

A BL3 and Wonderlands Skin Modding Guide

Prerequisites

UassetGUI

Game Files in the uasset / uexp format

Dave's BL2 Skin Modding Guide

The Golden Rule

When duplicating a material, and replacing it's textures, you shall always have the same path length to the new assets than for the original ones.

OLD :

/Game/Gear/GrenadeMods/Shared/Materials/Atlas/MI_Master_Gren_Atl_Epic

NEW :

/Game/Gear/GrenadeMods/Shared/Materials/Atlas/MI_Master_Gren_Atl_Epi1

If you don't respect that, your game will crash.

The How To

Usually, when making a new asset, you would rename the file, and rename the export in the Export Information tab in UassetGUI.

This is a no-no for materials, if you do this, your game will crash.

Instead, you have to edit the name and path in the Name Map tab.

| | | |
|----|---|----------|
| 17 | /Game/Gear/GrenadeMods/Shared/Materials/Atlas/MI_Master_Gren_Atl_Epi1 | us-ascii |
|----|---|----------|

| | | |
|-----|-------------------------|----------|
| 145 | MI_Master_Gren_Atl_Epi1 | us-ascii |
|-----|-------------------------|----------|

This goes the same for editing the textures in the material.

And respect the golden rule.

The Skin Itself

I haven't even tried making real skins yet, but at a first glance it works 99% the same than for BL2.

So go check that really good guide :

Dave's BL2 Skin Modding Guide