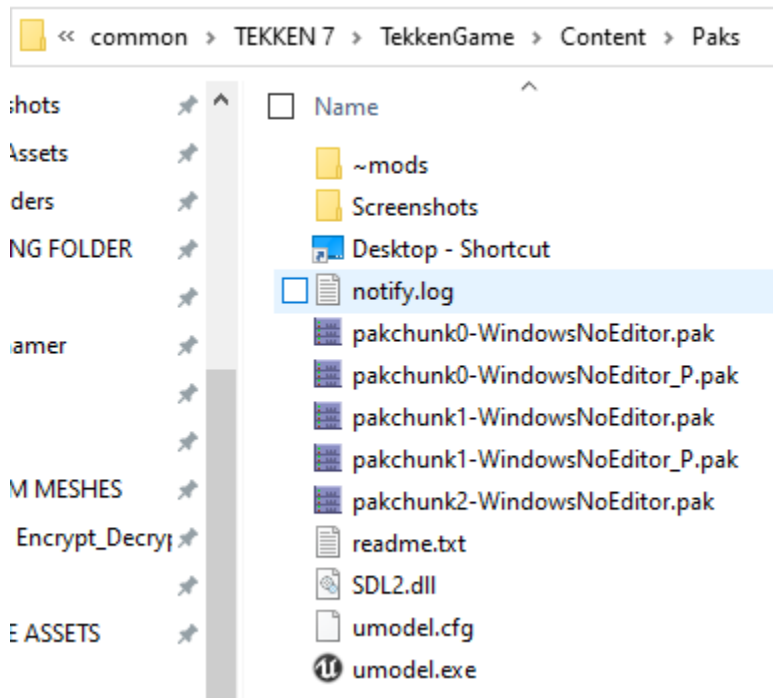


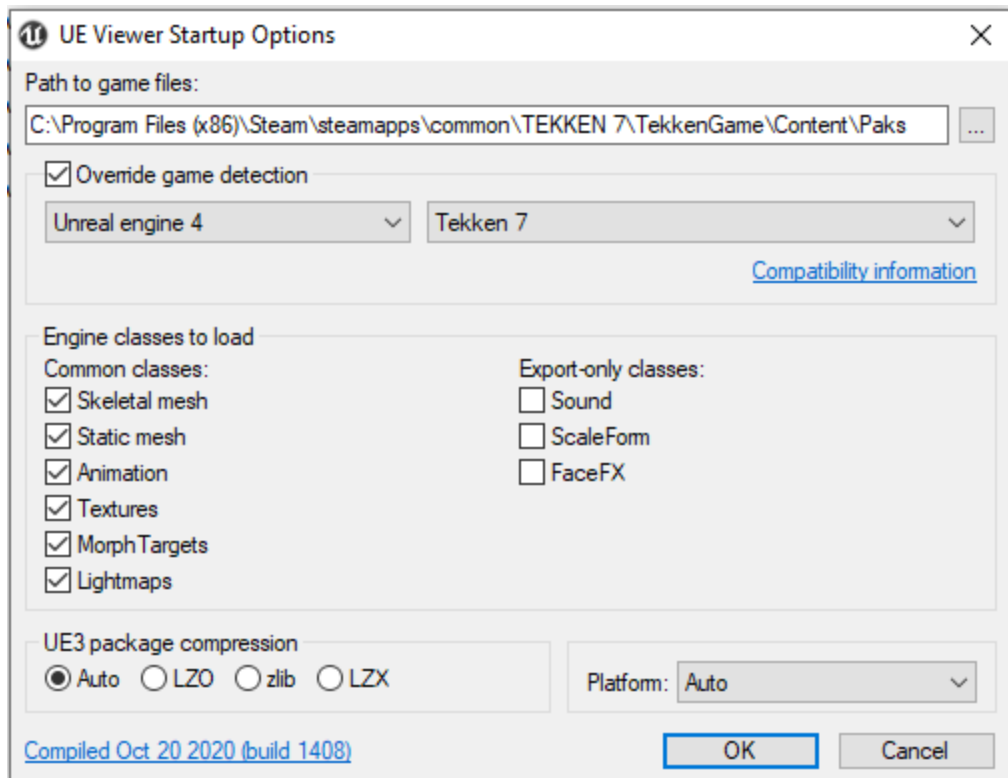
How to use umodel for viewing and extracting assets

Setup

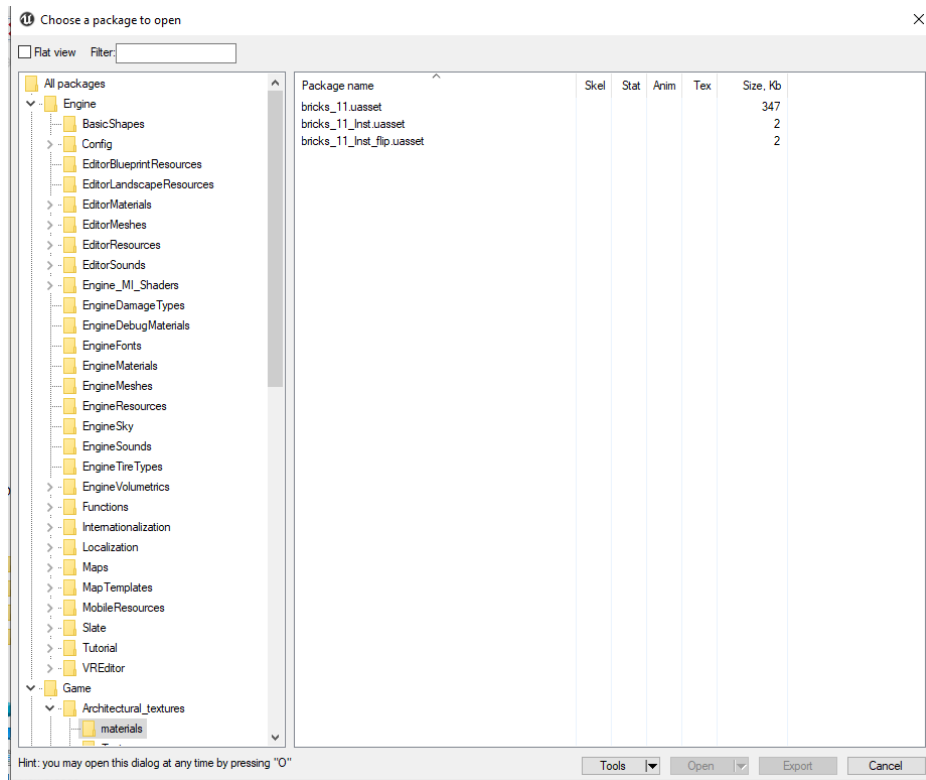
1. Unzip and place in any folder. For best use, place it in the directory that holds your Tekken pak files. For me it's C:\Program Files (x86)\Steam\steamapps\common\TEKKEN 7\TekkenGame\Content\Paks



2. Click on umodel.exe to Open



3. If you have not placed the file in the recommend path...Click on the 3 dots next to the text field below “Path to game files” and find the folder where you Tekken .pak files are held.
NOTE: If you extracted the who game assets via quickbms you can navigate to the folder where it was extracted to. My advice is to just use the actual game assets but it is not necessary.
4. Make sure to click on “Override game detection” and select Unreal engine4 and Tekken 7 just like above and hit “OK”.
5. All of the assets available within the folder you clicked will now be visible

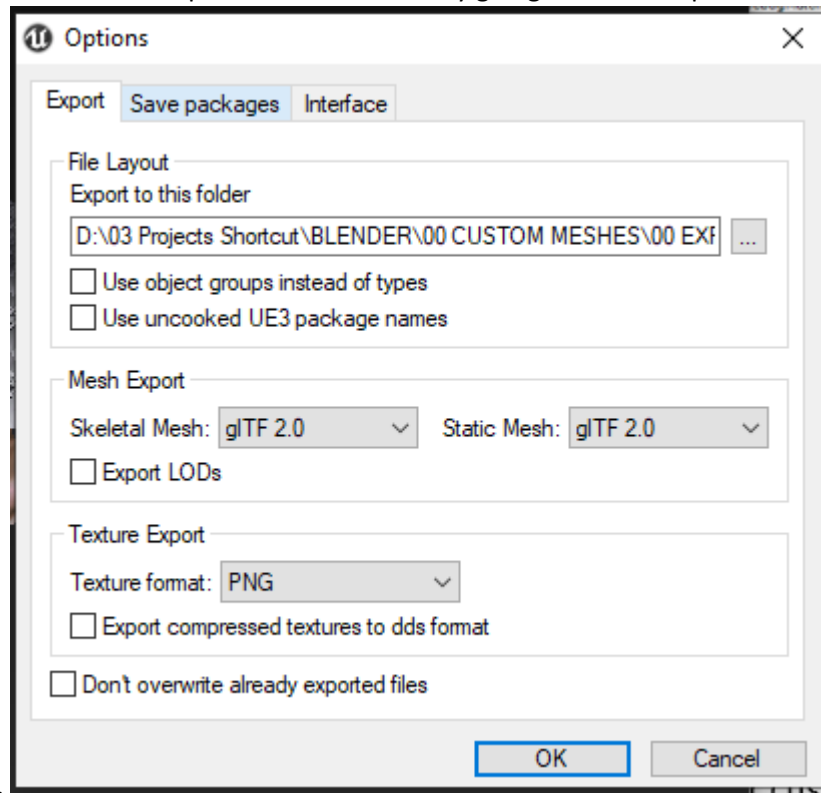


6. In the “Game” folder will be all of the assets used in Tekken. You can export/extract the following assets SK (skeletal mesh), SM (static mesh), and Textures in their original forms. You cannot export CCI (character customization item), CI (character item), PA (physics asset), SKT (skeletons), animations, M (materials), or MI (material instances). For those items you can extract them in their uasset form.

How to Export/Extract Mesh and Texture assets (an Example)

1. Navigate to the Mesh folder for Armor King’s default upper body.
(Game > Character > Item > Meshes > aki > Upper > aki_bdu_1p > Meshes)

2. You will see a PA_CH_aki_bdu_1p and a SK_CH_aki_bdu_1p. You can click on the SK and open it up to view it. You can export it as a 3d model by going to Tools > Options. A new window will



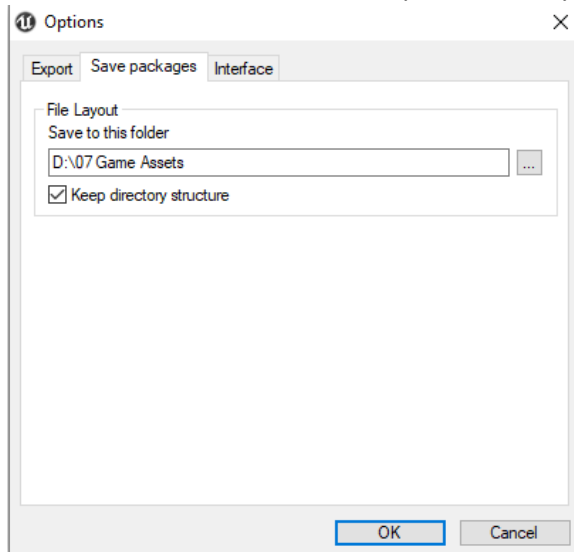
open up.

3. Choose your folder to export it to. In the Mesh Export section be sure that glTF 2.0 is chosen for as the exported formats. You can change the format if you're familiar with using them if you wish. In Texture Export area you can choose between TGA, TGA (uncompressed), or PNG. If you want, you can also export in .DDS format but that is rarely necessary.
4. Hit "OK" and the items will be exported to the folder you identified. The exported item will include it's file structure. So when retrieving it, you will essentially follow the path until you get to it. If the associated items are included within the main folder you set when you opened umodel then it will also grab those files as well. The mesh will likely export it's textures that are on it...but a texture won't export the mesh it's assigned to.
5. NOTE: If you use the "Tools > Export Current Object" option it will directly export to the location with the default or previously set settings immediately with no other windows opening.
6. To return to the window where you can go through assets just click on File > Open package

How to Export/Extract items as a uasset (an Example)

Some items don't export and are actually better utilized in their uasset format. If you don't have the space on your PC to extract the entire 60gbs of game files you can extract what you need using this method.

1. Navigate to the CCI file for Armor King's 1p Upper Body
(Game > Character > Item > Customize > AKI > UPPER > CCI_aki_bdu_1p)
2. If you click on it you will just get a black window that says stuff but you can't see anything else.
Just return by going to File > Open package
3. To extract, Click on "Tools" in the row of buttons at the bottom of the window and go to "Options". The same window as above will open but now you will click on the tab for "Save



packages".

4. Select the folder you want to extract to.
5. You can keep the directory structure if you want to or save it directly to the location you identified. Most assets will extract but there may be some that won't. Unfortunately at this time, I can't help you with the ones that don't
6. NOTE: Just like for exporting you can do a quick extract of a uasset by click on an asset > Go to the Tools button > Save selected packages. This will save them based on the default or previously set settings.

Opening and Extracting/Exporting Multiple Assets

1. To Open multiple assets at one time to be viewed you can just drag select the items then hit Open. You can do the same thing to save packages or export.

Package name		Skel	Stat	Anim	Tex	Size, Kb
CCI_aki_bdu_1p.uasset						4
CCI_aki_bdu_1p_c1.uasset						4
CCI_aki_bdu_1p_cus.uasset						4
CCI_aki_bdu_1p_old.uasset						4
CCI_aki_bdu_2p.uasset						4
CCI_aki_bdu_china_amor.uasset						4
CCI_aki_bdu_dougi.uasset						4
CCI_aki_bdu_downjacket_m.uasset						6
CCI_aki_bdu_fighter.uasset						5
CCI_aki_bdu_flightjacket.uasset						10
CCI_aki_bdu_fullamor.uasset						6
CCI_aki_bdu_gold.uasset						4
CCI_aki_bdu_hero.uasset						3
CCI_aki_bdu_hero_c1.uasset						4
CCI_aki_bdu_jersey_m.uasset						4
CCI_aki_bdu_justaucorps.uasset						4
CCI_aki_bdu_naked.uasset						1
CCI_aki_bdu_riders_amor.uasset						4
CCI_aki_bdu_riders_slvless.uasset						4
CCI_aki_bdu_t_carp.uasset						3
CCI_aki_bdu_t_crew_neck.uasset						4
CCI_aki_bdu_t_gara_a_m.uasset						3
CCI_aki_bdu_t_gara_b_m.uasset						3
CCI_aki_bdu_t_gara_m.uasset						3
CCI_aki_bdu_t_kanji.uasset						3
CCI_aki_bdu_t_korea.uasset						3
CCI_aki_bdu_t_nipw.uasset						3
CCI_aki_bdu_t_nipw_b.uasset						3
CCI_aki_bdu_t_nipw_c.uasset						3
CCI_aki_bdu_t_nipw_h.uasset						3
CCI_aki_bdu_t_nipw_k.uasset						3
CCI_aki_bdu_t_nipw_kb.uasset						3
CCI_aki_bdu_t_pacman.uasset						3
CCI_aki_bdu_t_spider.uasset						3
CCI_aki_bdu_t_tatsudon.uasset						3
CCI_aki_bdu_t_ten.uasset						3
CCI_aki_bdu_t_tie.uasset						3
CCI_aki_bdu_t_tiger.uasset						3

time by pressing "O"

Tools Open Export

There are other things you can do with umodel but this is all that I'm going to cover. Look around, have fun, and share what you learn.

