Tutorial
How To Change Eye Color In Daz3D

This tutorial will work with any version of Daz3D and with any model.

I'm working with one of the Genesis2male models Gianni6. But you can use any model you want. We are going to change just one eye from brown to blue and add a cataract. Yep our pretty boy has been in one too many fights and also has a scar. We will work on the scar in another tutorial.
Once you have your model in and activated by double clicking on the model, go to the Surface Tab. Next click the down button on the model Surface. Here you will find all the skins on your model.

Select the face. Locate the Defused color. You should find a flat face like this. Click on the down arrow and go all the way to the top were it says browse and click on it. A pop up window will come up that looks like this.
Now you will be able to locate where the skin is for the face. We will need this when we go into Photoshop to work on the skin. Look to the top and yours should say Runtime, textures, (now the rest of it may be different if you are using a different model than what i'm using) Characters, Genesis2, Gianni6. Now lets open this skin in Photoshop.

Once you are in Photoshop or Gimp or any other program go to Open and navigate to Document, DAZ3D, Studio, My Library. Go down the folders till you find Runtime. Once in Runtime you will go to textures (remember which model you chose to work on) mine is in Characters, Genesis2, Gianni6. Chose the brown eyes and the blue eyes. We will be using both for this tutorial. On the blue eye you will copy and past just one eye onto a new layer on the brown eye. Move the blue eye around till it is over the top of the brown eye. It should look like this.
Now you should have a brown eye and a blue eye. That is it. Just save as a jpeg in the same folder but use a different name. Now if you want we can continue by adding a cataract to the blue eye. You can try doing it a couple different ways but I found that using a photo of a cataract worked the best. You can find a photo by going and doing a google search for cataracts. I found this one and cut it out and then placed it on the layer above the blue eye.
Now your eyes should look like this. Save it as a jpeg with a different name. Let's go back into Daz3D and put this on our character. Once in Daz3D again we will locate the Defused image on the Cornea, Irises, Pupils. Locate the image we worked on and click on it. Now your character will have one blue eye and one brown eye and if you continued with making a cataract it will have that also. Check out the next tutorial on how to add a scar. Have fun.