

Making transparent textures The basics - DXT1 and DXT5 textures

First things first. The game's textures are in .dds format, and there are two types:

DXT1: Used mostly in `_D` textures, these have better compression, and are flat images with no alpha channel (transparency).

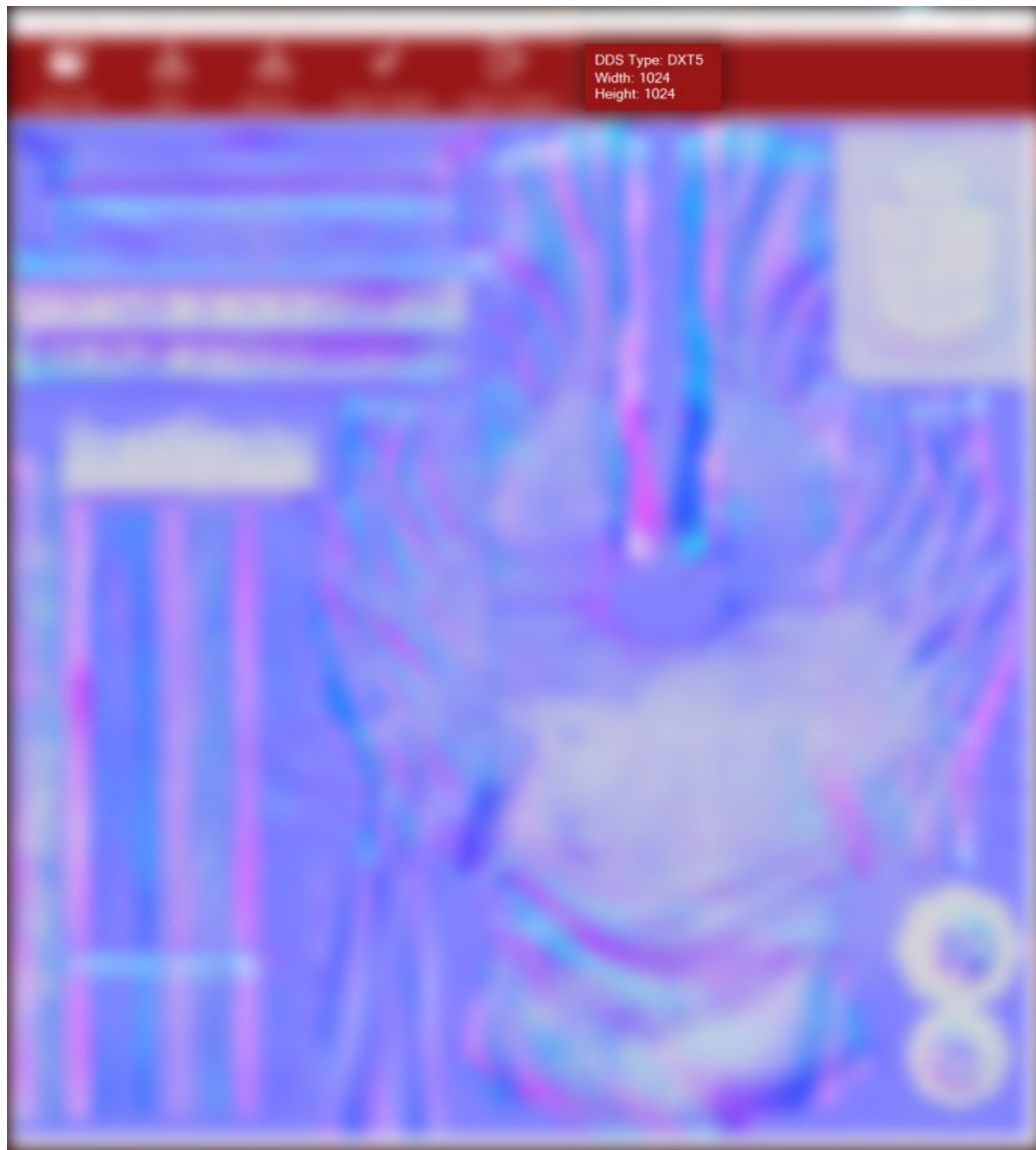
DXT5: Used mostly in `_M` and `_N` textures, these have worse compression, but allow transparency.

So, if we want to make an item have a transparent texture, we need to use a DXT5 `_D` texture. Some items already have one, but for others that don't you will have to do the following (for this tutorial I'll use my T4 Jin mod as an example):

- 1.- Open the `_D` texture in the T7Toolkit's texture editor.
- 2.- Check the resolution at the top right of the window.
- 3.- Export the texture.

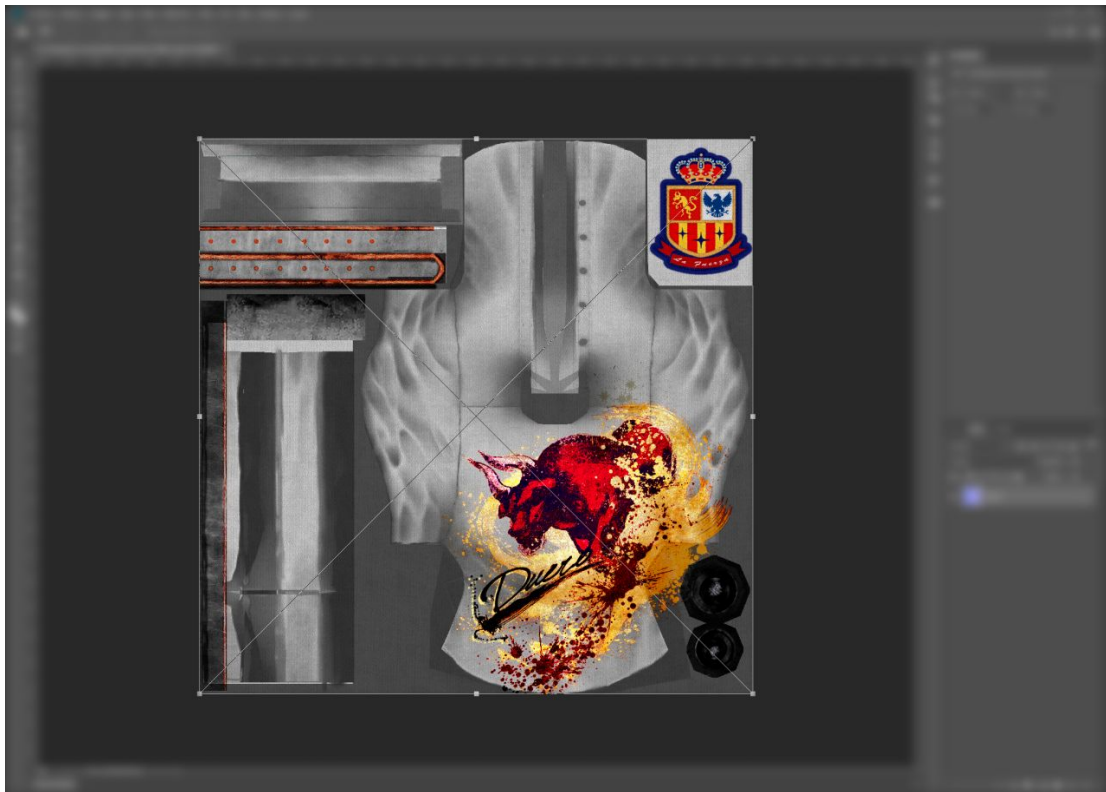
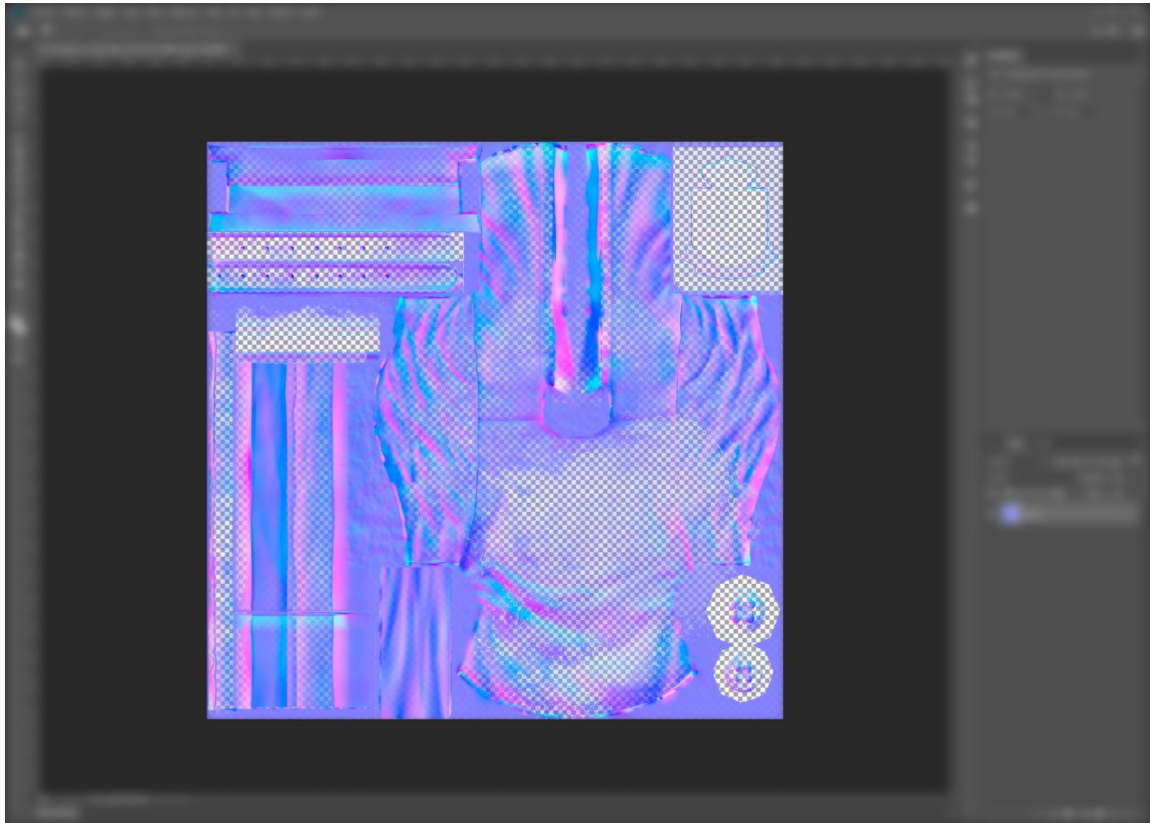


4.- Open the _M or _N texture for the same item. It should be the same resolution, but in DXT5 format.

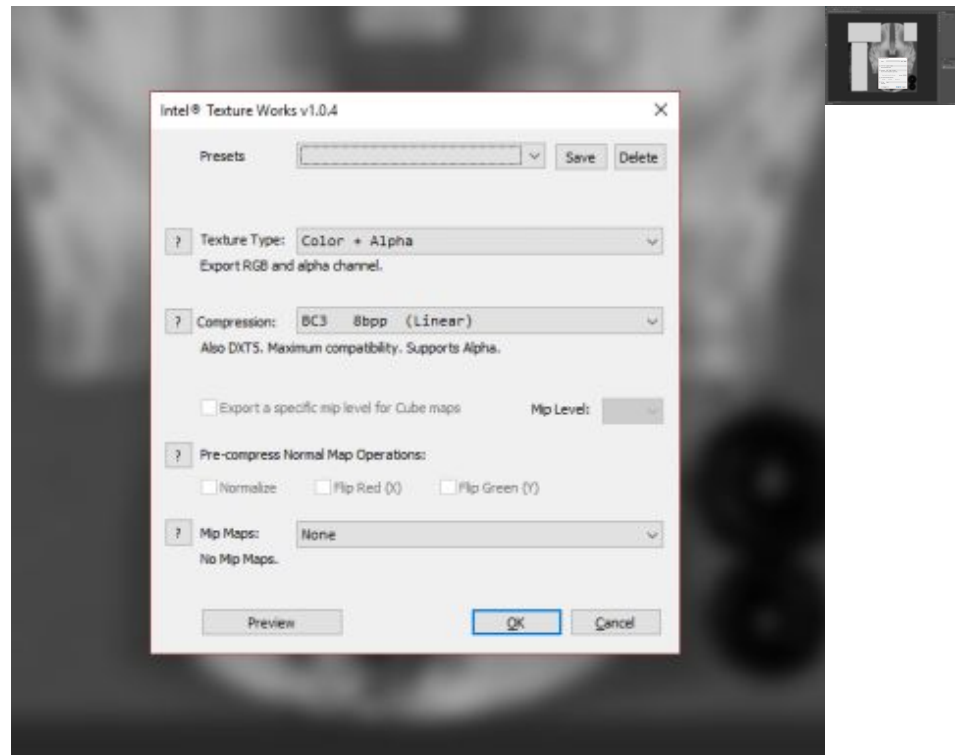


5.- Use UassetRenamer to swap the _D texture with either the _M or _N, depending of the result of step 4.*

6.- Now open the -new _D texture .uasset, and export the texture. Open it in Photoshop, and drop the original texture you exported in step 3 on top of the swapped one, and delete the latter.



7.- Now you can edit the texture's transparency to your liking. After all is done, save it as Color + Alpha in the Intel Plugin's settings, and you will have a new DXT5 _D texture.



8.- Import it into the swapped .uasset with the texture editor, and save it.

Now that the texture part is over, let's move on to the material.

Every item's material has it's own *settings*, things like roughness, reflectiveness, color strength, etc. They also have a base material, that serves as a starting point and affects the overall material. These materials are located in: TekkenGame\Content\Character\Common\shader\Material. Each one has two variations: a regular one, and one that ends in "_mask". The latter is the version of the material that is used to load transparent textures. *Note: The following materials have working masks.

1. M_CH_aniso_mask
2. M_CH_aniso_mask_machieru
3. M_CH_base_mask

So if I open a material in hex, the first path that I will see is the base material one. If the filename ends in `_mask`, there's no need to do anything and you're done. But, if it doesn't end with `_mask`, you need to copy the name of that material, for example, `MI_CH_mig_bdu_lp_old_shirt` has the following path: `Game/Character/Common/shader/Material/M_CH_aniso`. So the base material is `M_CH_aniso`, and we rename the Miguel material to that.

You will get `M_CH_aniso_mask-new`, which you then rename back to the material's original name.

Now both the texture and material are done! Pack the mod with `u4pak`, and test in-game to see the new transparent texture.

Removed belts, sleeves, and collar via transparent texture

