You may use the included Style & Movement presets as a starting point, then to apply your own combination:

Select the dForce hair in the scene and look in the Parameters pane or Posing pane for the Style & Movement Sliders to customise the hair pose or style.

Please visit   http://www.daz3d.com/aprilysh/   :)

To use the hair:

1. Single frame method:
   a. Apply Simulation Preset Provided: "Simulate Frame"
   b. Load Genesis figure
   c. Load Hair and apply material and style presets
   d. Apply a pose to the figure, and (if required) apply a starting hair pose to make sure the hair is not intersecting shoulders or other bodyparts.
   e. [Optionally] click "Simulate" to drape dForce Hair
   f. [Optionally] and/or use hair morphs/poses to enhance final drape movement
2. Timeline method:
   a. Apply Simulation Preset Provided: "Simulate Timeline"
   b. Load Genesis figure
   c. Load Hair and apply material and style presets
   d. Go to frame 15 and apply a pose to the figure, and (if required) apply a hair pose to the hair. (Make sure hair doesn't pass through the body between frame 1 and your applied poses in frame 15 or else add intermediate poses in between those two frames to make sure the hair is not intersecting shoulders or other bodyparts.)
   e. [Optionally] click "Simulate" to drape dForce Hair (You may need to extend total frames to 90 or longer to give hair time to settle depending on the pose.)
   f. [Optionally] and/or use hair morphs/poses to enhance final drape movement

dForce Hair render checklist:

1. Daz Studio must be version 4.11 or later.
2. Nvidia driver is 430.86 or later.
3. Daz Studio and dForce resources are installed and up to date.
4. Make sure you haven't currently got a geometry editing tool selected. Select the pointer tool (Node Selection Tool) instead and then try to render again.
5. Start a test render (Ctrl+R) because the viewport does not show a proper render.
6. System check by loading a different dForce strand hair (eg the free simple mohawk) in a new empty scene and test if that renders for you.

Useage Tips:

• You can easily modify hair colours by selecting your own diffuse colour settings for the hair.
• After posing, use the style and movement morph dials to match you figure's pose and also ensure fitting.
• You need at least one light in the scene that will provide the specular highlighting!