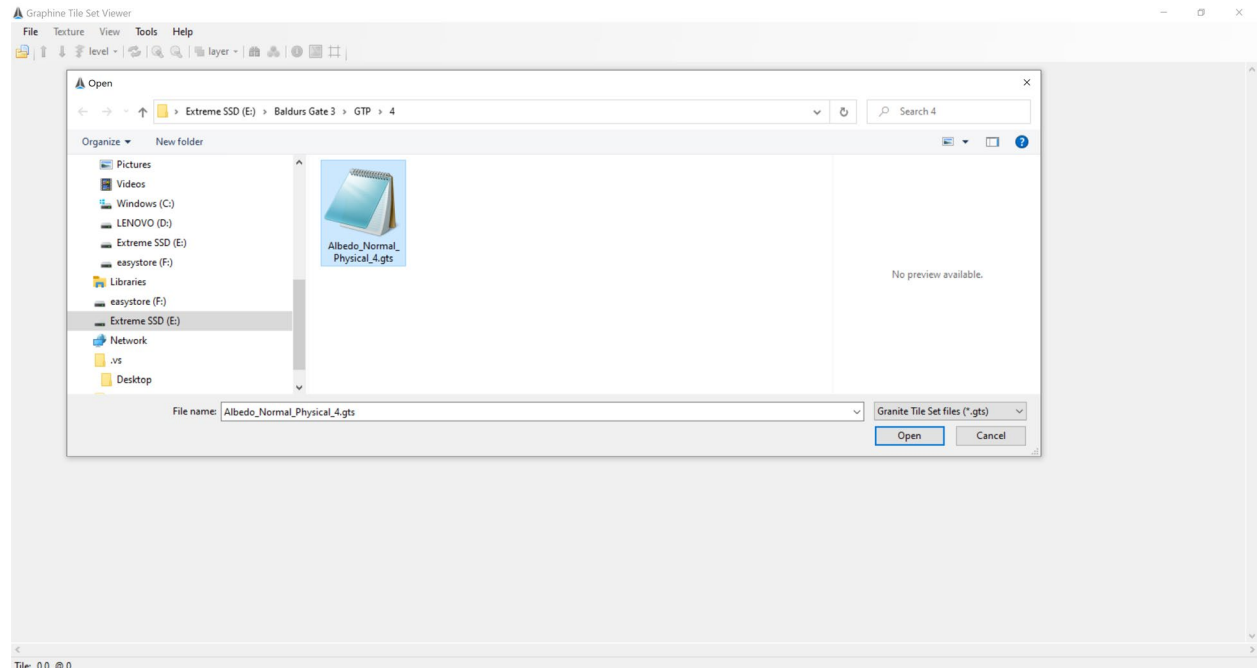
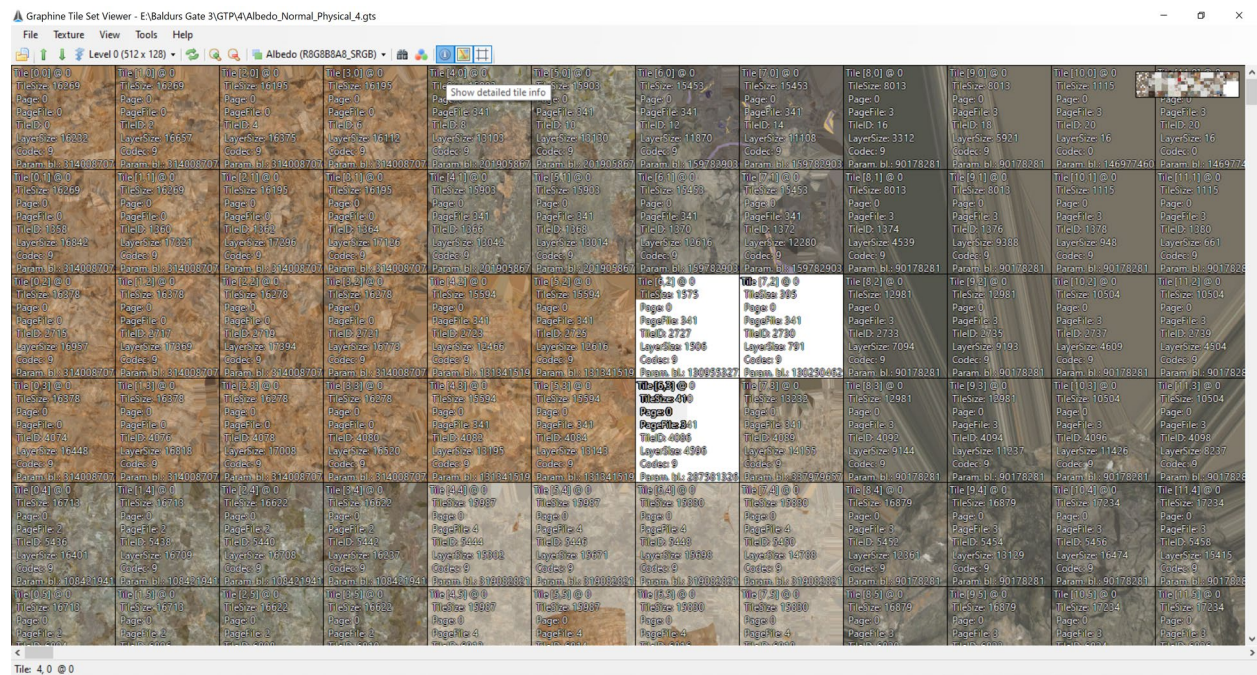


Extracting Textures

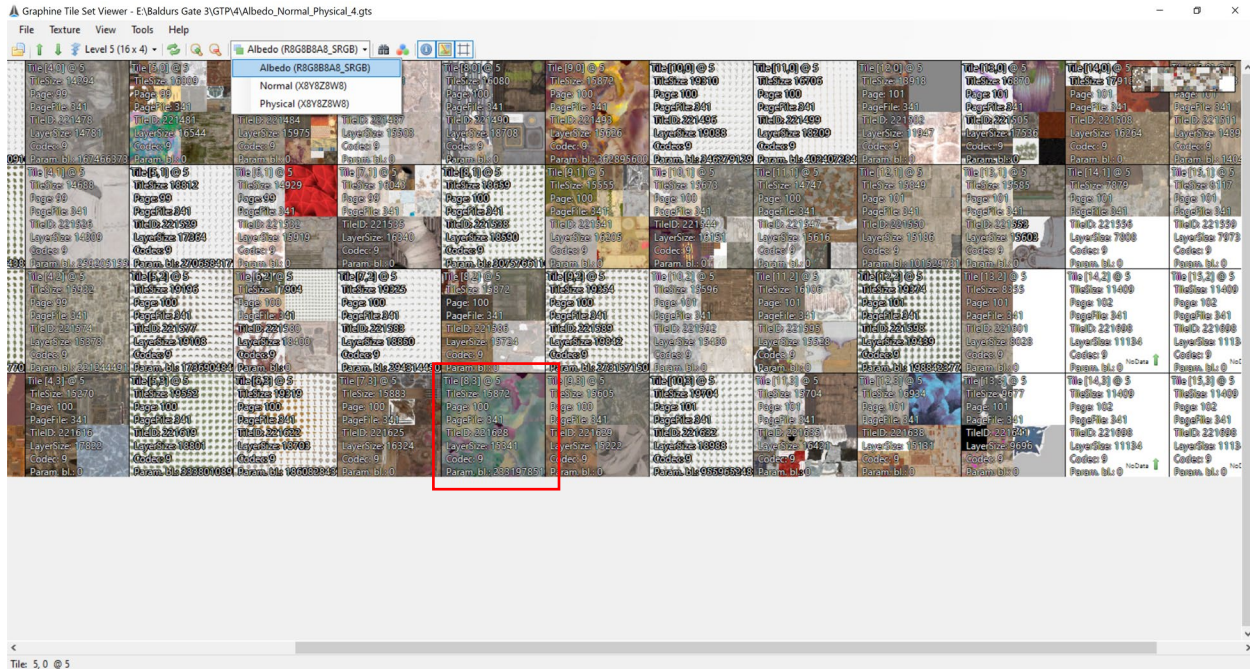
Run TileSetViewer.exe. Go to File > Open Tile File. Find and open a Granite Tile Set (*.gts) file. A Baldur's Gate 3 tile set contain "Albedo_Normal_Physical" in its filename.



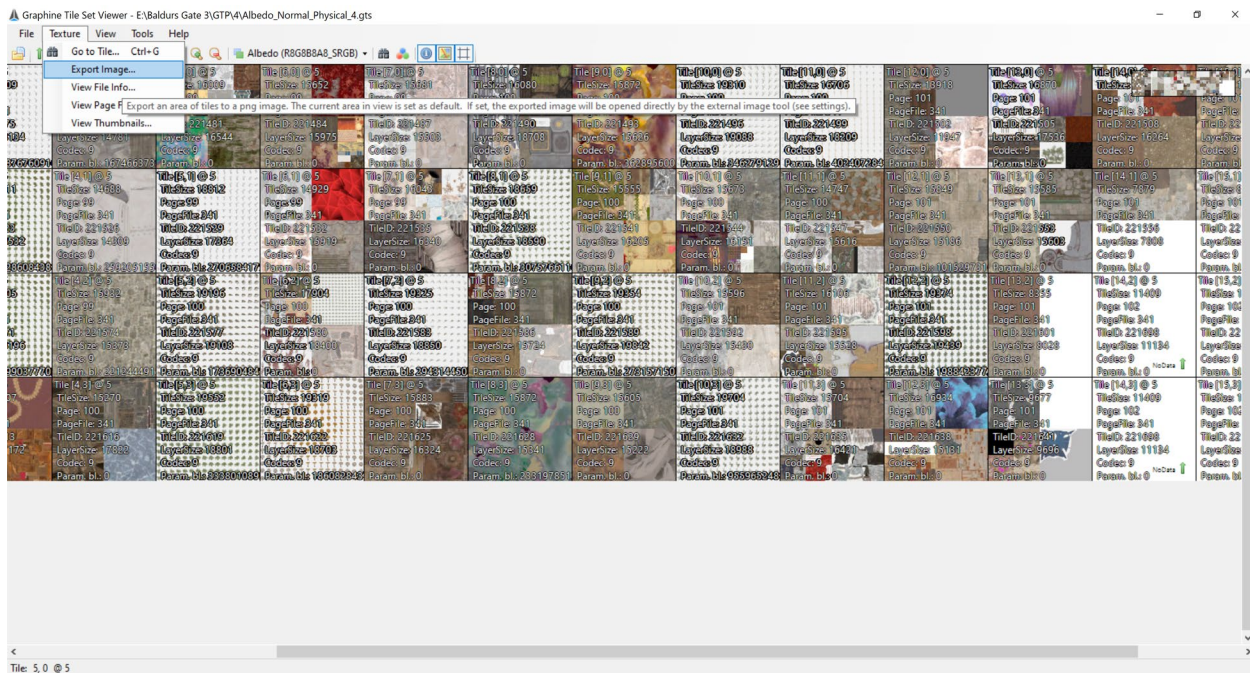
It is helpful to show tile borders and tile info.



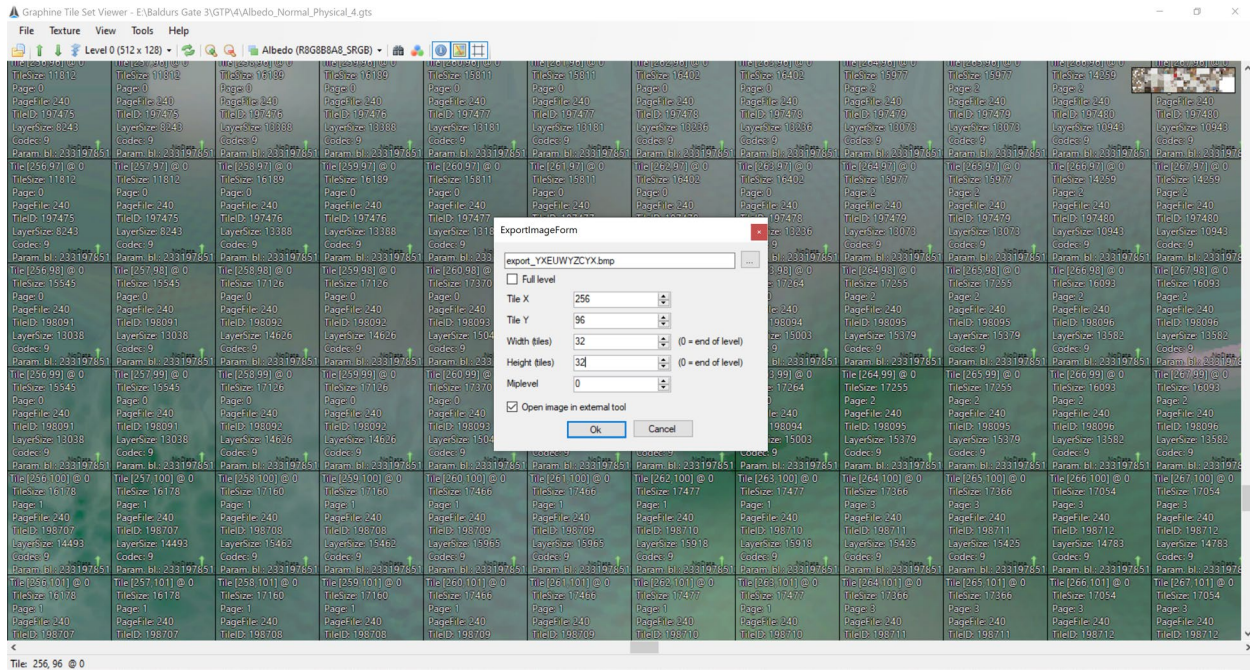
Select the layer (Albedo, Normal, or Physical) you want and find the texture that you want. In the example below, I am exporting the texture for a green dragonborn body.



Go to Texture > Export Image.

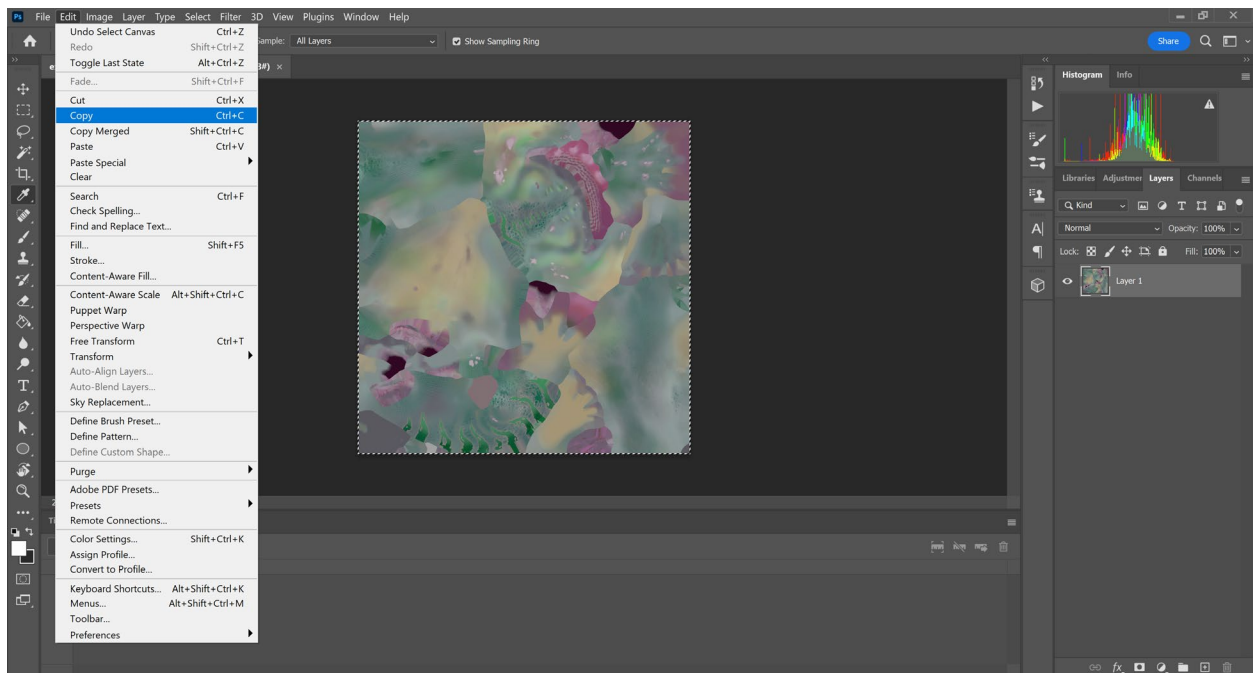


When viewed at level 5, the target texture starts at tile (8,3), is 1 tile wide, and is 1 tile tall. These values change when viewed at different levels. You will want to export the texture at level 0.

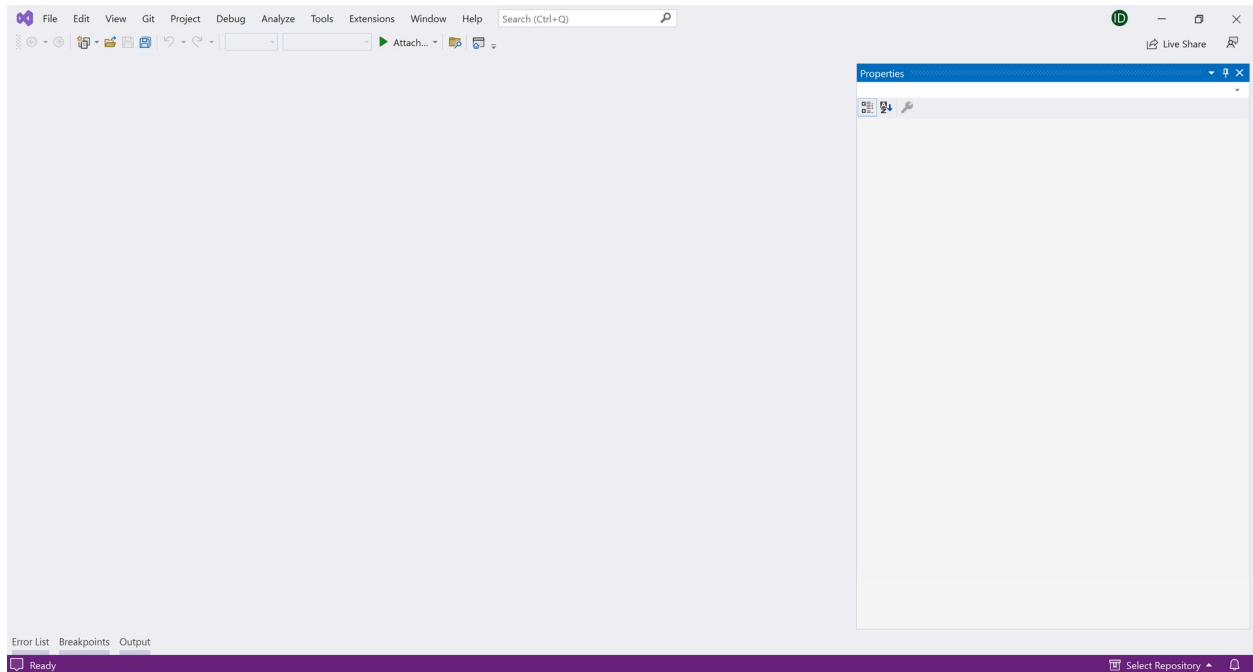


BMP to DDS

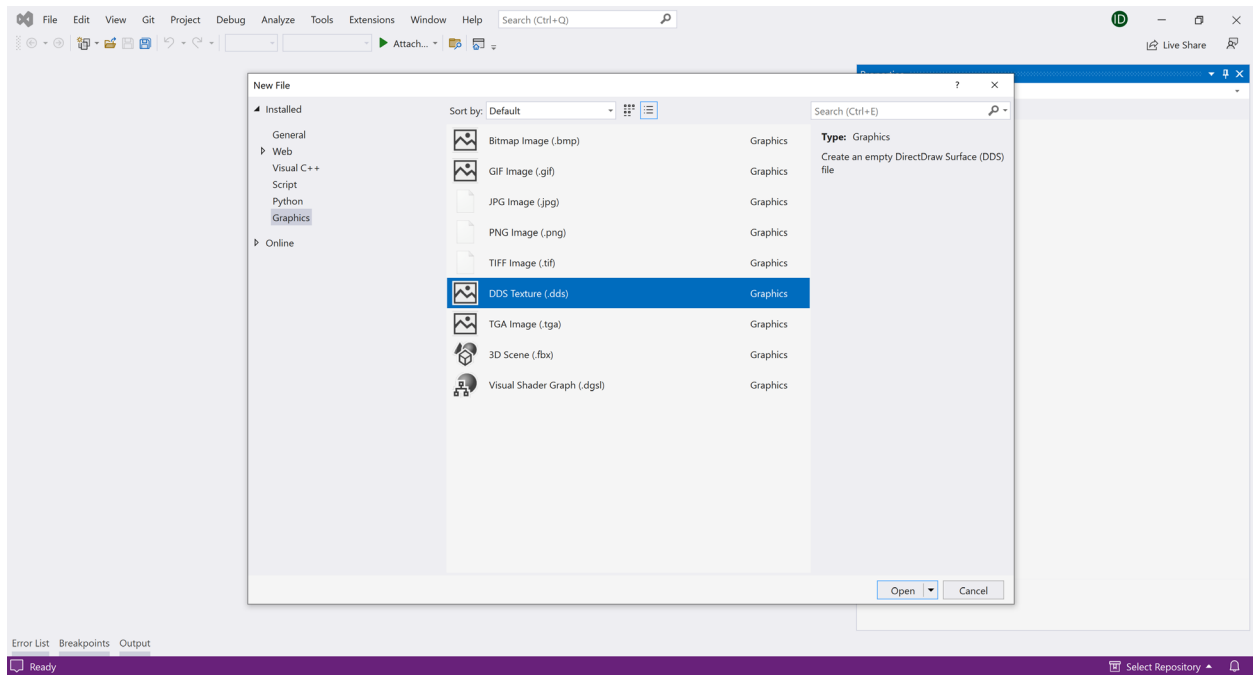
Open your texture in your preferred image editing program. Copy the texture to your clipboard.



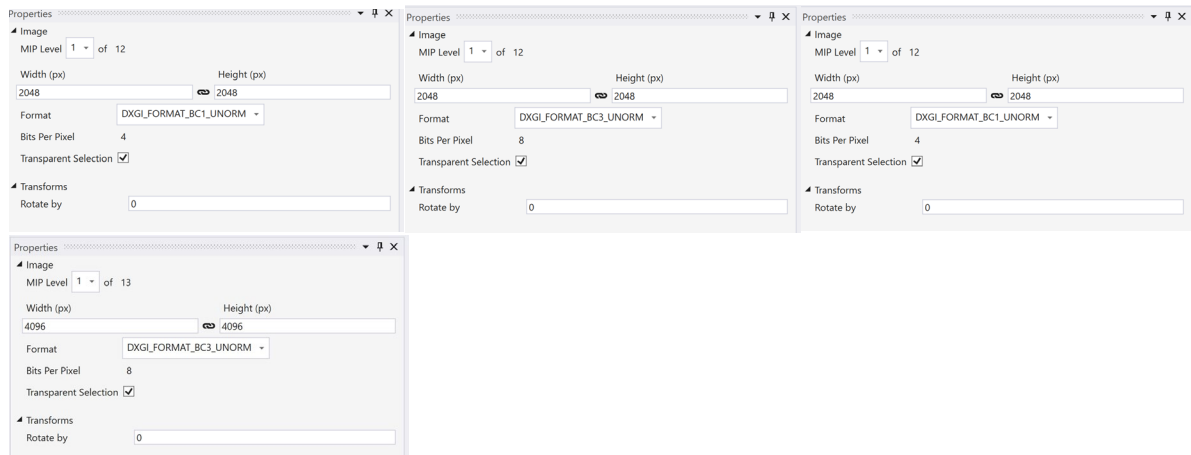
Open Visual Studio Community without code.



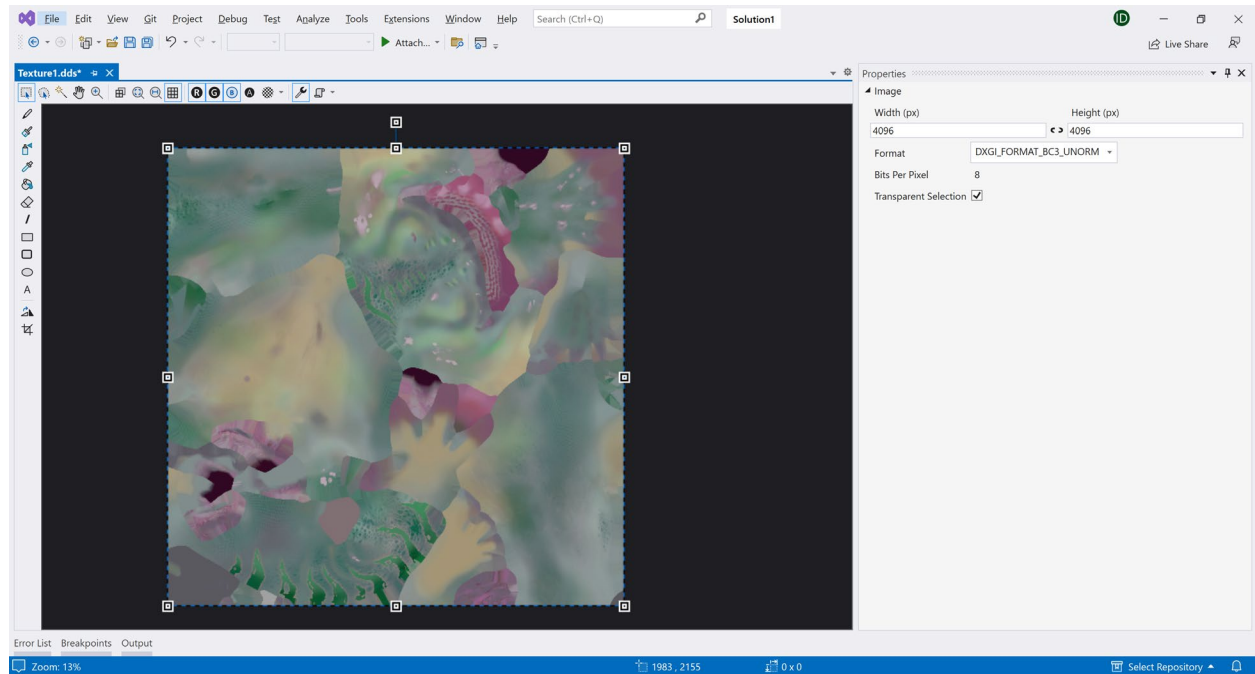
Create a new DDS file



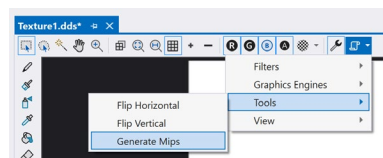
The following are examples of common DDS settings used in BG3.



Paste the texture into Visual Studio



Ensure that Generate Mips is on



Save the DDS.

Granite Build Studio

Create a Solution

