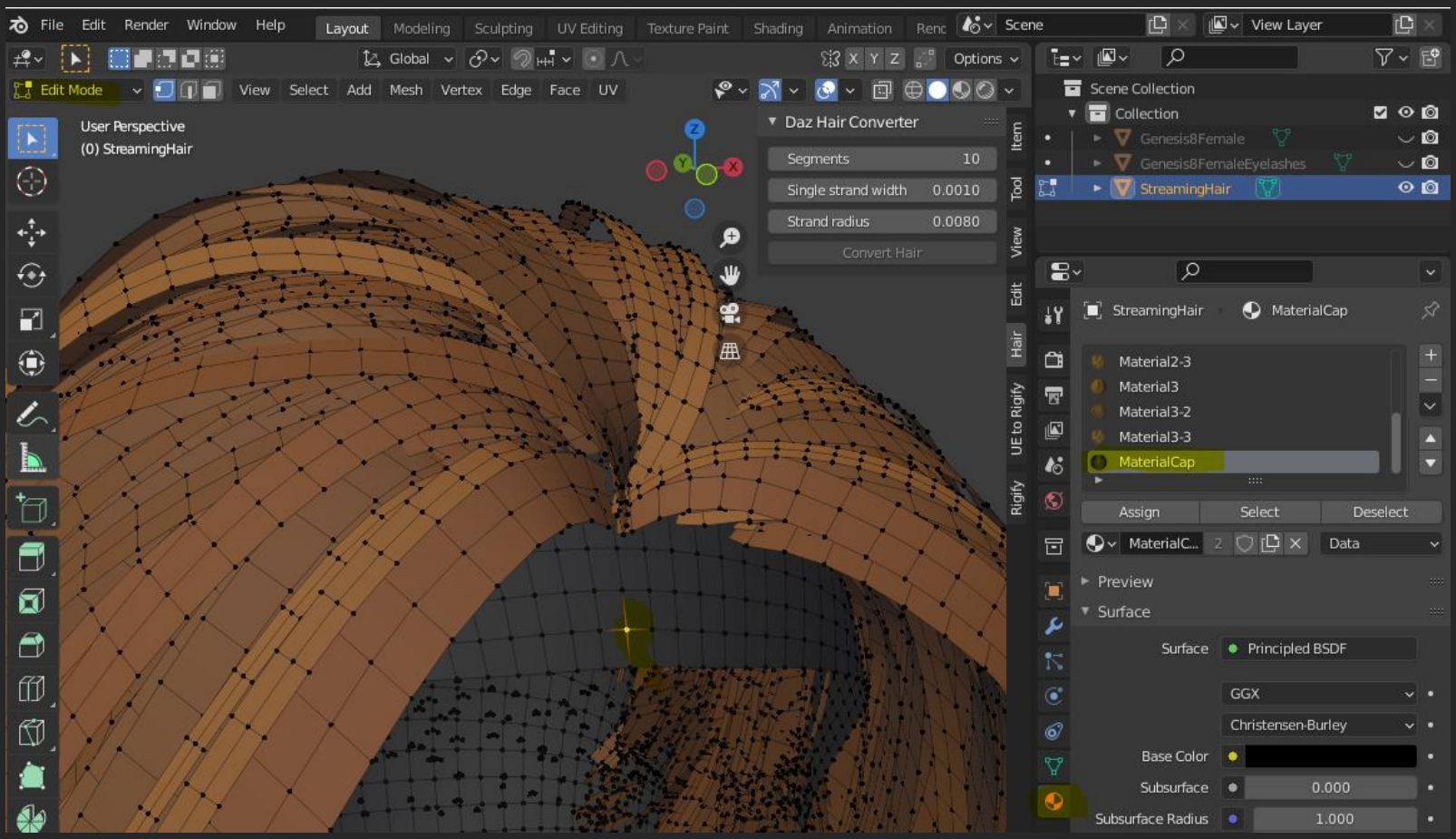
IF NOT Skip this part



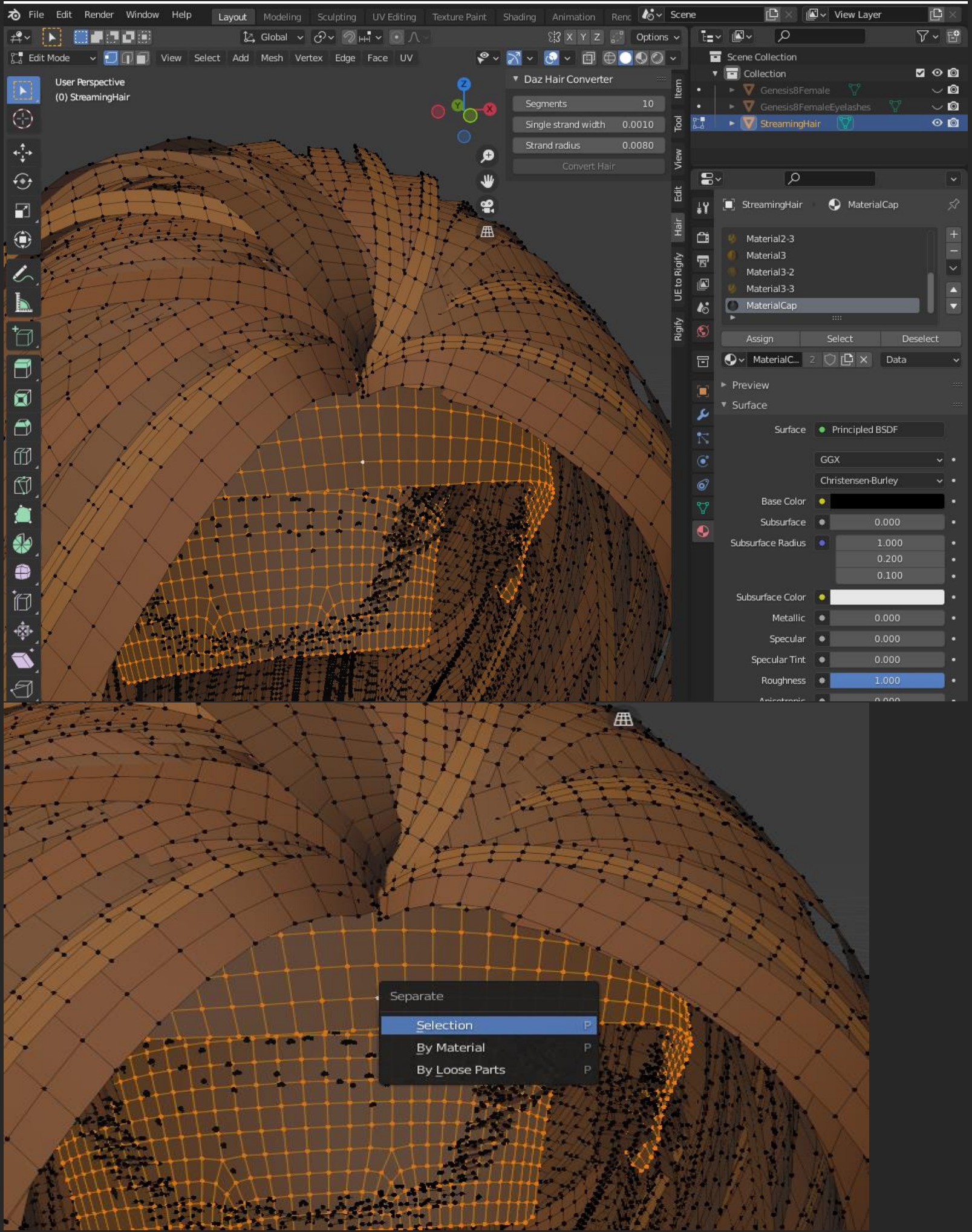
-5- Select the Hair > Change Render Engine to Clycles and Device to GPU Compute



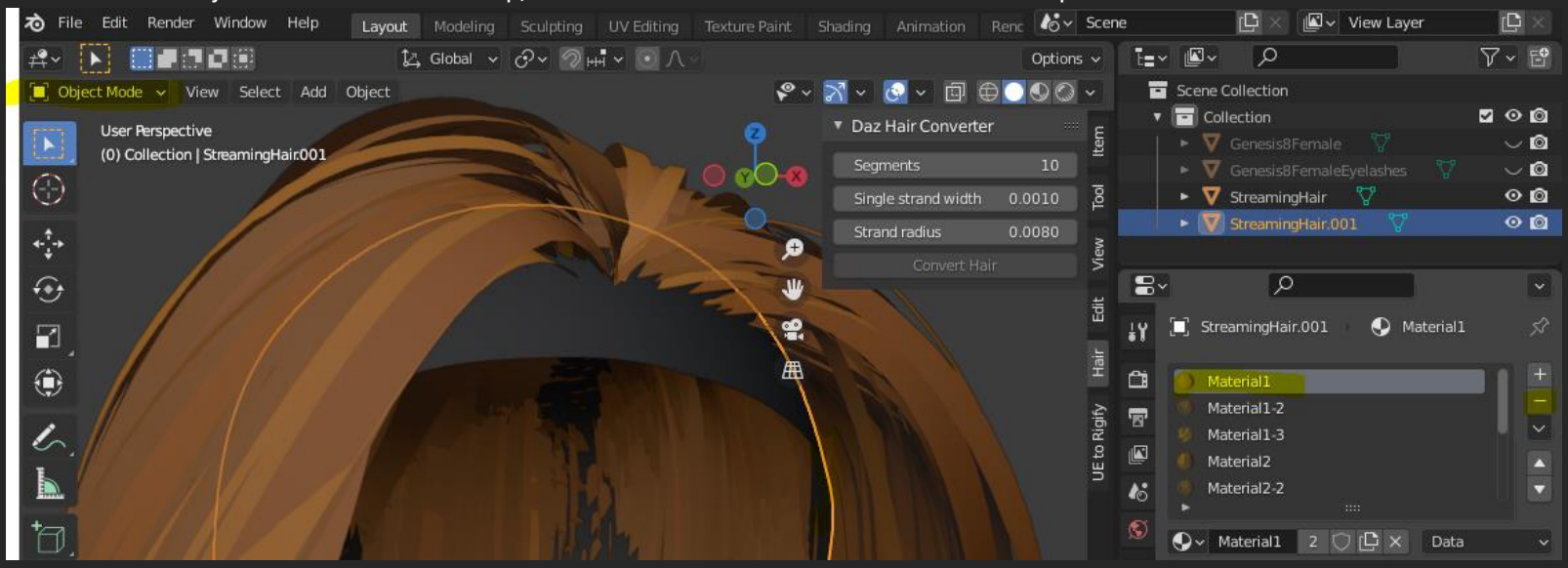
-6- Go to Edit mode with Tab or with the dropdown Menu > Select the Cap Material or Just click anywhere on the cap to select 1 Vertex



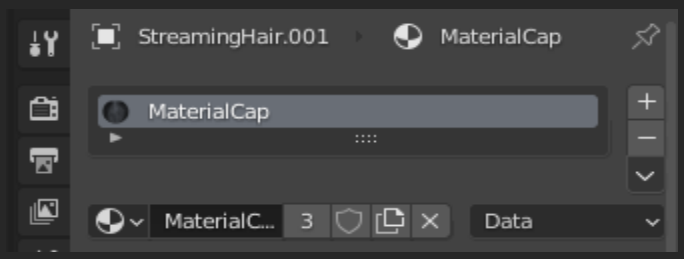
-7- Press Ctrl + L that will select all the cap > then Press P then Enter to validate the selection



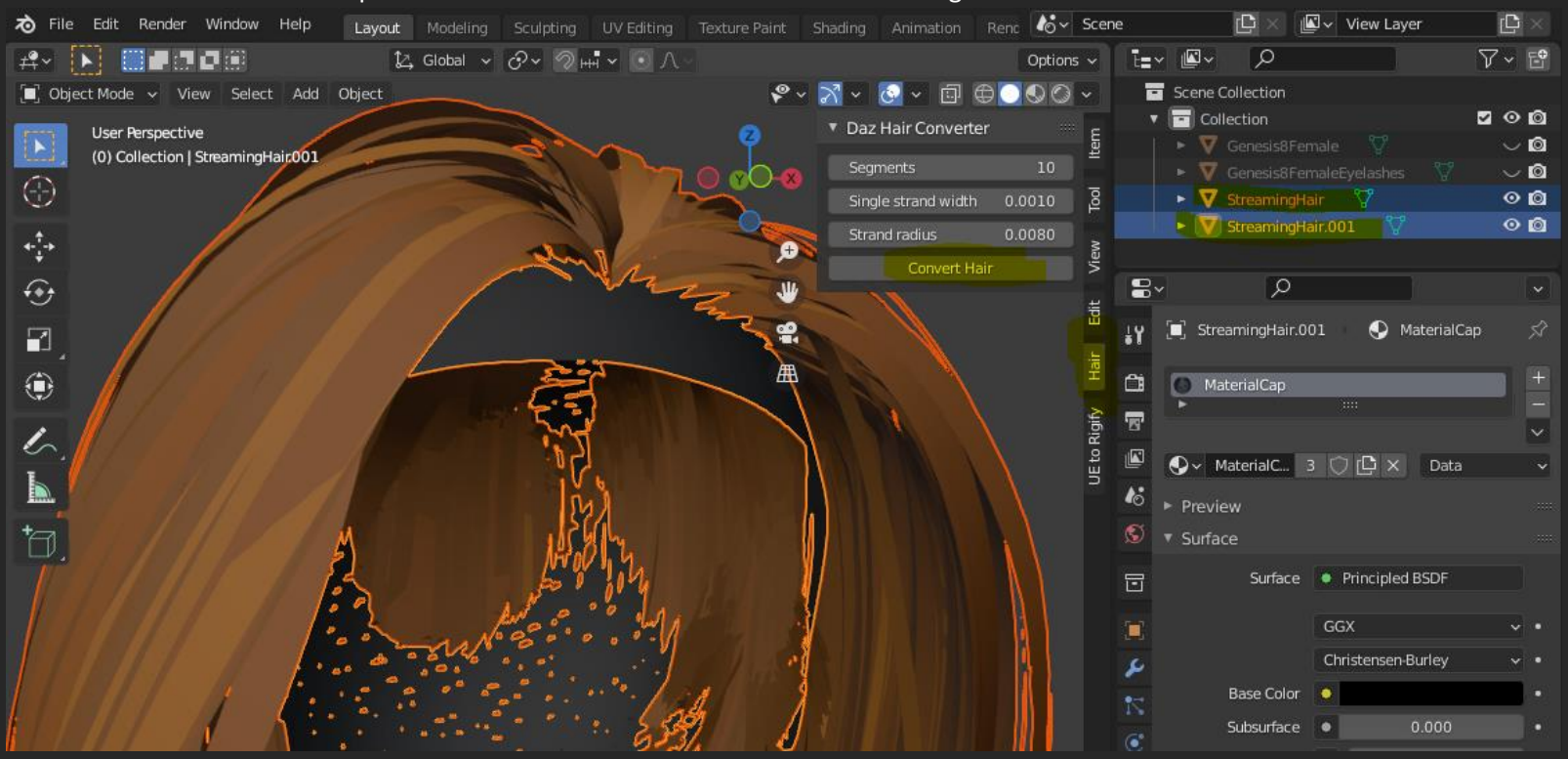
-8- Go back to Object Mode > Select the cap, remove the material that are not from the cap with the – button



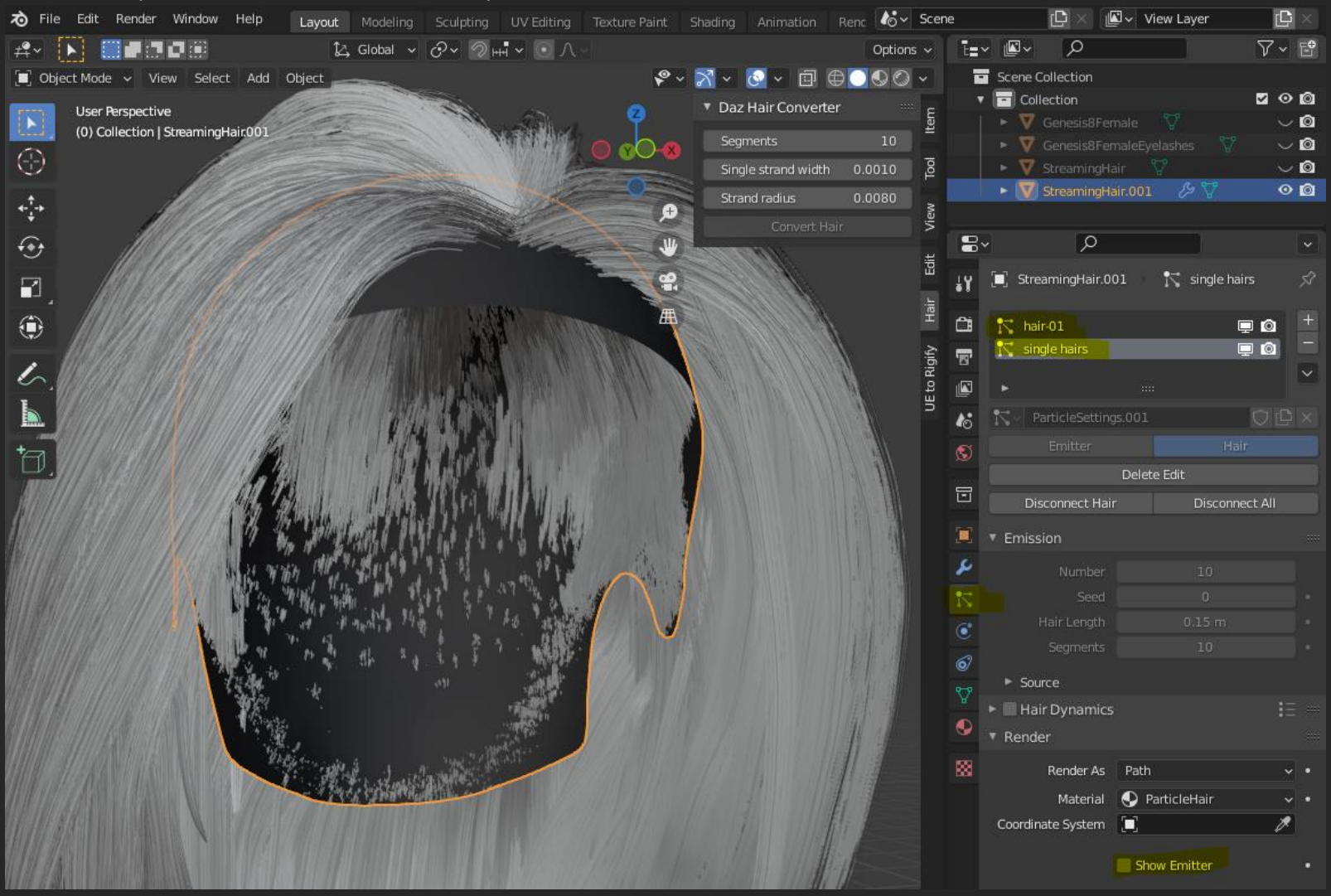
Result



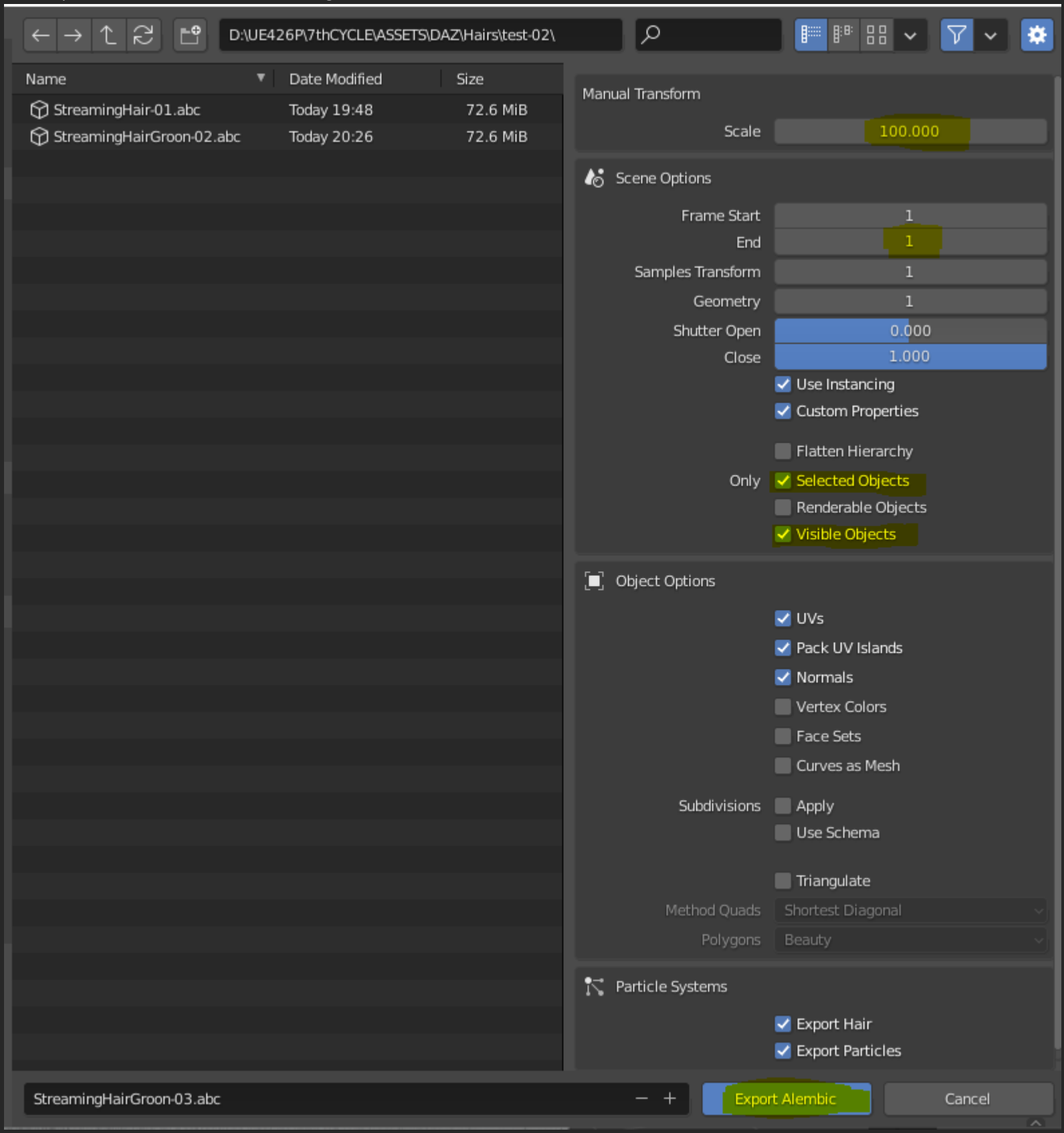
-9- Select the Hair then the Cap then Press Convert Hair in the Hair Converter Plugin



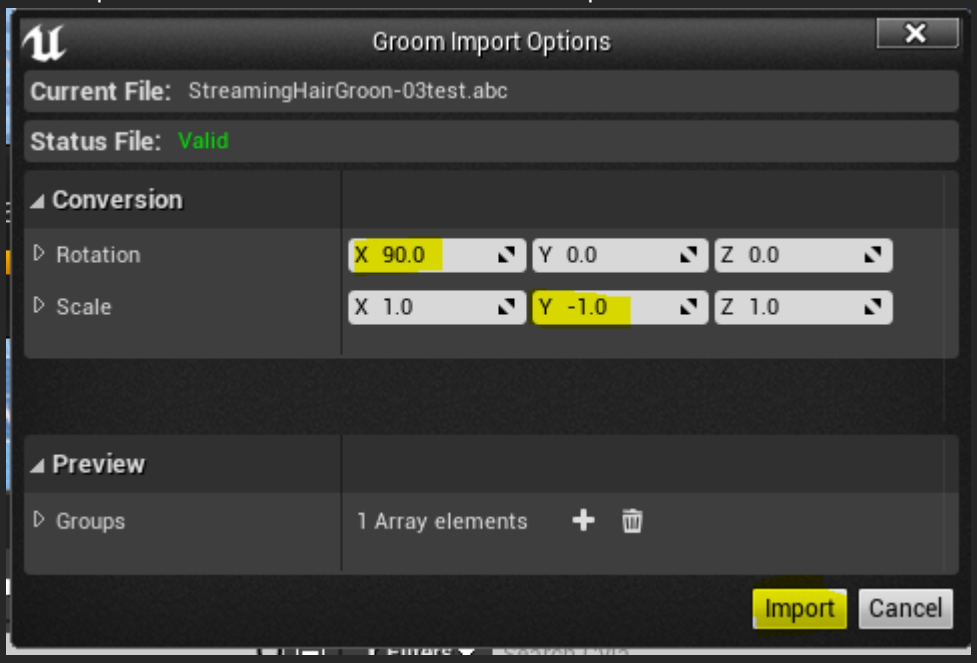
-10- Check if you need the 2 Particles Hair or only 1 will be fine, then Uncheck Show Emitter



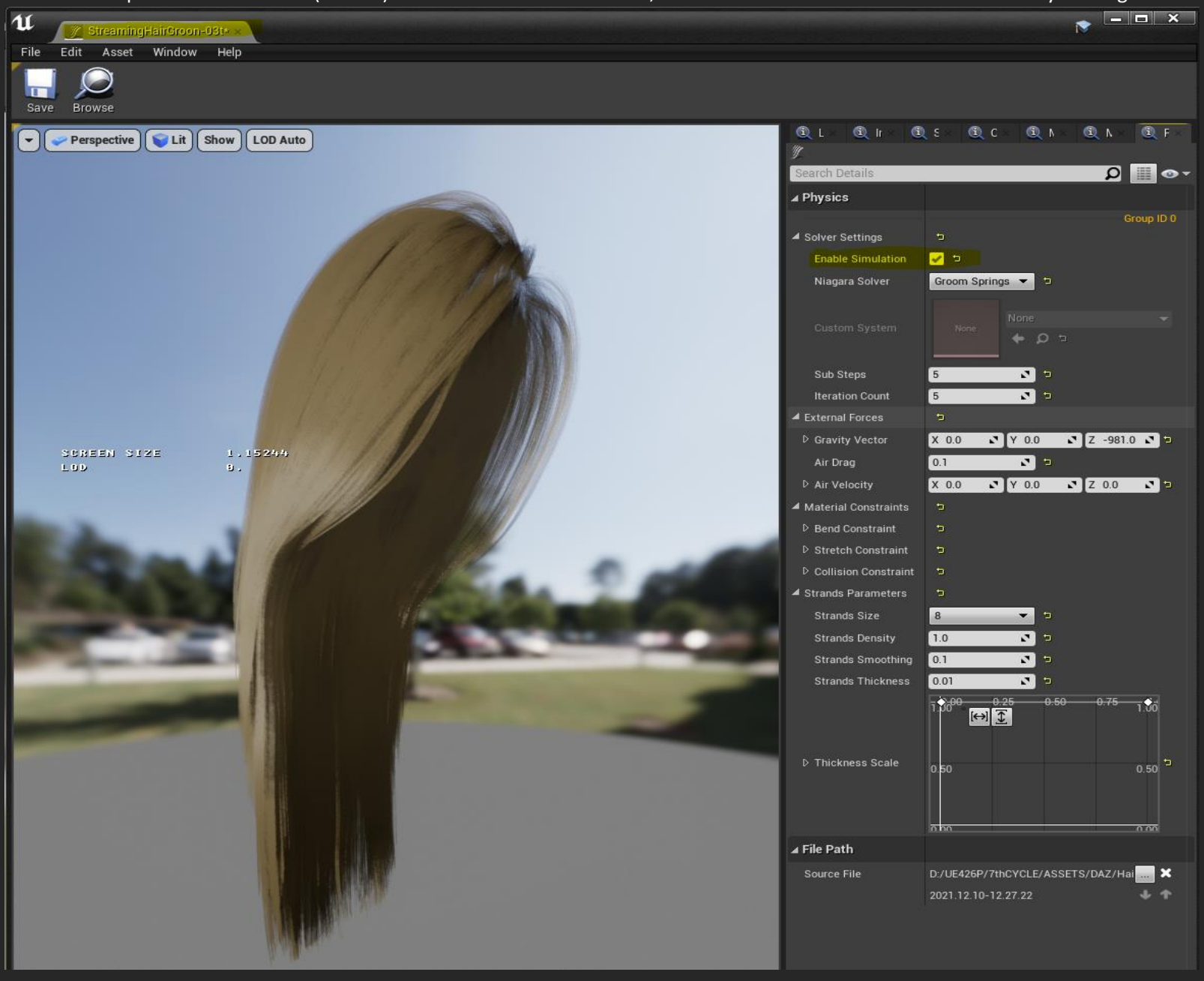
-11- Export as Alambic with these Settings



-12- Import the Alembic file into UE4 with these parameters



-13- In UE4 Open the Alembic File (Groom) and check Enable Simulation, then slide this file into the scene to test it by moving it



Done !

For more details check this out https://www.youtube.com/watch?v=UZnjFbbgqWU