

BASIC SKIN SWAP TUTORIAL

SCENARIO A:

tools needed / requirement :

1. extracted tekken 7 pakchunks (preferably all paks)
2. file type knowledge in #general-information
3. uassetrenamer
4. u4pak



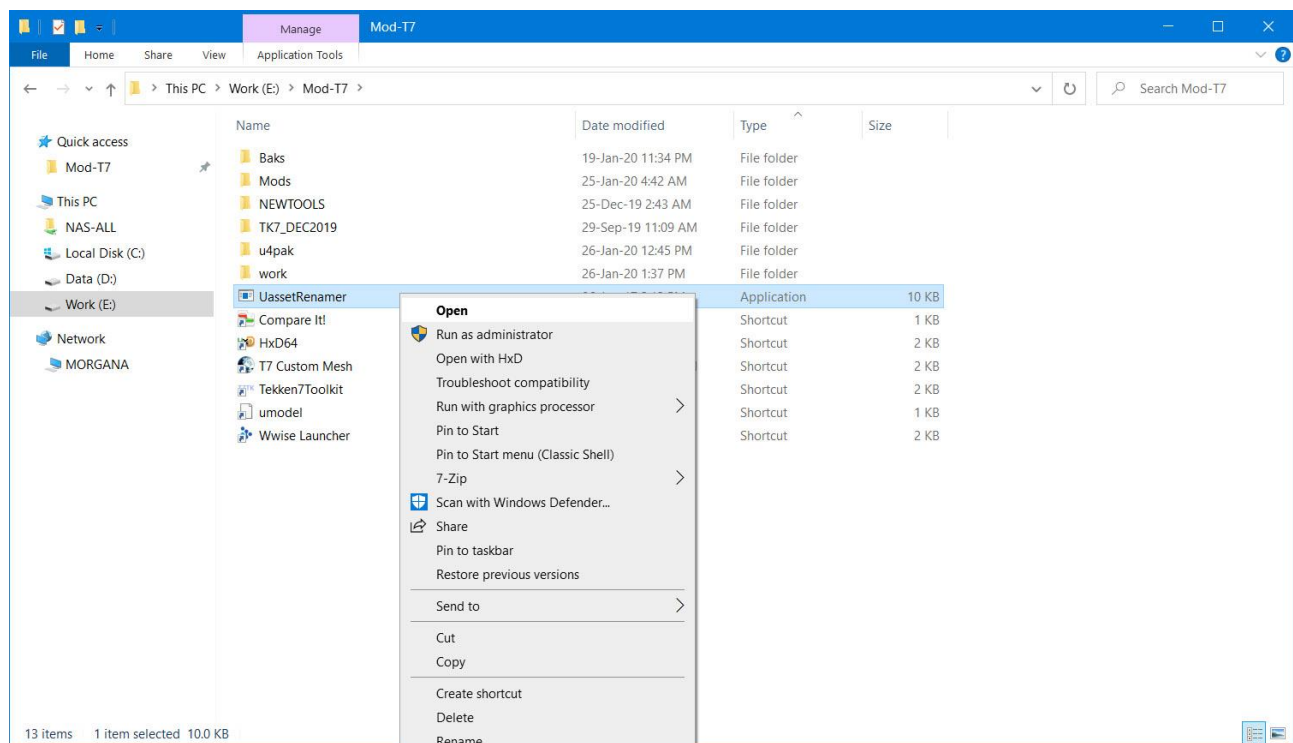
In this tutorial, we like to apply ARMOR KING's skin tone to KING, meaning in the end we like to see a dark skin on KING. The easiest way to apply different skintone is through "MaterialInstance" swapping.

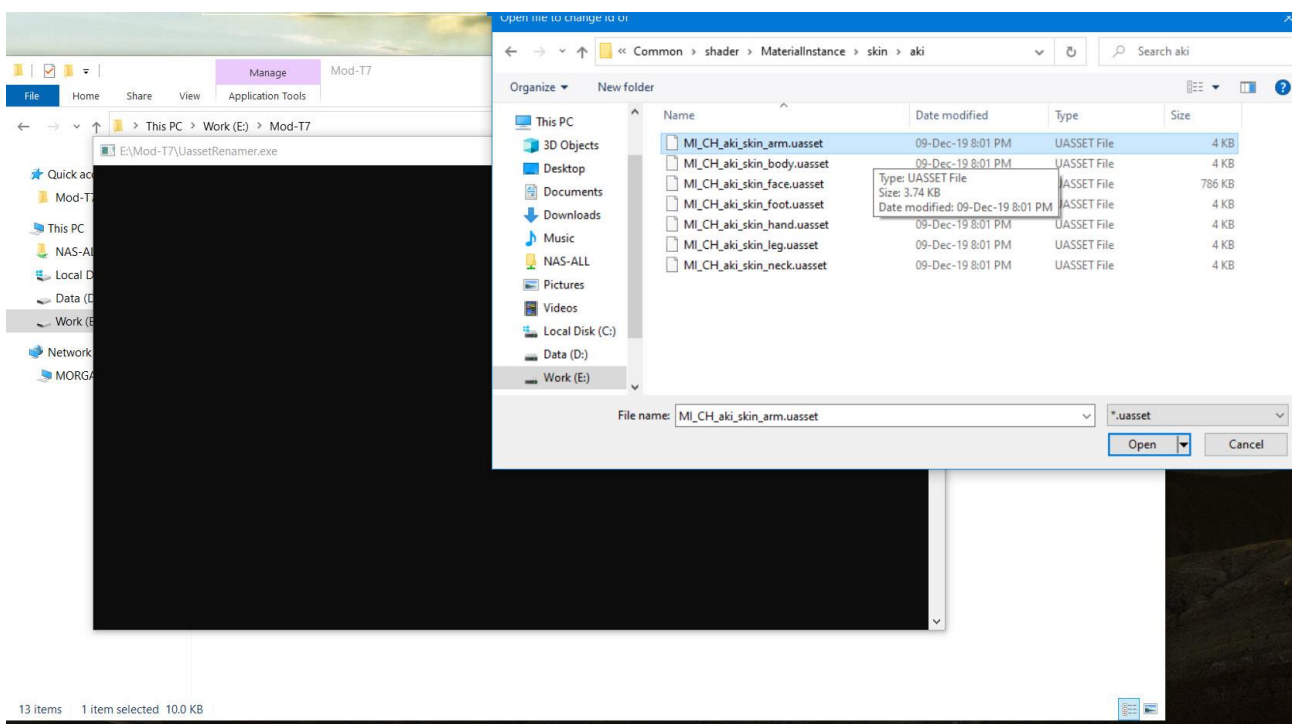
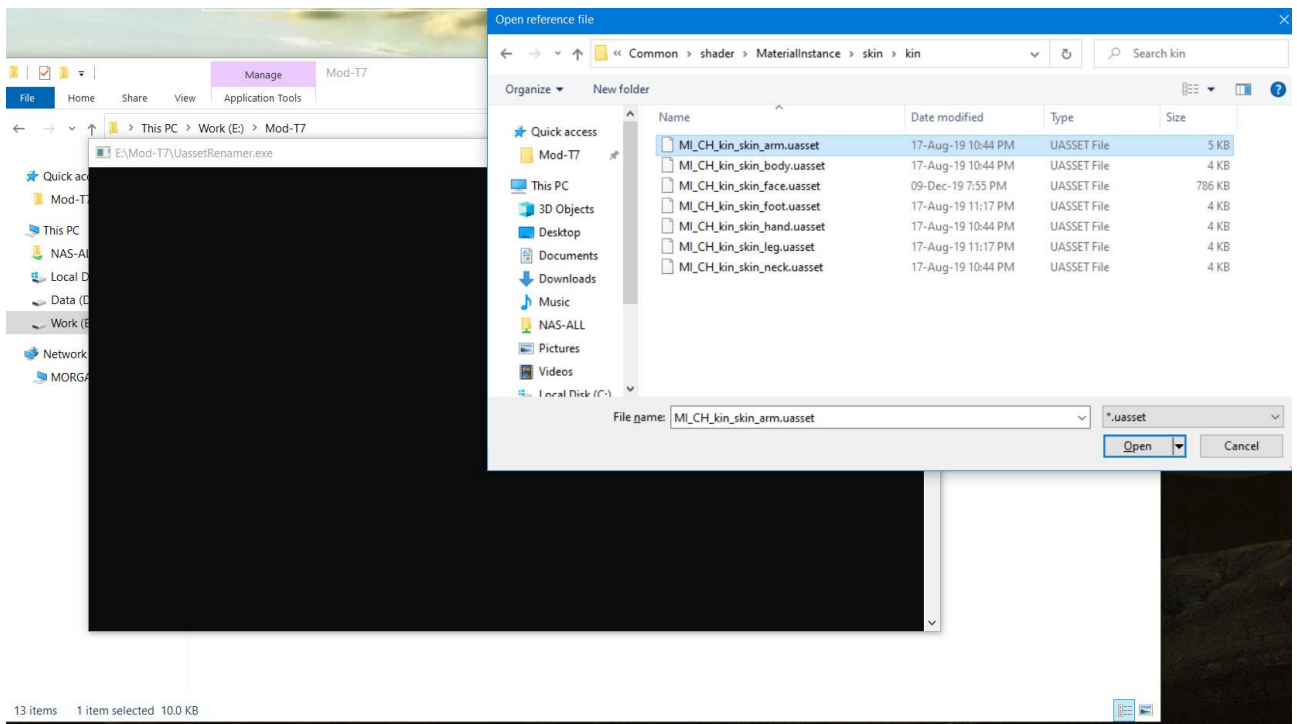
Picture below shows the path to both KING and ARMOR KING's MaterialInstance files :

View				
Vork (E:) > Mod-T7 > TK7_DEC2019 > TekkenGame > Content > Character > Common > shader > MaterialInstance > skin > kin				
Name	Date modified	Type	Size	
MI_CH_kin_skin_arm.uasset	17-Aug-19 10:44 PM	UASSET File	5 KB	
MI_CH_kin_skin_body.uasset	17-Aug-19 10:44 PM	UASSET File	4 KB	
MI_CH_kin_skin_face.uasset	09-Dec-19 7:55 PM	UASSET File	786 KB	
MI_CH_kin_skin_foot.uasset	17-Aug-19 11:17 PM	UASSET File	4 KB	
MI_CH_kin_skin_hand.uasset	17-Aug-19 10:44 PM	UASSET File	4 KB	
MI_CH_kin_skin_leg.uasset	17-Aug-19 11:17 PM	UASSET File	4 KB	
MI_CH_kin_skin_neck.uasset	17-Aug-19 10:44 PM	UASSET File	4 KB	

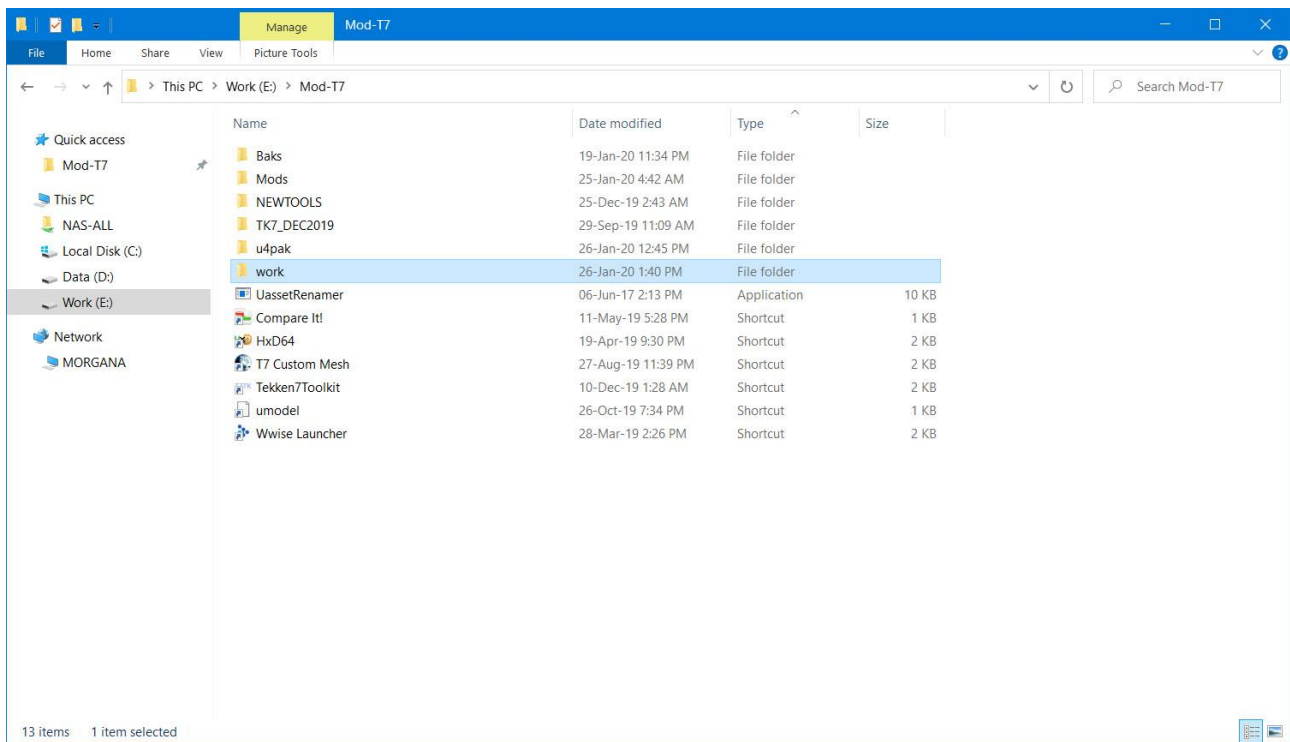
Name	Date modified	Type	Size
MI_CH_aki_skin_arm.uasset	09-Dec-19 8:01 PM	UASSET File	4 KB
MI_CH_aki_skin_body.uasset	09-Dec-19 8:01 PM	UASSET File	4 KB
MI_CH_aki_skin_face.uasset	09-Dec-19 8:01 PM	UASSET File	786 KB
MI_CH_aki_skin_foot.uasset	09-Dec-19 8:01 PM	UASSET File	4 KB
MI_CH_aki_skin_hand.uasset	09-Dec-19 8:01 PM	UASSET File	4 KB
MI_CH_aki_skin_leg.uasset	09-Dec-19 8:01 PM	UASSET File	4 KB
MI_CH_aki_skin_neck.uasset	09-Dec-19 8:01 PM	UASSET File	4 KB

remember the highlighted files, as you will need to swap them accordingly.
 Open up uassetrenamer, first point to KING's MaterialInstance, then ARMOR KING's MaterialInstance :

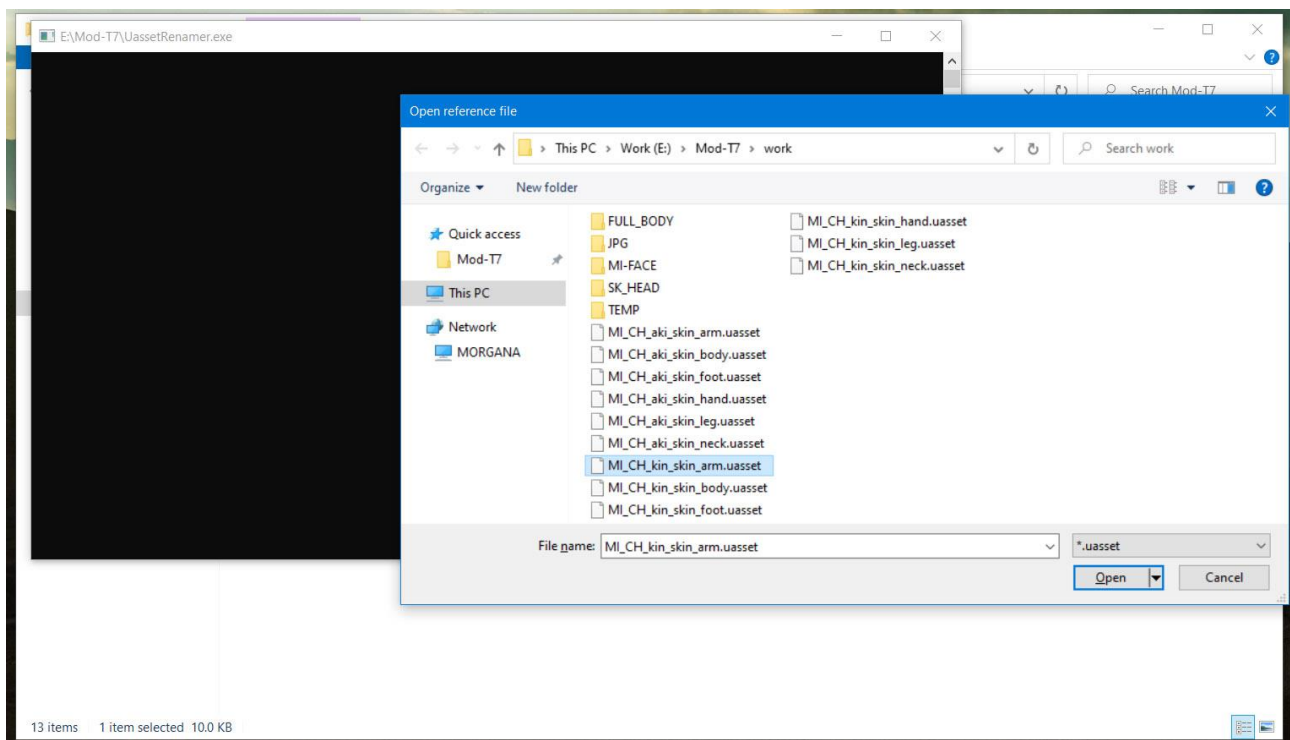


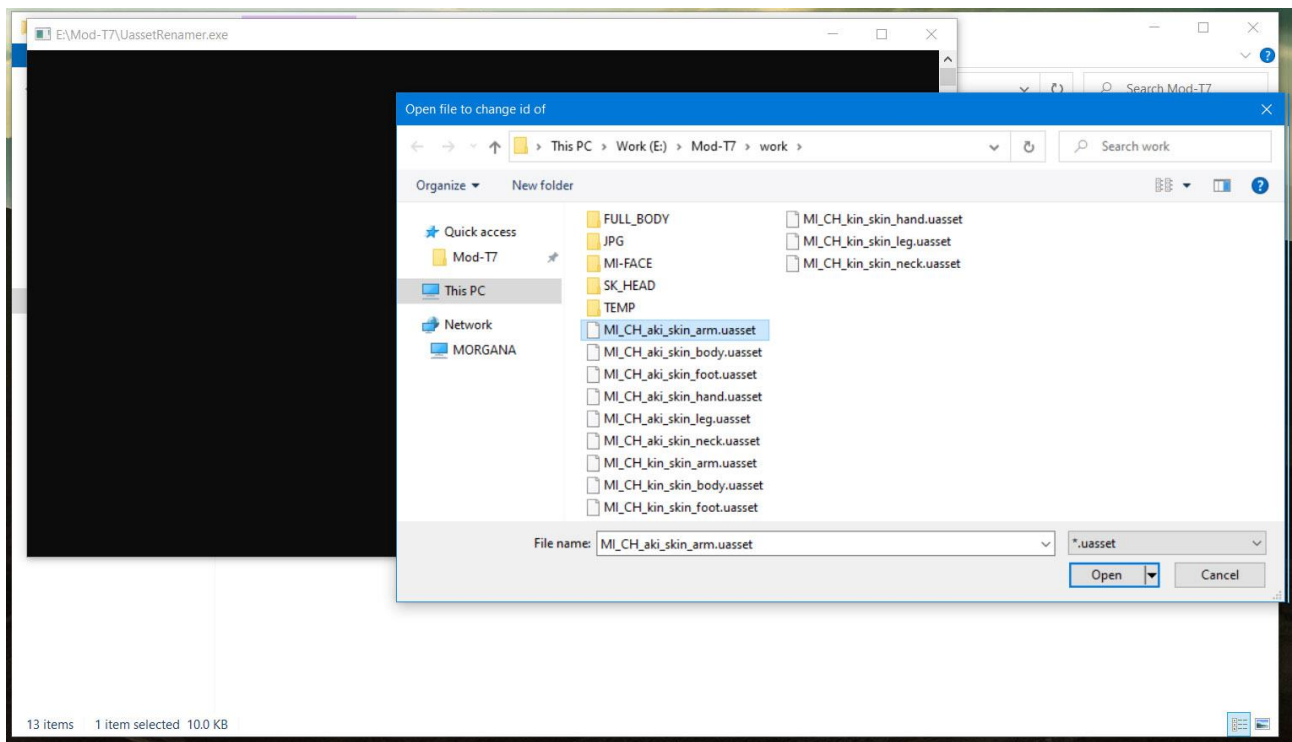


alternatively, if you prefer not to navigate too much in folders, you can copy all the involved files into a single folder for convenience, in this case, i put them inside a "work" folder :

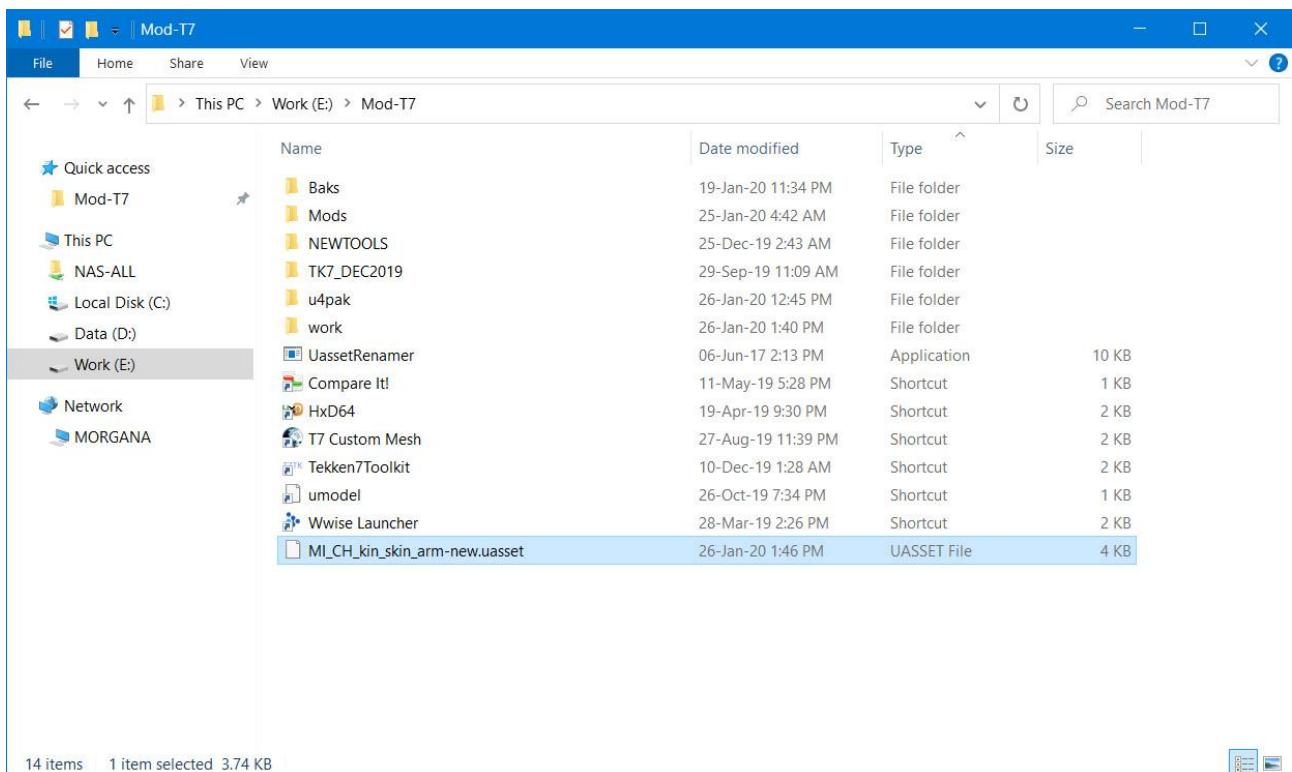


start the swapping process by opening the Uassetrenamer, first choose KING's MaterialInstance, then ARMOR KING MaterialInstance :

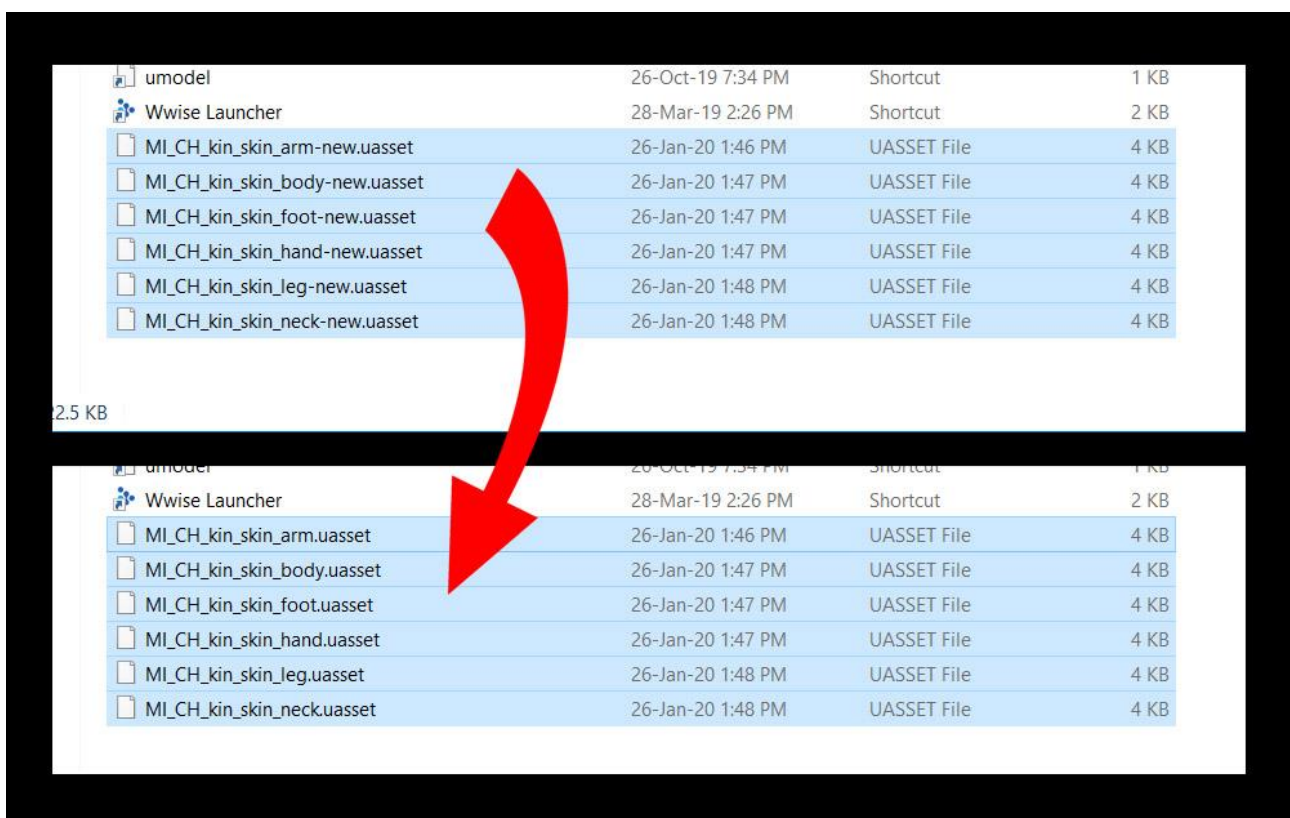
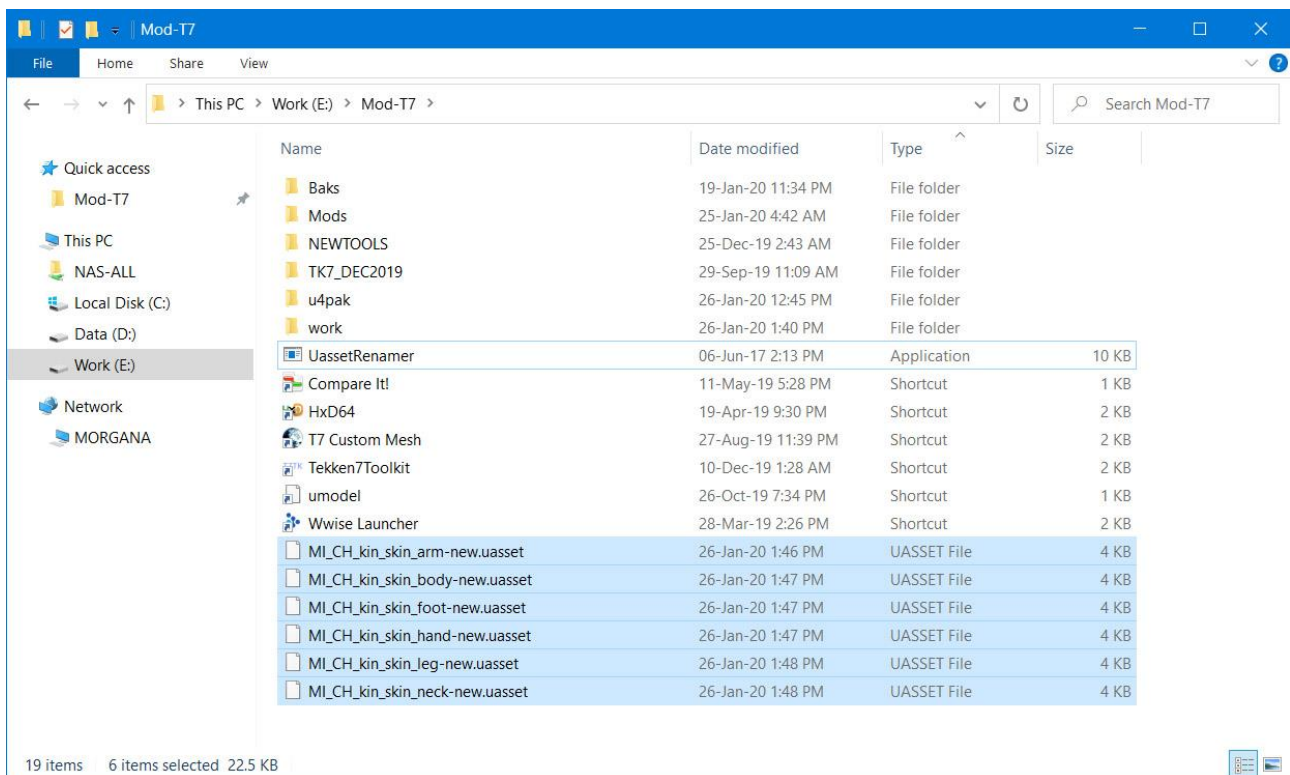




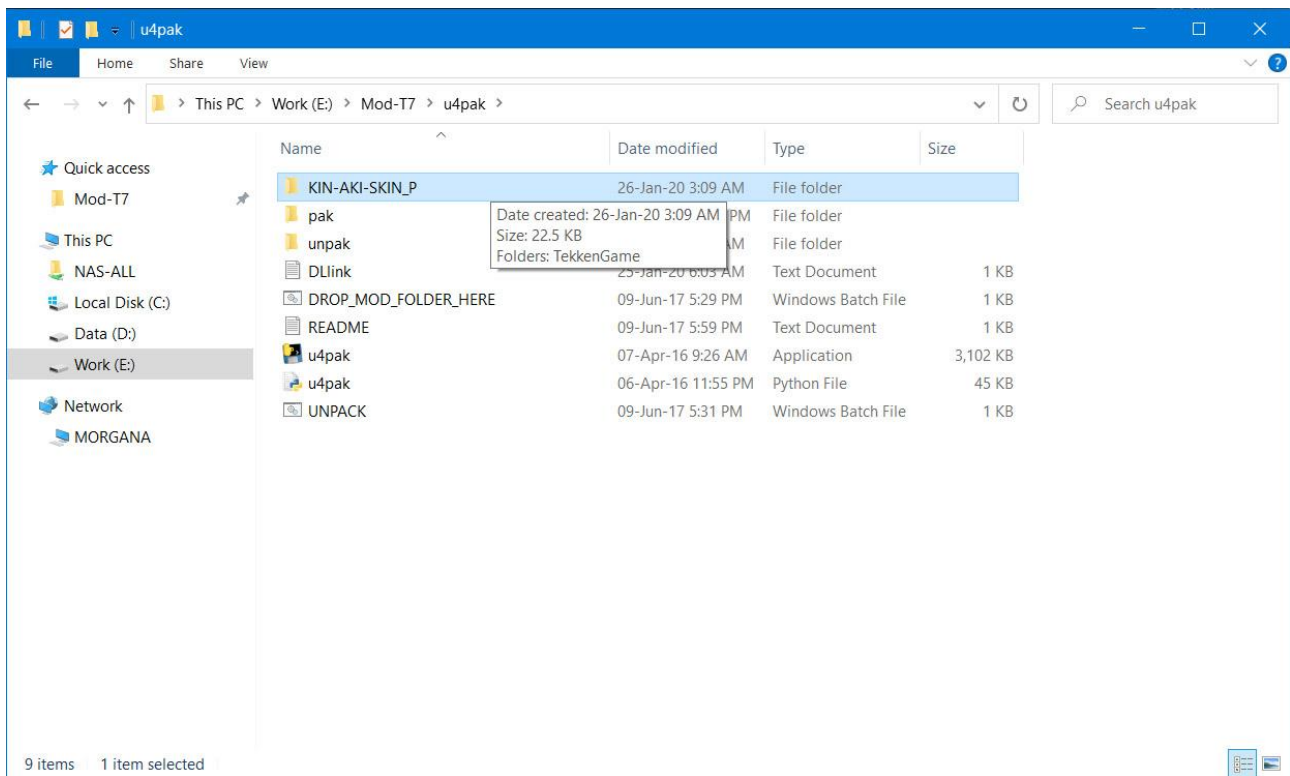
files generated from the swapping will be located in the same folder as Uassetrenamer, with the "-new" behind the file names :



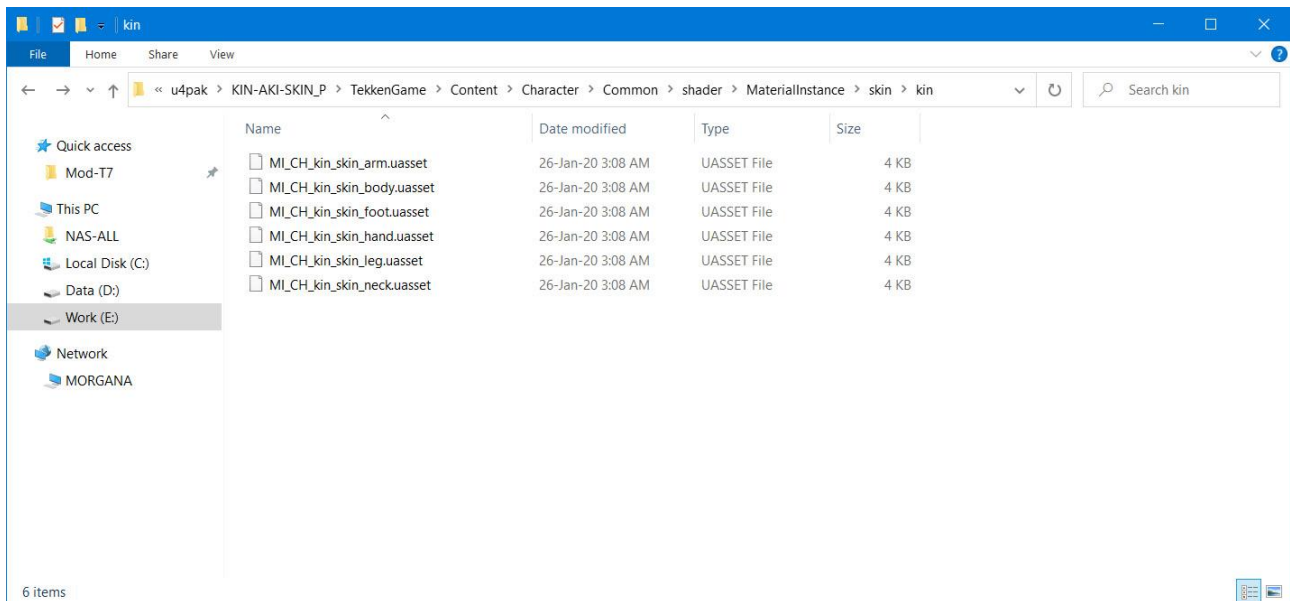
proceed to swap other related parts, and delete the "-new" behind all the file names :



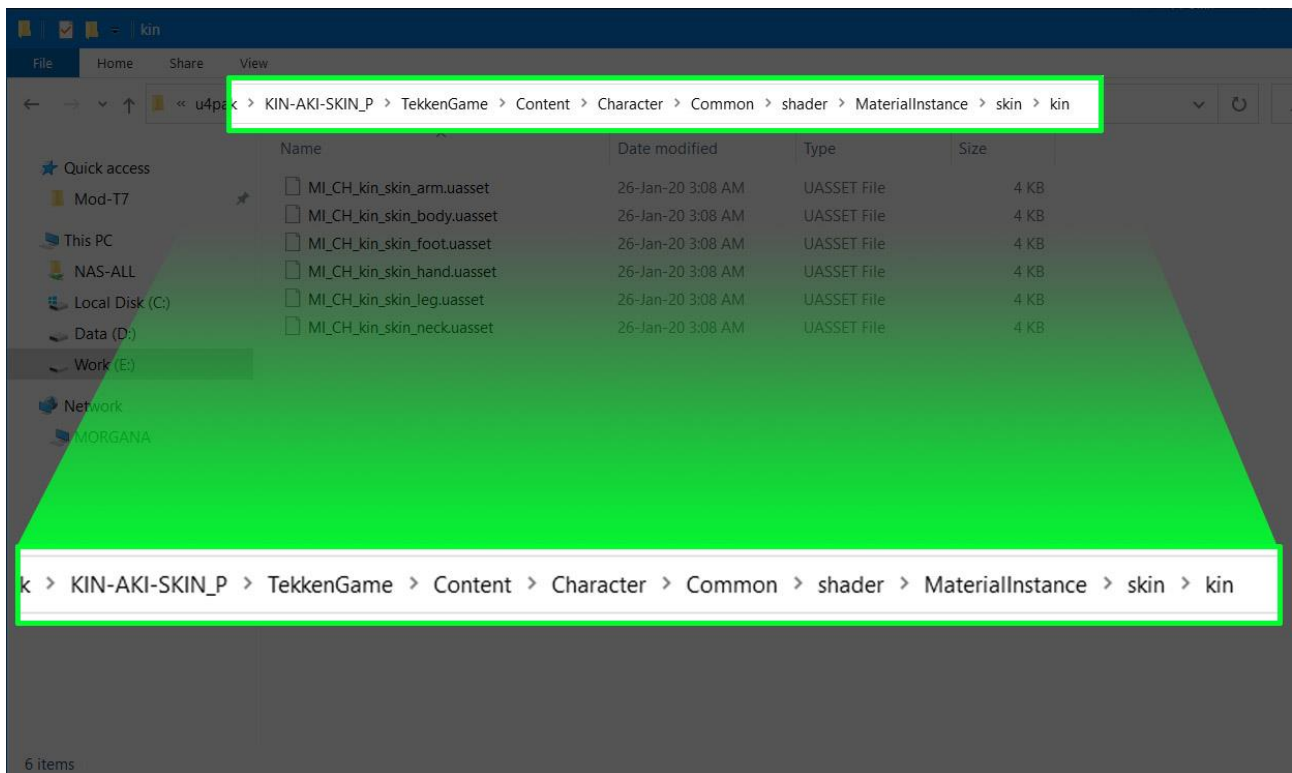
after you done this part, you may pack the files using u4pak, first give a name to your mod, i will name this mod KIN-SKI-SKIN_P (KING with ARMOR KING SKIN and the suffix "_P" is needed in order to make the game prioritize to load your file before the original file) :



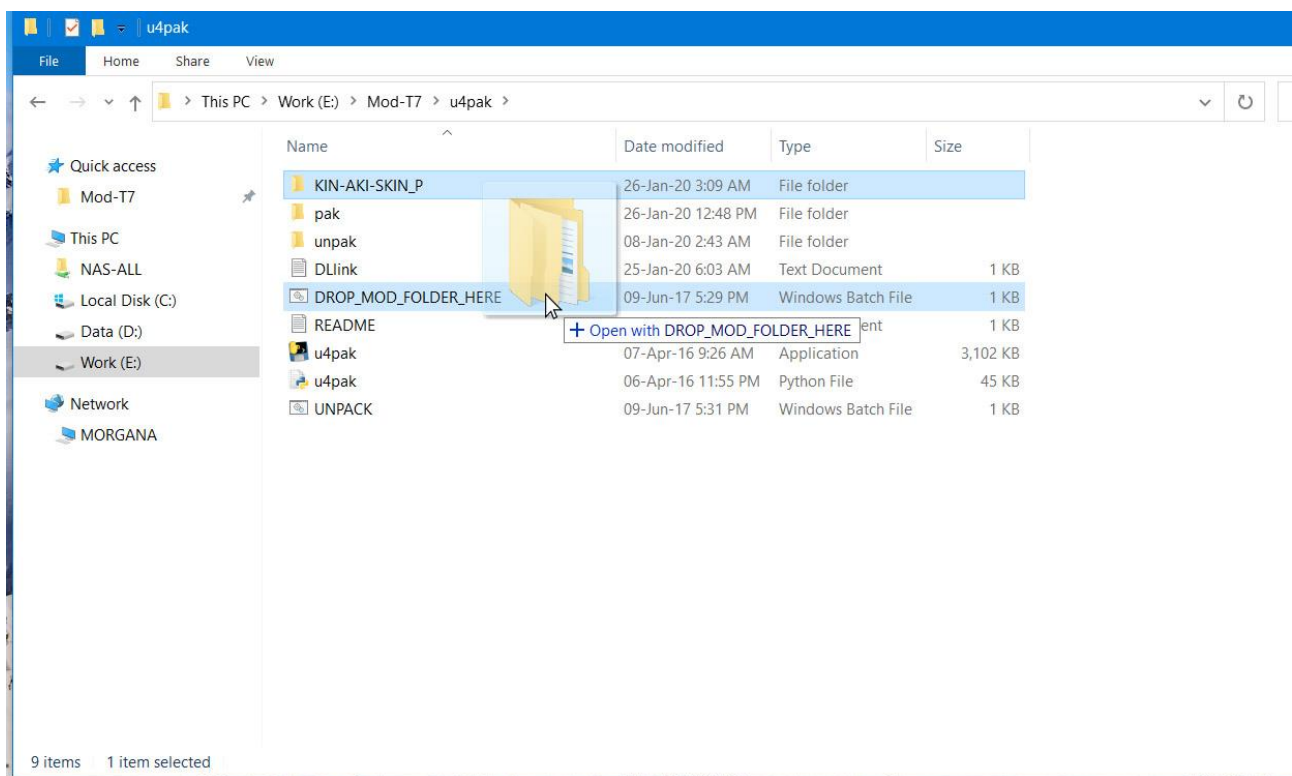
put all the modded materialinstance file into the path similar to the game folder you originally copied from :



in this case, is :



drag and drop the whole folder onto the "DROP_MOD_FOLDER_HERE" batch file :



when prompted, press enter and wait for the u4pak do their work. If your mod has no problem, it should be "ALL OK" in the end of the text.


```
C:\WINDOWS\system32\cmd.exe

[!] Any old KIN-AKI-SKIN_P.pak files will be overwritten.
Close the window to abort or press any key to continue...

E:\Mod-T7\u4pak\KIN-AKI-SKIN_P\

TekkenGame\Content\Character\Common\shader\MaterialInstance\skin\kin\MI_CH_kin_skin_arm.uasset
TekkenGame\Content\Character\Common\shader\MaterialInstance\skin\kin\MI_CH_kin_skin_body.uasset
TekkenGame\Content\Character\Common\shader\MaterialInstance\skin\kin\MI_CH_kin_skin_foot.uasset
TekkenGame\Content\Character\Common\shader\MaterialInstance\skin\kin\MI_CH_kin_skin_hand.uasset
TekkenGame\Content\Character\Common\shader\MaterialInstance\skin\kin\MI_CH_kin_skin_leg.uasset
TekkenGame\Content\Character\Common\shader\MaterialInstance\skin\kin\MI_CH_kin_skin_neck.uasset

Pak Version: 3
Index SHA1: 7913f0347cc0ee8cf078e4540fb16451369ade84
Mount Point: ..\..\..\
File Count: 6
Archive Size: 24374
Unallocated Bytes: 0
Sum Compr. Files Size: 23078
Sum Uncompr. Files Size: 23078

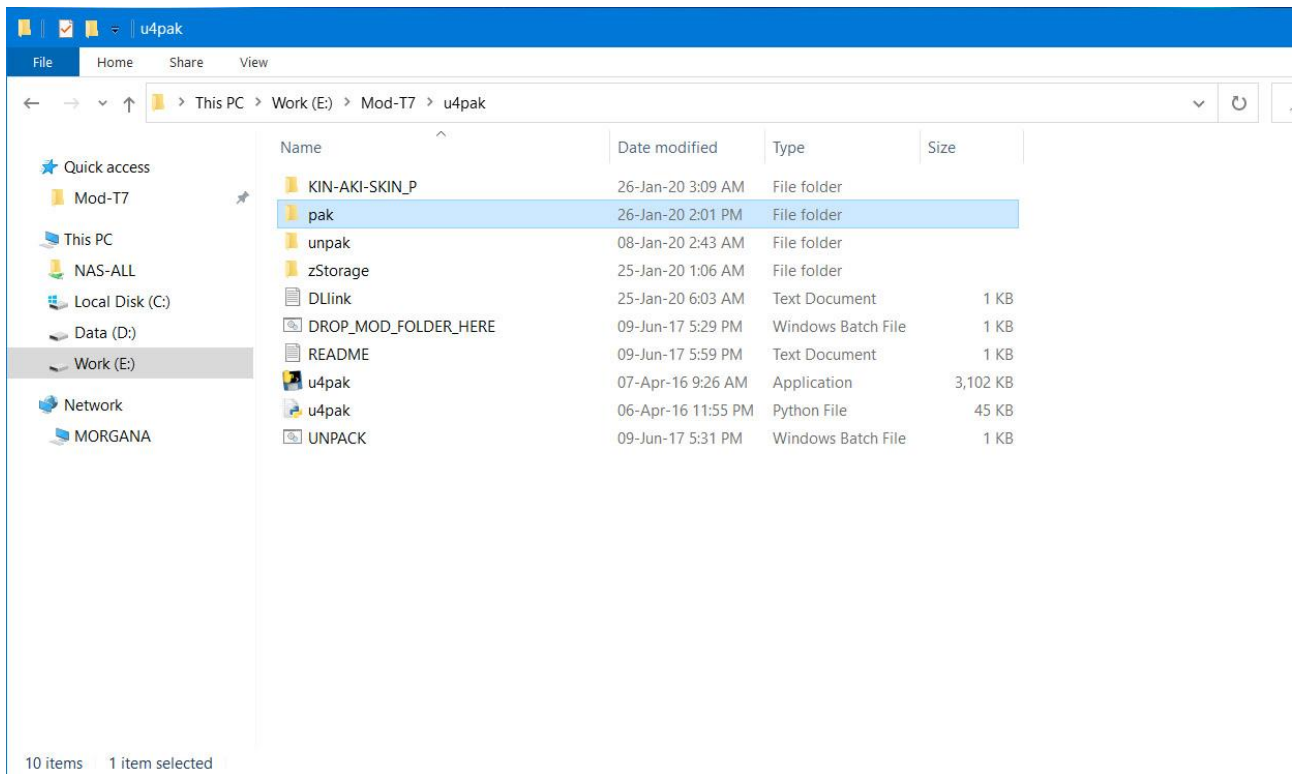
Fragments (1):
0 ... 24374 ( 24374)

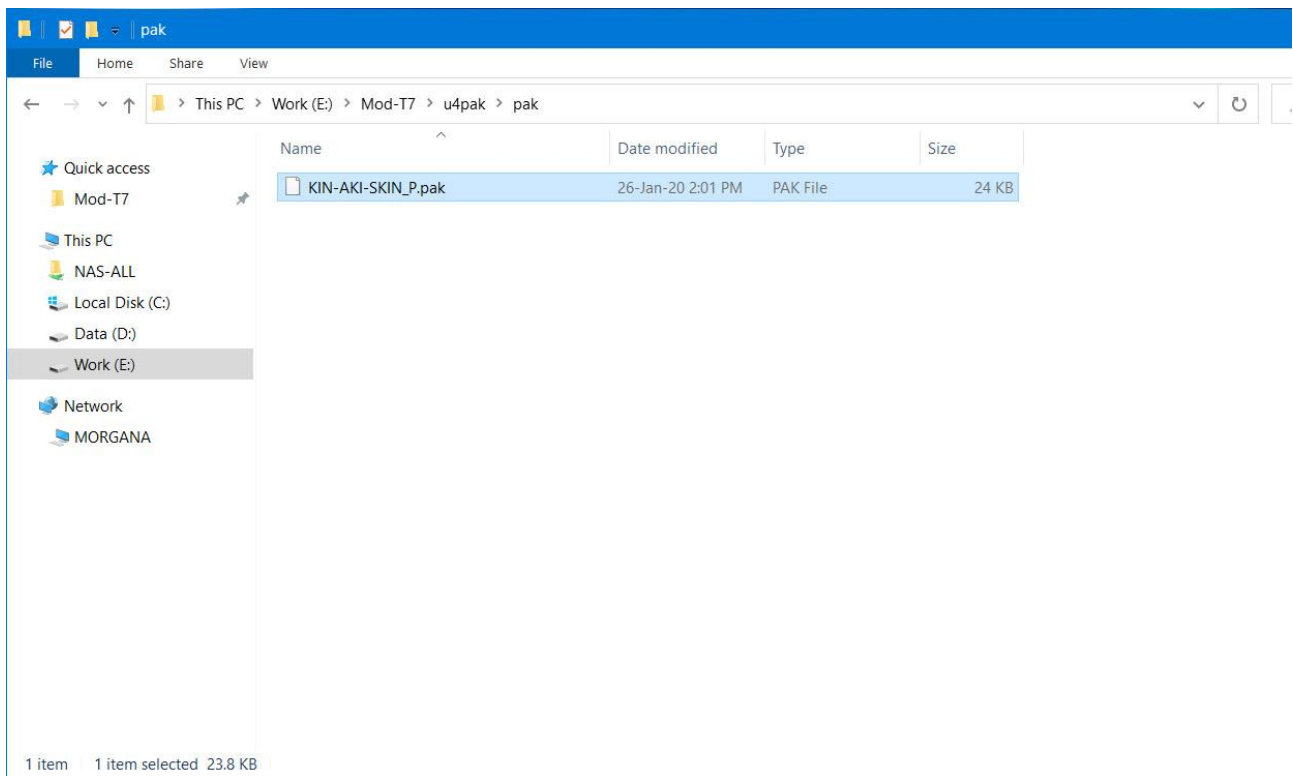
All ok

E:\Mod-T7\u4pak\KIN-AKI-SKIN_P -> 'pak\KIN-AKI-SKIN_P.pak'

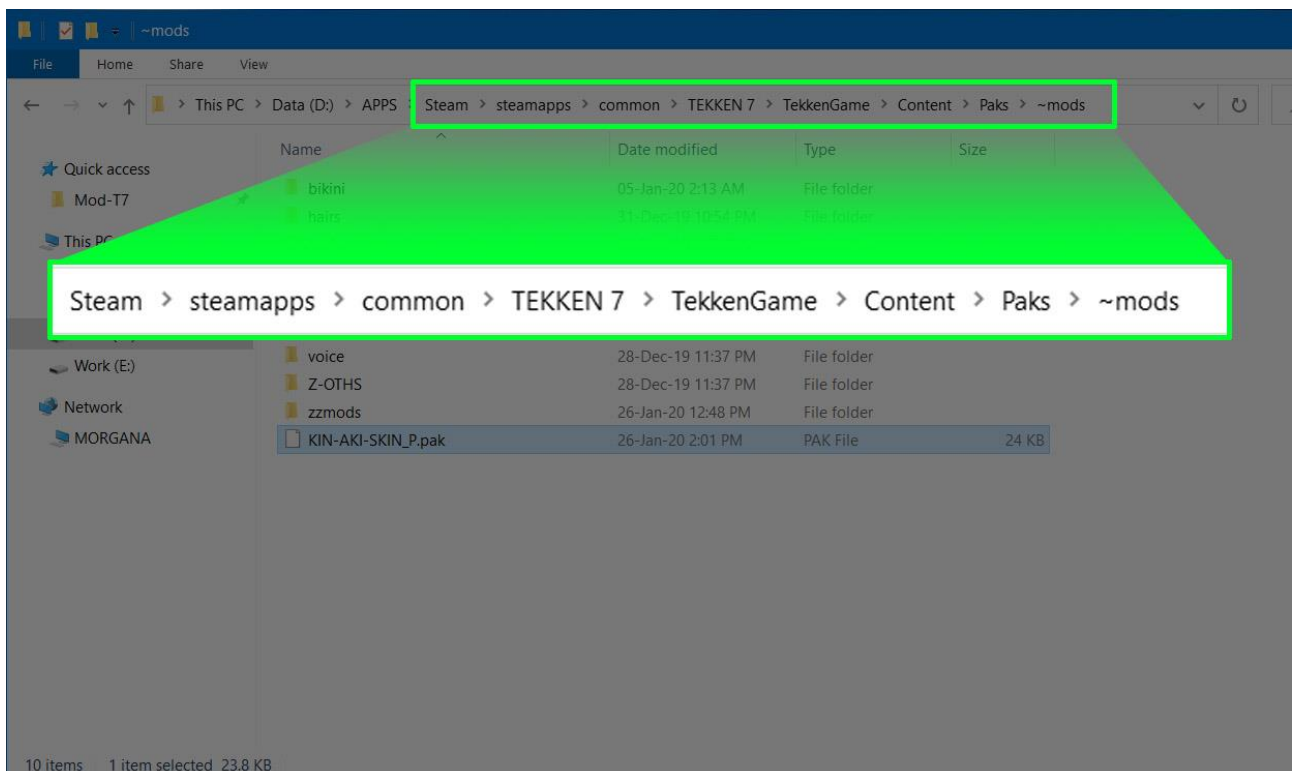
Press any key to quit.
```

The generated mod fil will be in the "pak" folder :





copy the newly made mod into your ~mod folder :



open up your game and see how it looks, voila!!!! :



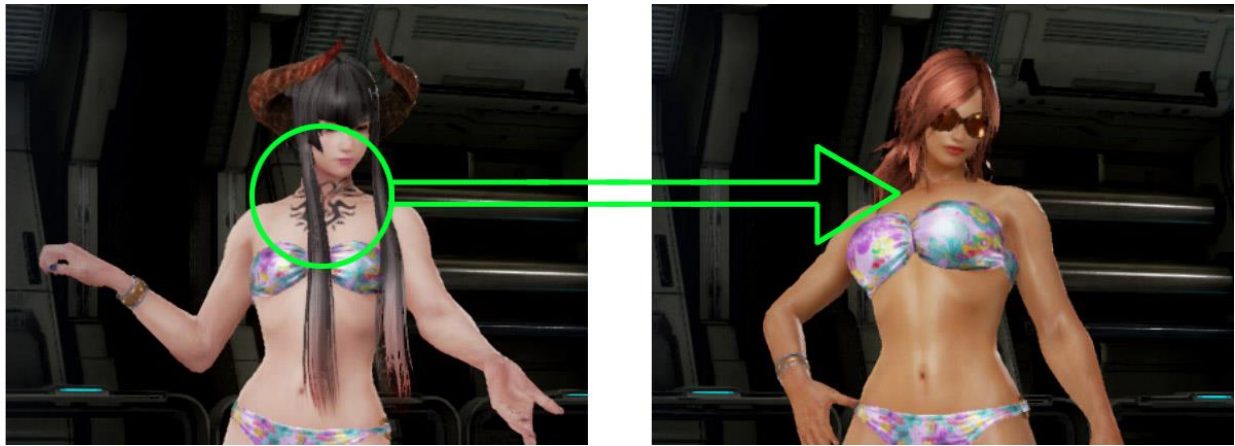
your mod is well done if you can load it in game.

SCENARIO B :

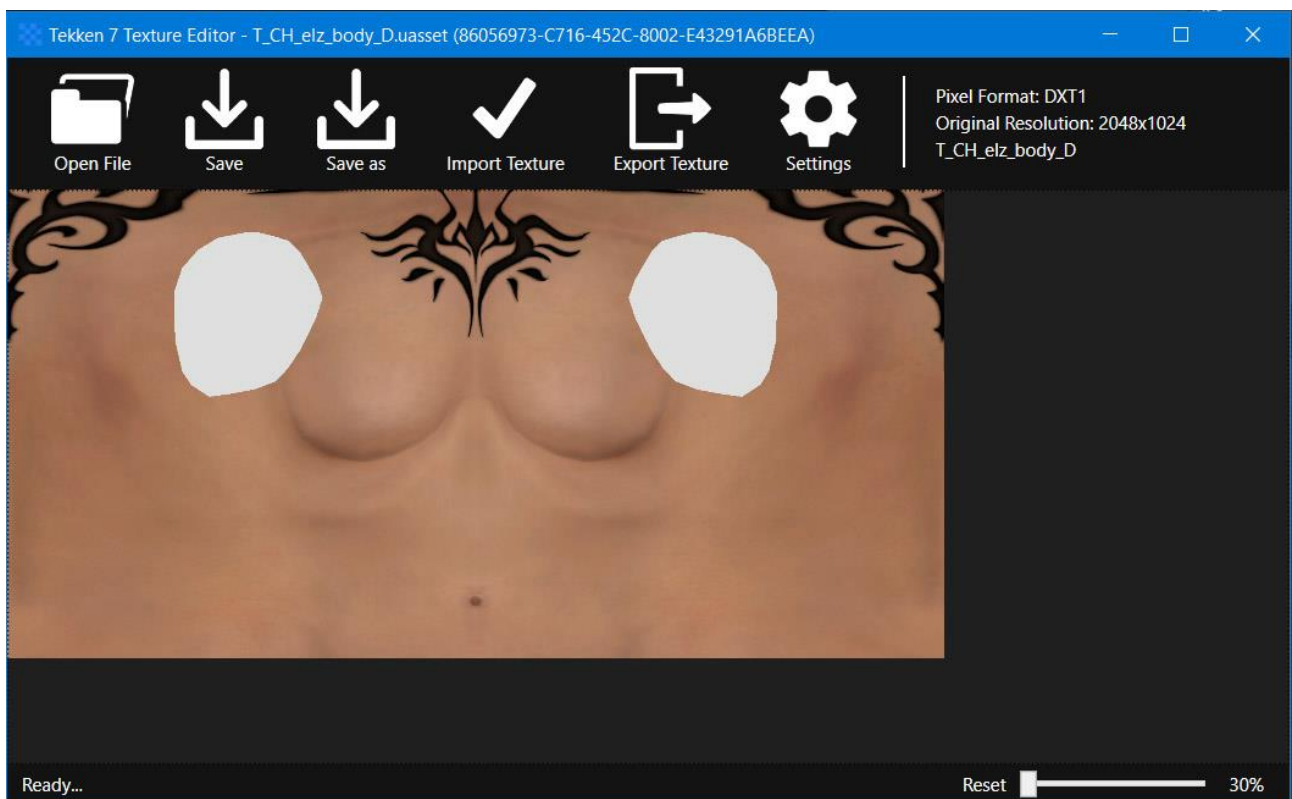
tools needed / requirement :

1. extracted tekken 7 pakchunks (preferably all paks)
2. file type knowledge in #general-information
3. uassetrenamer
4. u4pak
5. Tekken 7 Texture Editor

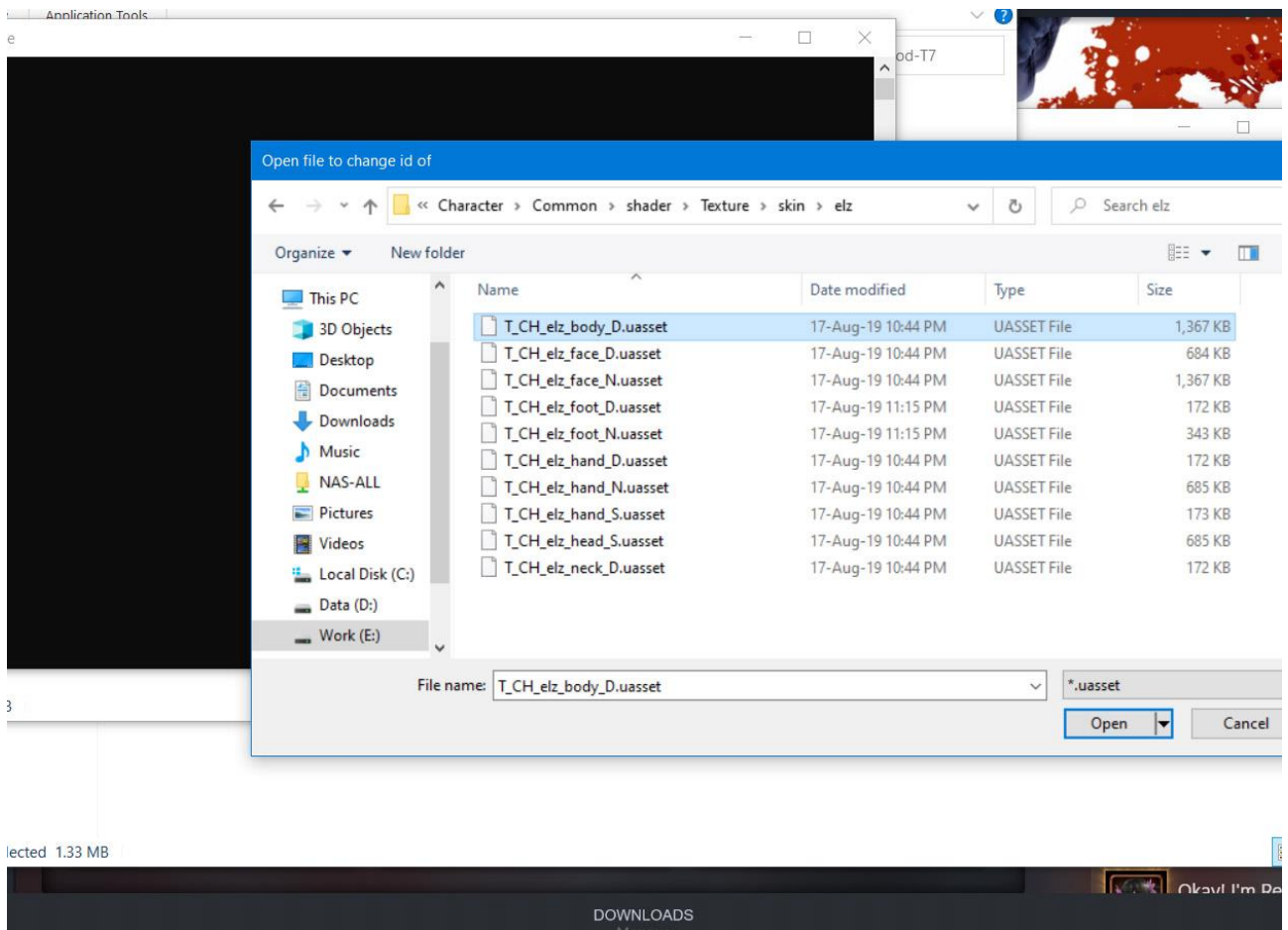
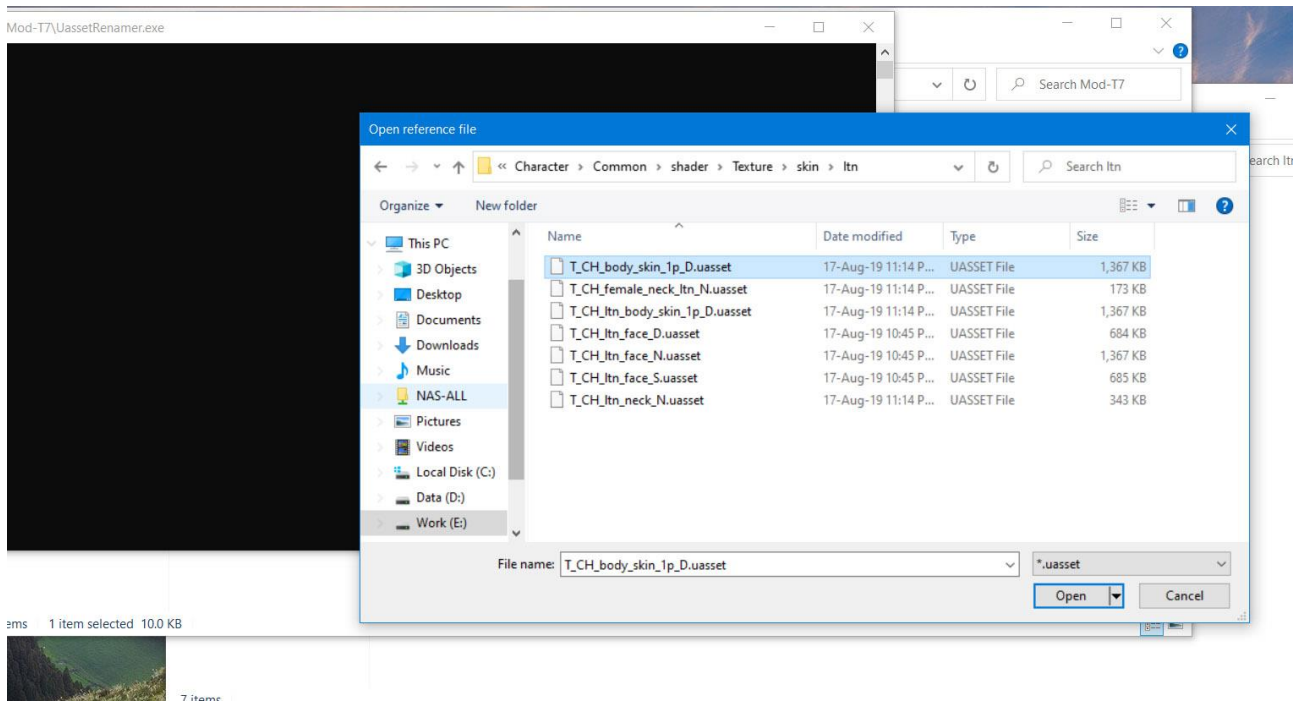
so what to do if you want ELIZA's tattoo on KATARINA ? There is another way to do this if you dont want to change KATARINA's skintone :

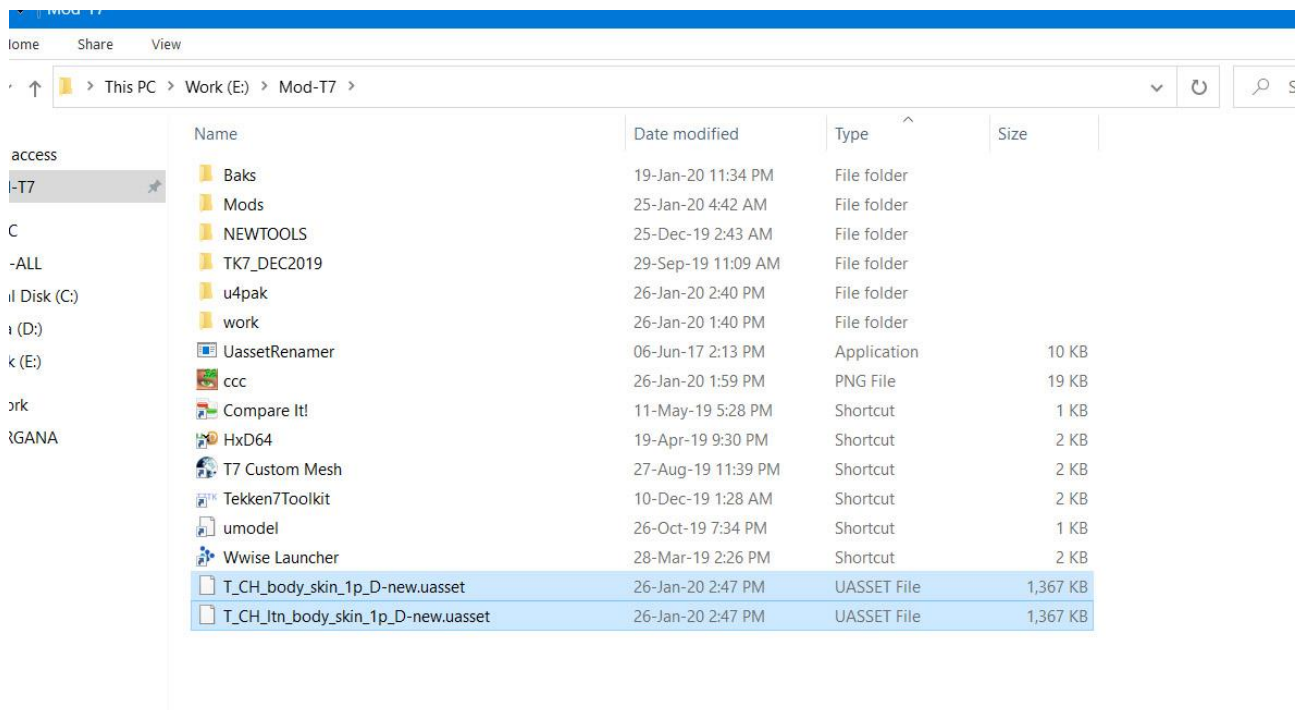


the tattoo file is directly painted on the skin, so we need to check by either umodel or dennis' Tekken 7 Texture Editor :

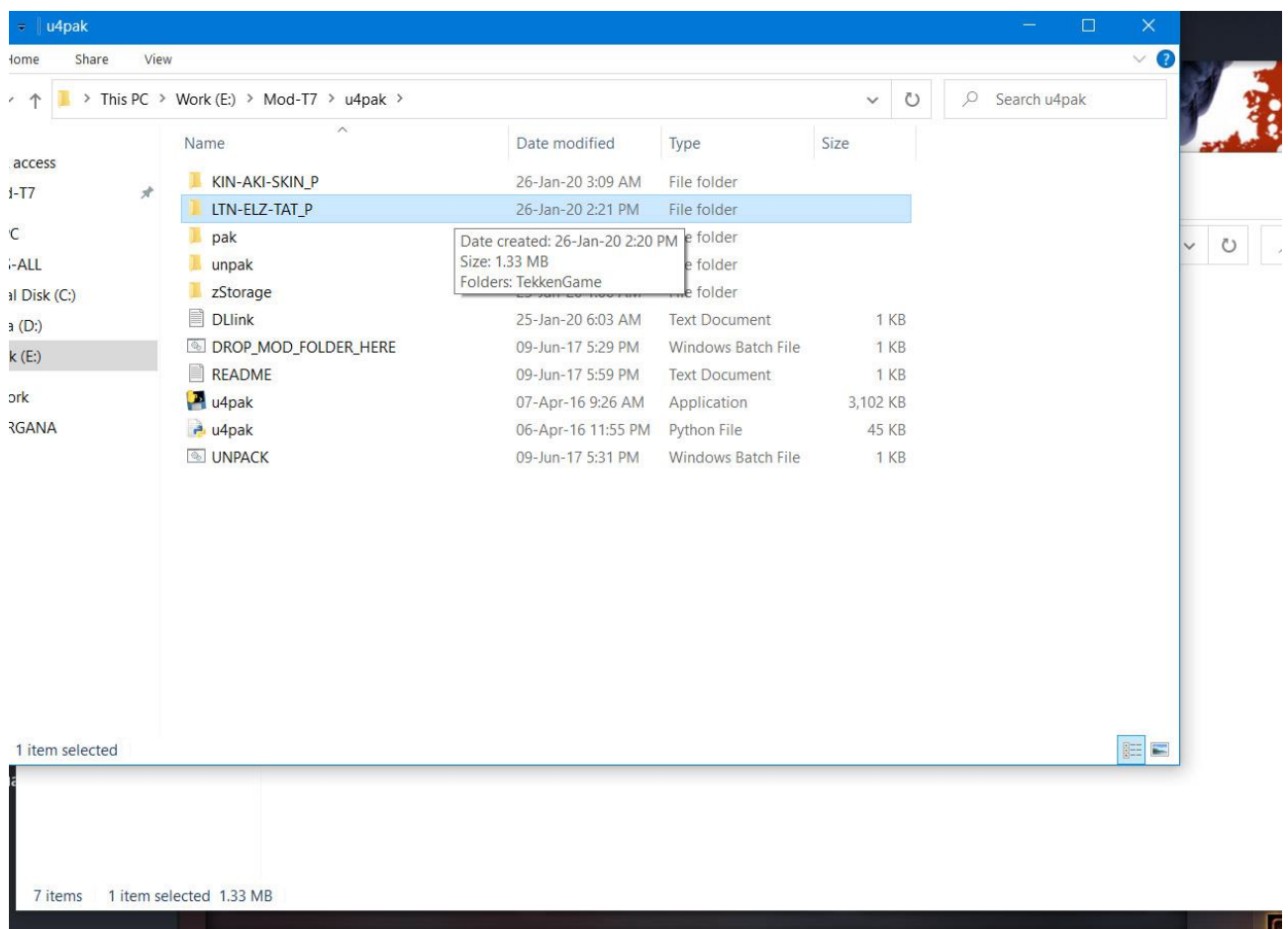


from the preview, we know that the tattoo is on the body skin texture, so we swap only that part, this time , in texture/skin/ , same procedure, open Uassetrenamer, first choose KATARINA body skin, then ELIZA body skin, since KATARINA has 2 body texture, we swap both to keep it consistent accross all KATARINA wardrobe:

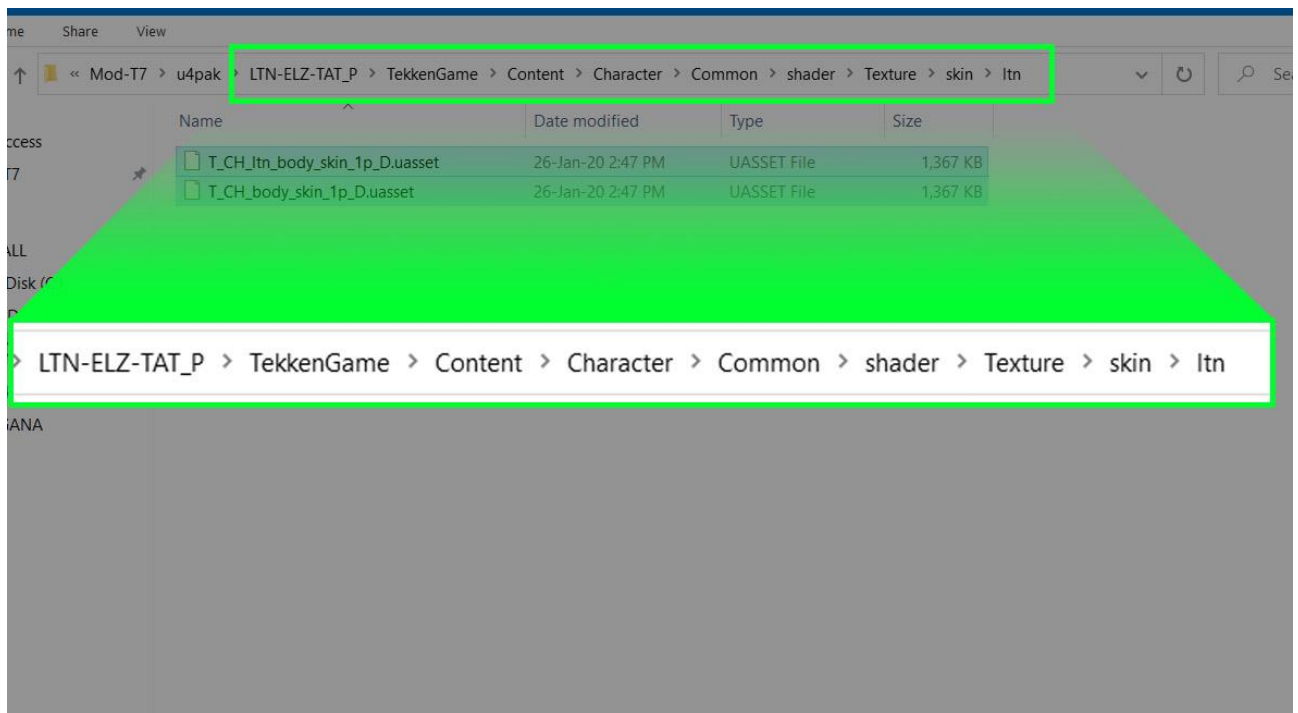




after the 2 new files generated, we are ready to pack the mods, this time we use LTN-ELZ-TAT_P as the mod's name :



and the folder structure is as follows :



pak the mod, place the mod into its proper place, then check in game :



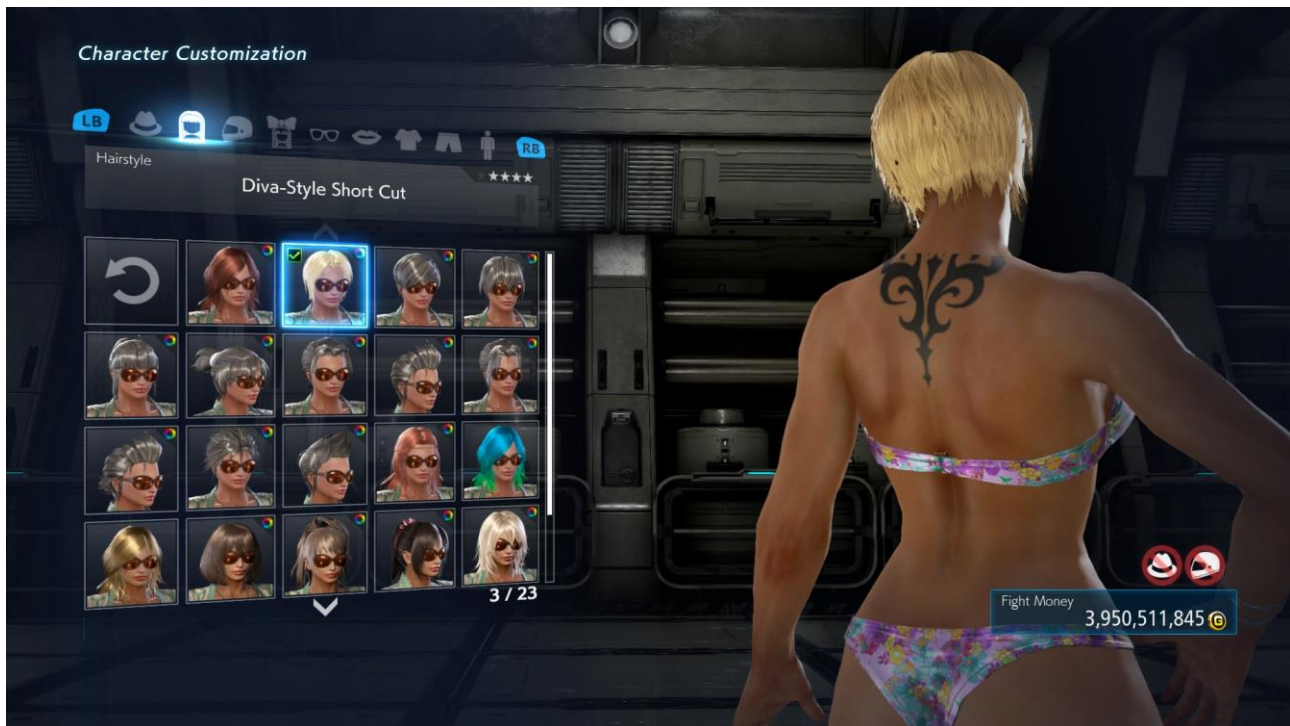
DONE !!!!

SCENARIO C:

tools needed / requirement :

1. extracted tekken 7 pakchunks (preferably all paks)
2. file type knowledge in #general-information

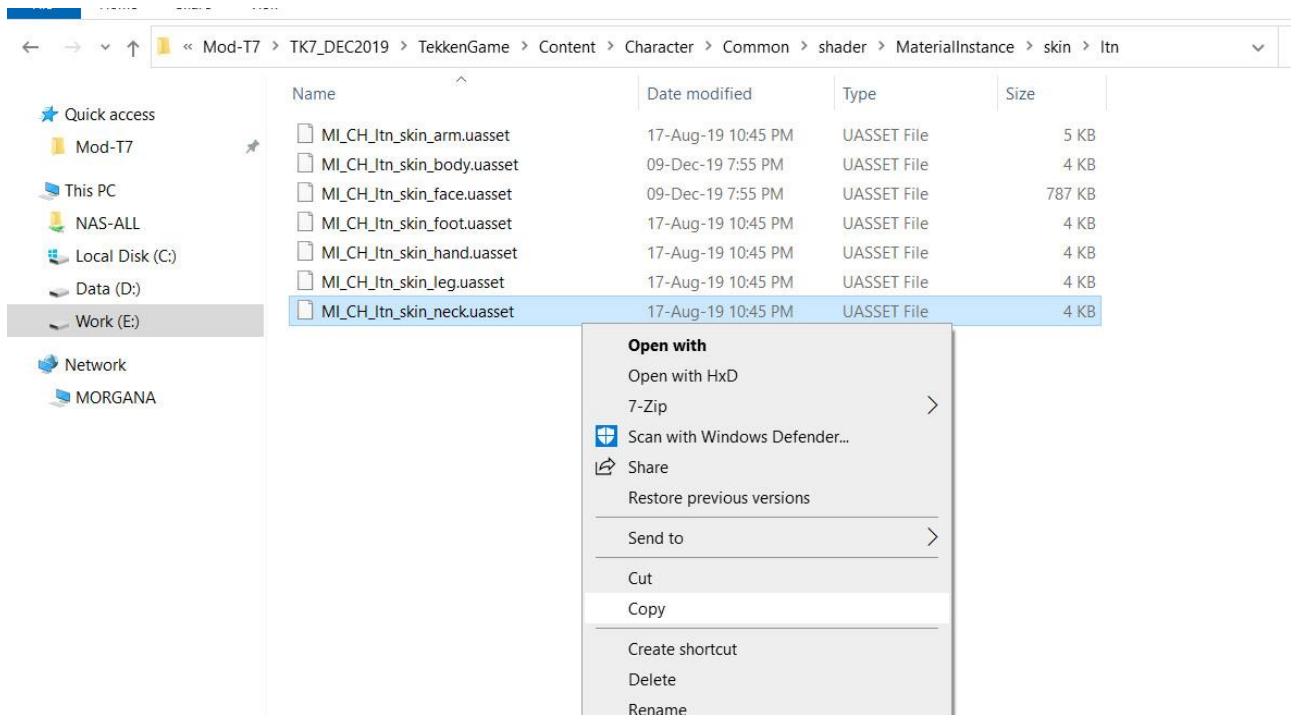
3. uassetrenamer
4. u4pak
5. Compare It!



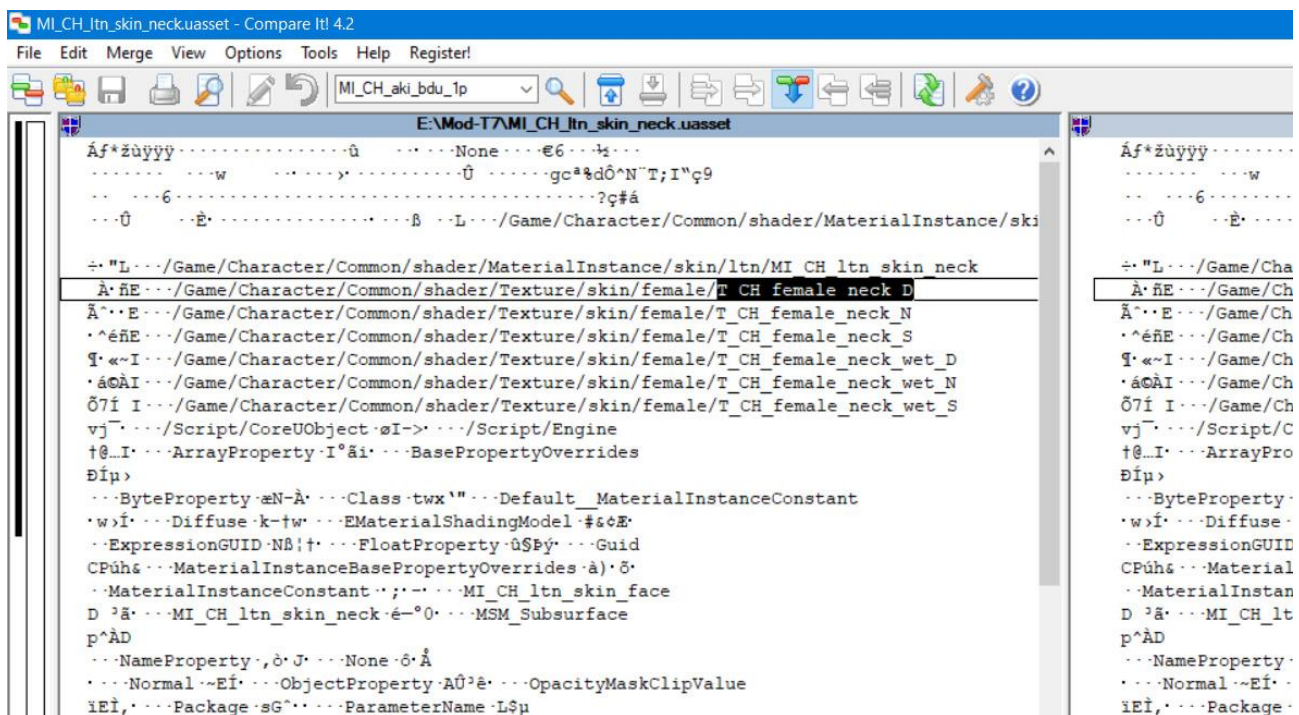
but wait... something is missing...

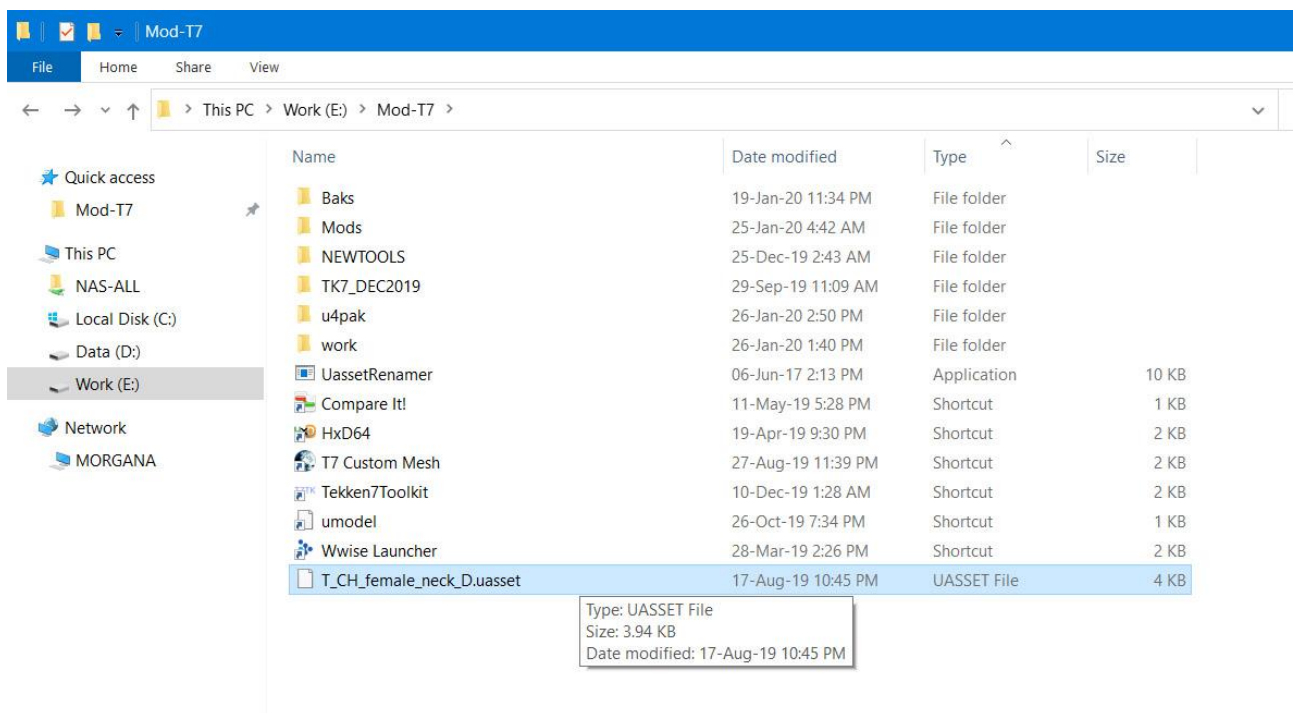
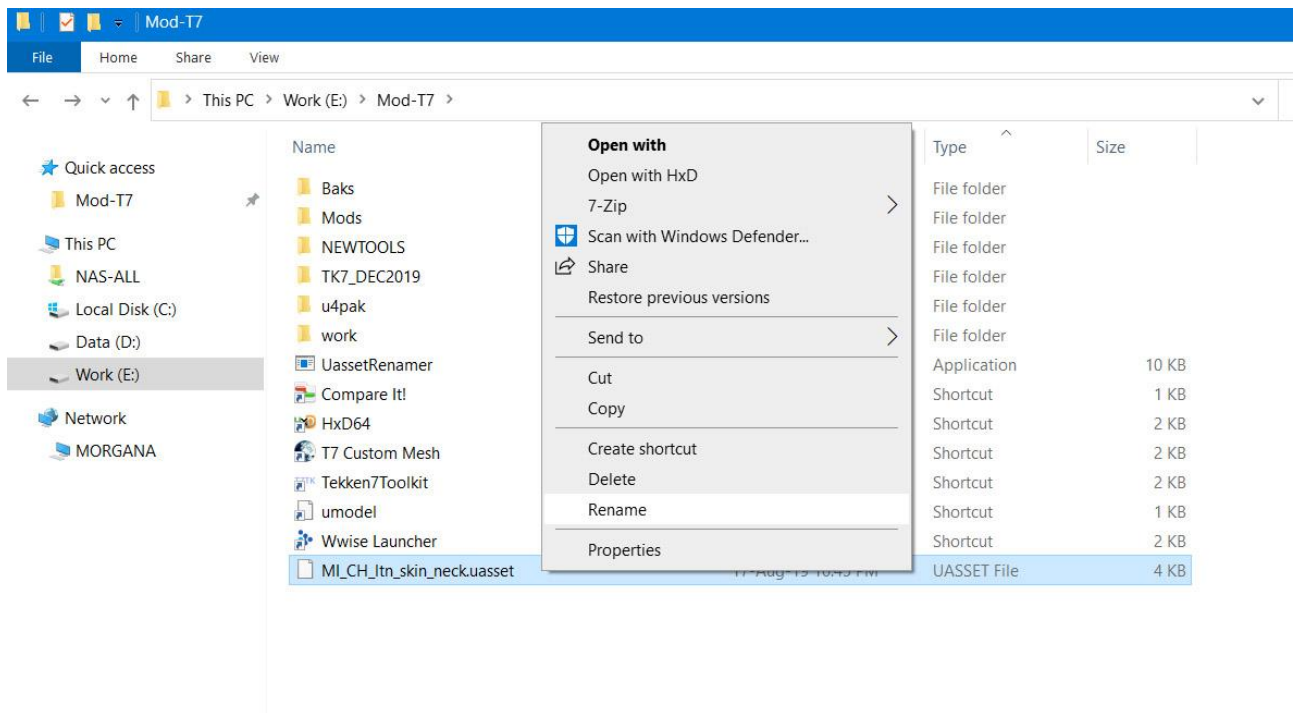
the neck tattoo !!!! since KATARINA has no unique neck tattoo, the usual way to swap the skin might not be suitable, as it will affect ALL FEMALE accross the game.

Here we need to use the 3rd method to swap the neck skin, first, you need to make a copy of KATARINA's neck MaterialInstance, place it anywhere convenient to you:

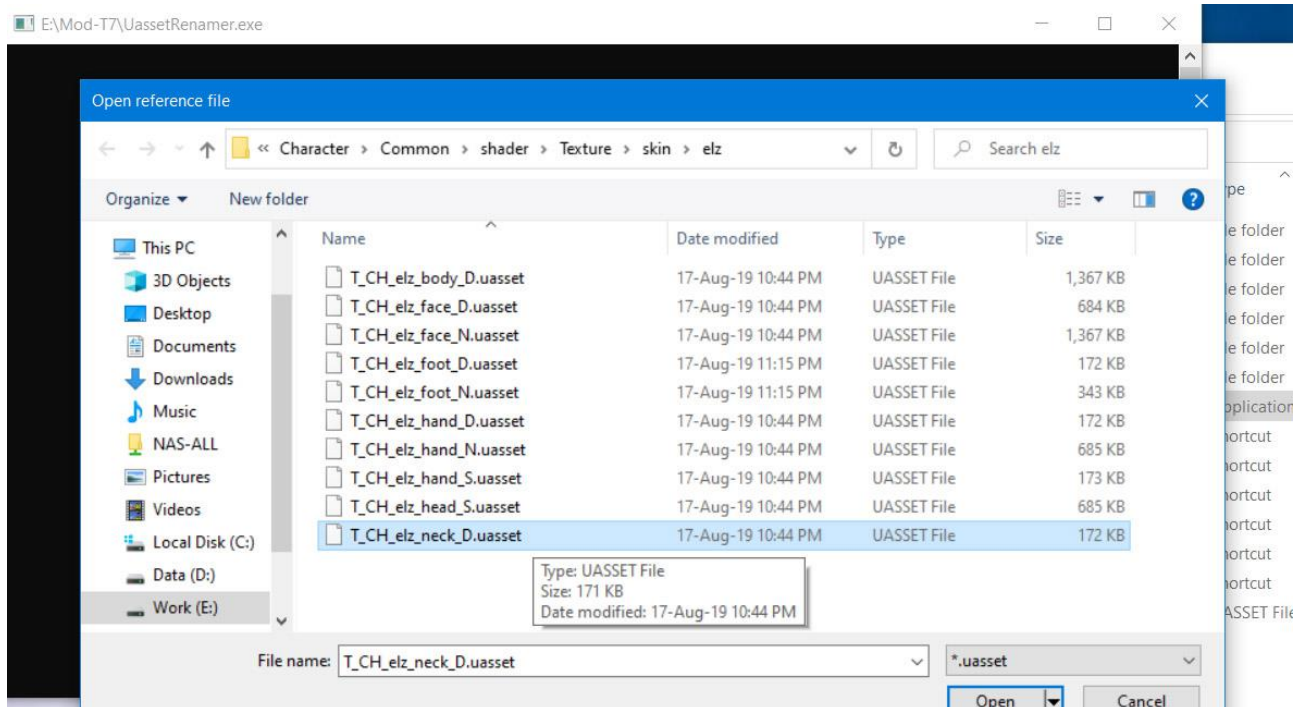


Open up the "Compare It!" to check the path inside, here you can see KATARINA's neck is using the common female neck texture, what we want is making this MaterialInstance use ELIZA's neck texture instead. So our next step is to copy ELIZA's neck texture file name, and rename "MI_CH_ltn_skin_neck.uasset" to "T_CH_female_neck_D.uasset"

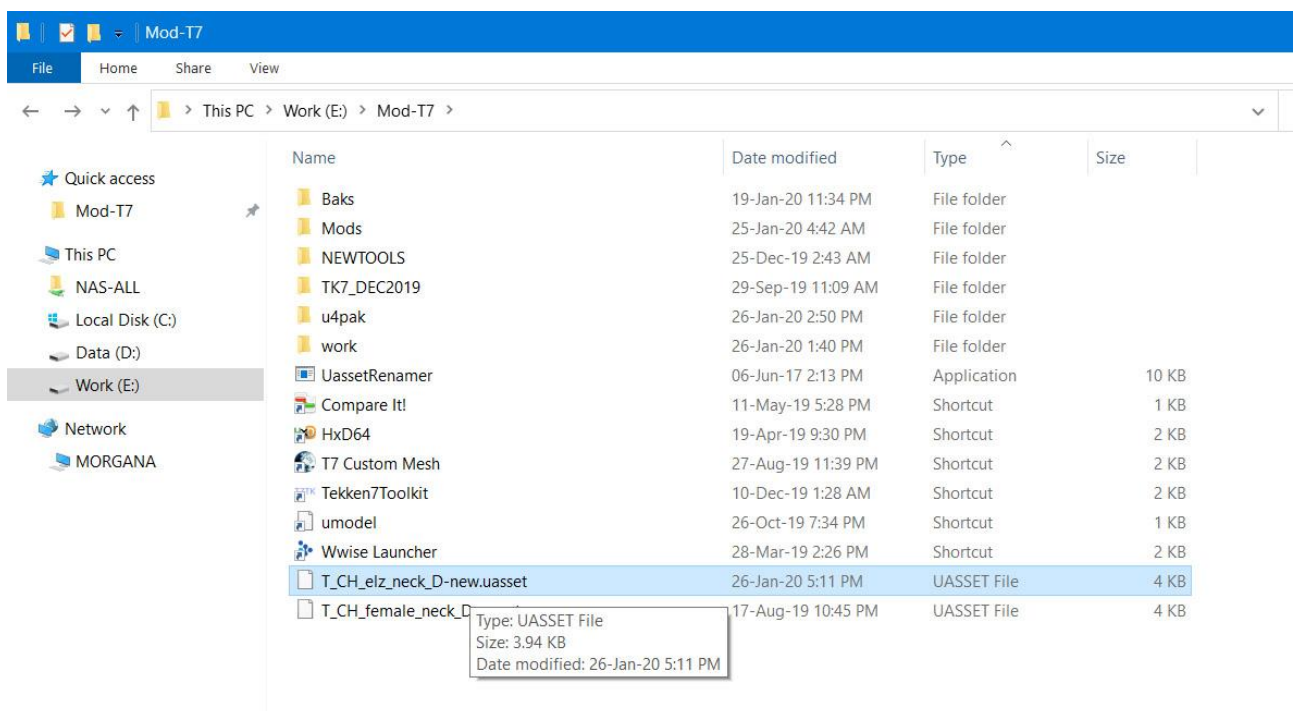




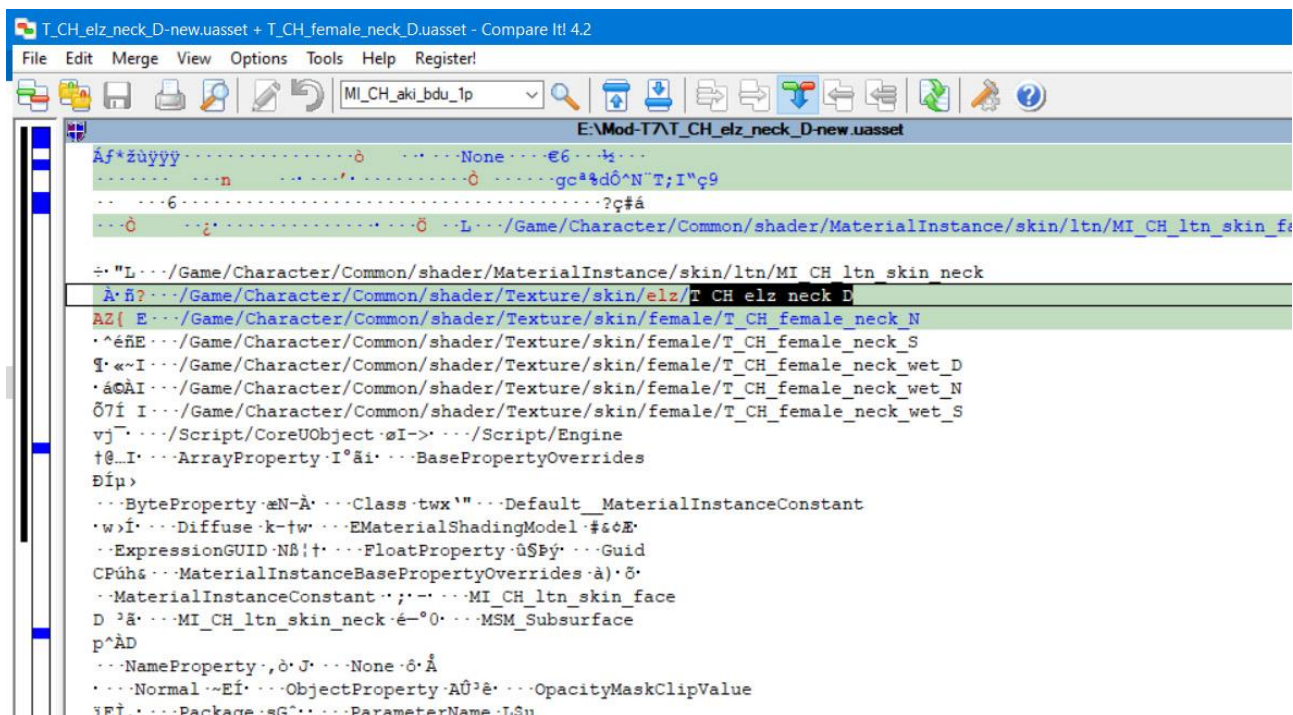
next, open Uassetrenamer, choose Eliza's original neck skin first then the "T_CH_female_neck_D.uasset" file you just renamed.



If the swap is successful, you'll see a new file generated, this time is "T_CH_elz_neck_D-new.uasset"

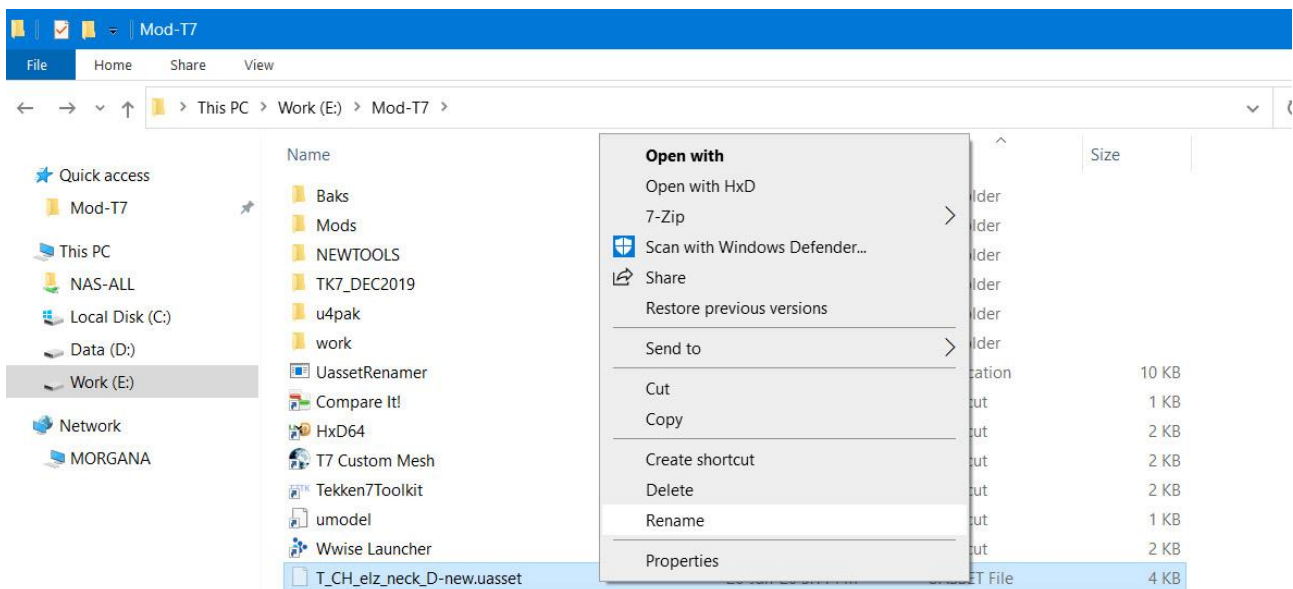


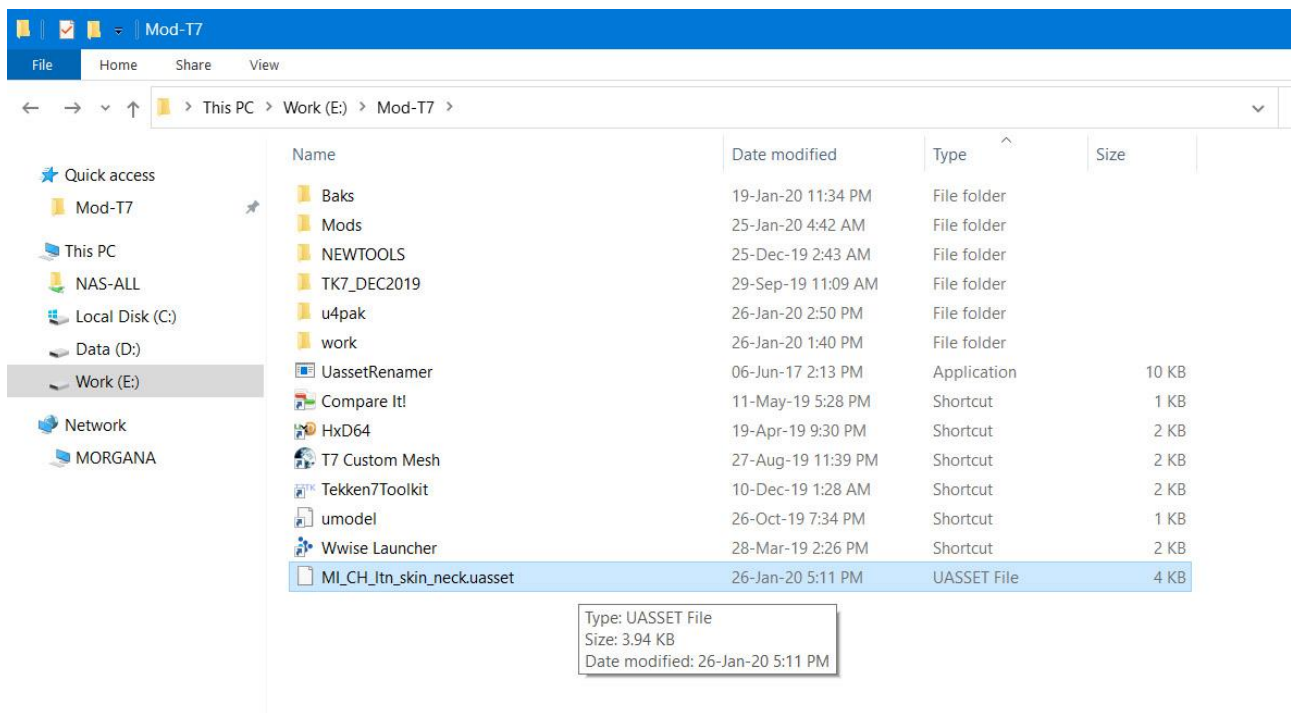
to make sure the file is successfully modded, you can check "T_CH_elz_neck_D-new.uasset" in Compare It!



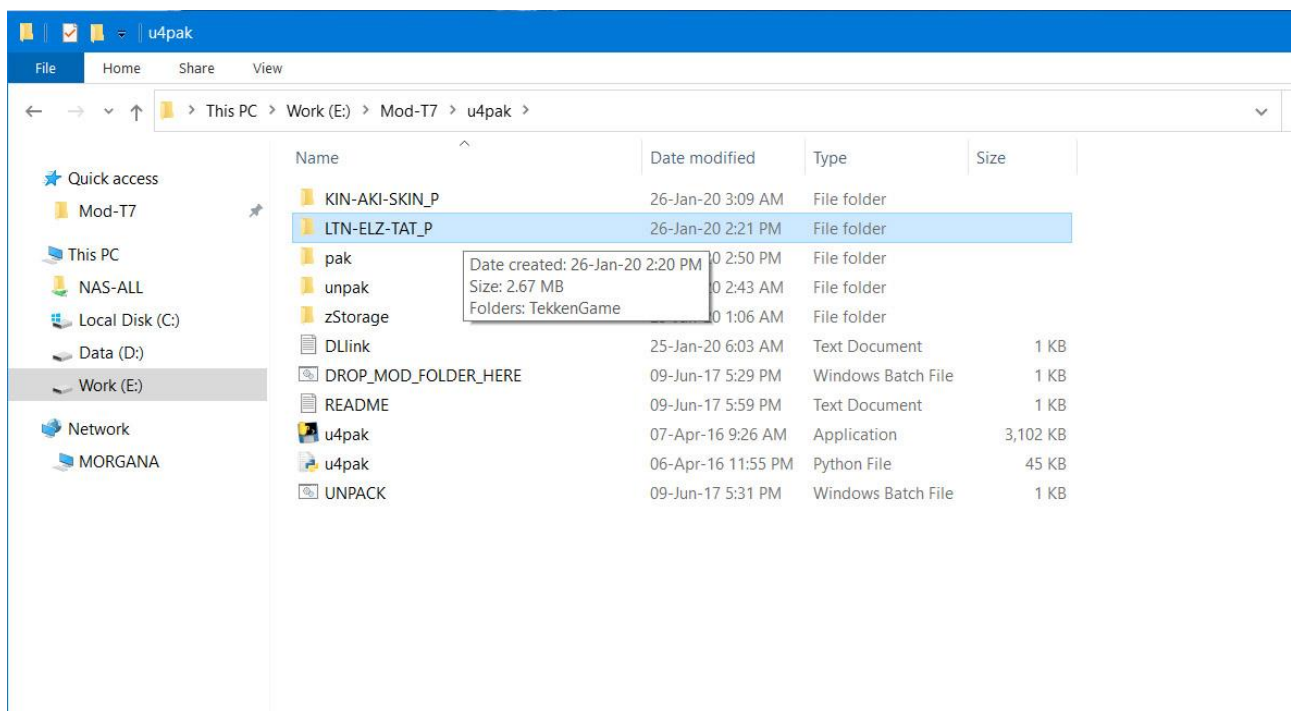
Looks great, next step :

unlike previous SCENARIO, you need to rename it back to the original file name instead of just deleting the "-new", this time is "MI_CH_ltn_skin_neck.uasset"

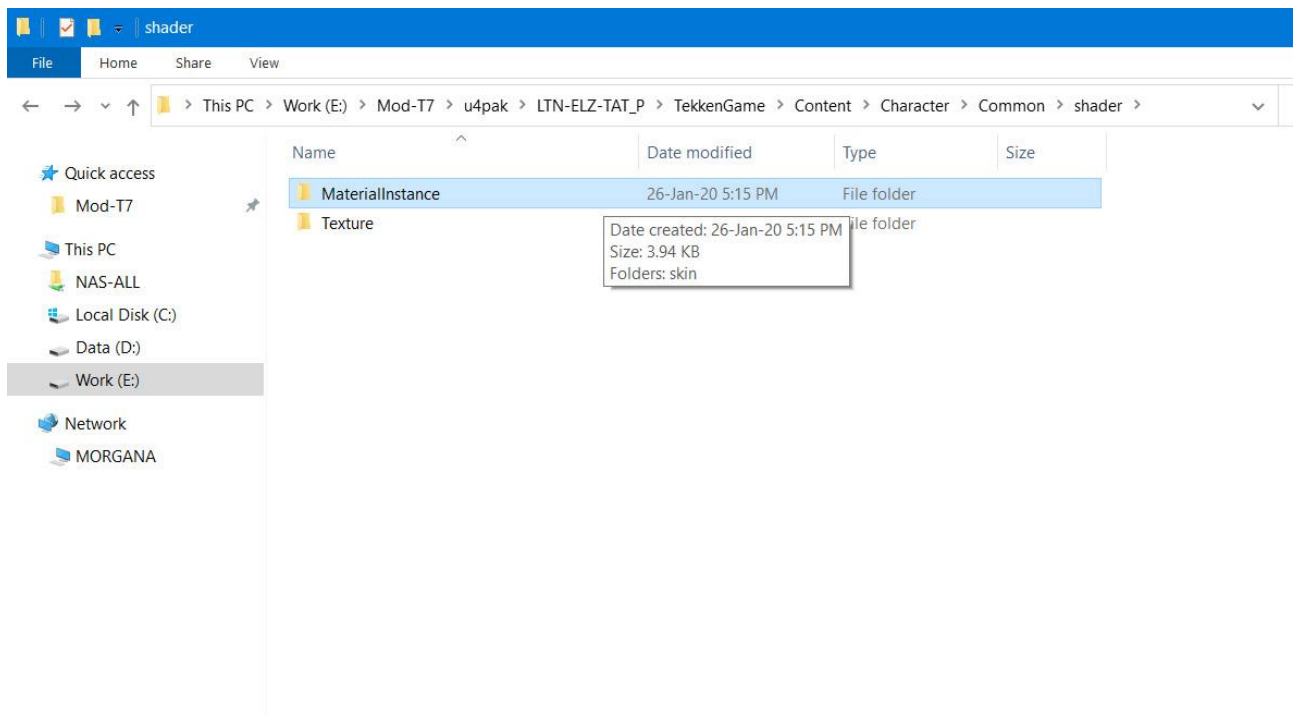




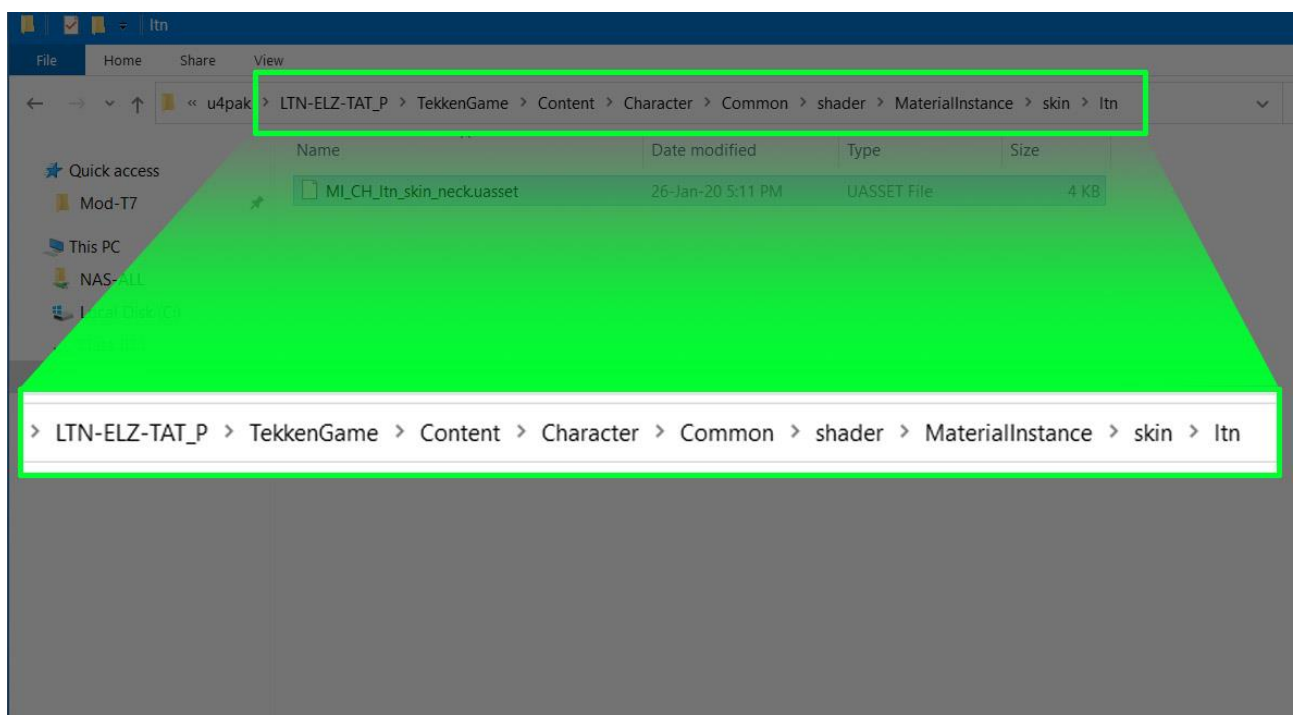
since this is the continuation of the previous mod, you can combine them into the same mod folder :



but instead of "Texture", you need to put the MI file inside "MaterialInstance" folder
got it ? MI => MaterialInstance, T=> Texture



the correct path to put the MI file is as follows :



now pack the mod again, put them inside your mod folder, and have a look in game :



EXCELLENT !

This concludes the BASIC SKIN SWAP TUTORIAL. Happy modding.