here are the basic tools i use to mod SKIN/TEXTURE :
• Photoshop / GIMP / Paint.NET (in this case I use Photoshop)
• NVIDIA Texture Tools for Adobe Photoshop
• T7-Extracting-Tools
• Tekken 7 Texture Editor (thx to Dennis)
• Umodel

[PREPARATION] [Drivers / Tools / Plugins / Software]
1. download the NVIDIA texture tool, the T7 extracting tools, and Texture Extracting Tool (duh) and place them somewhere at least with 50GB space.
a. install both 32bit and 64bit drivers (dont know why, but that works for me)
b. there will be 4 folders "quickbms" "u4pak" "Tekken7Textures" "umodel" after extracting the files download from the link i provided.
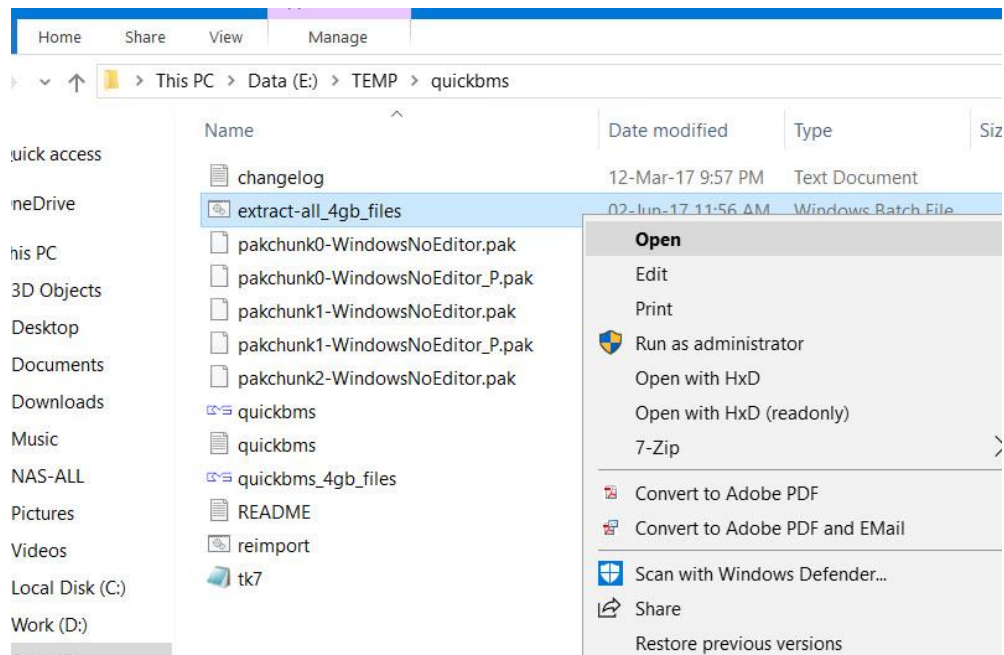c. "Tekken7Textures" is outdated, currently replaced by Tekken 7 Editor by Dennis
d. it would be easier if you put all the tools in a folder that has shorter path, but not compulsory. Mine is "E:\TEMP"
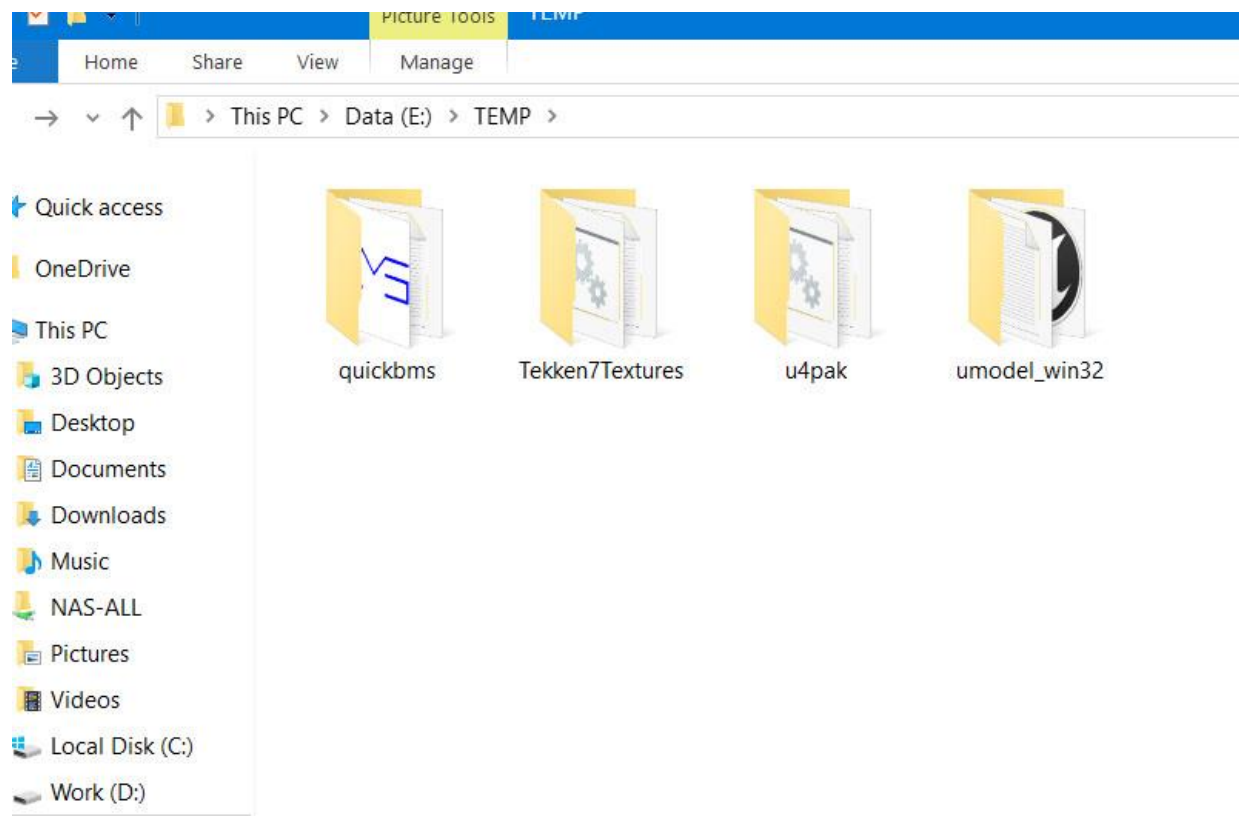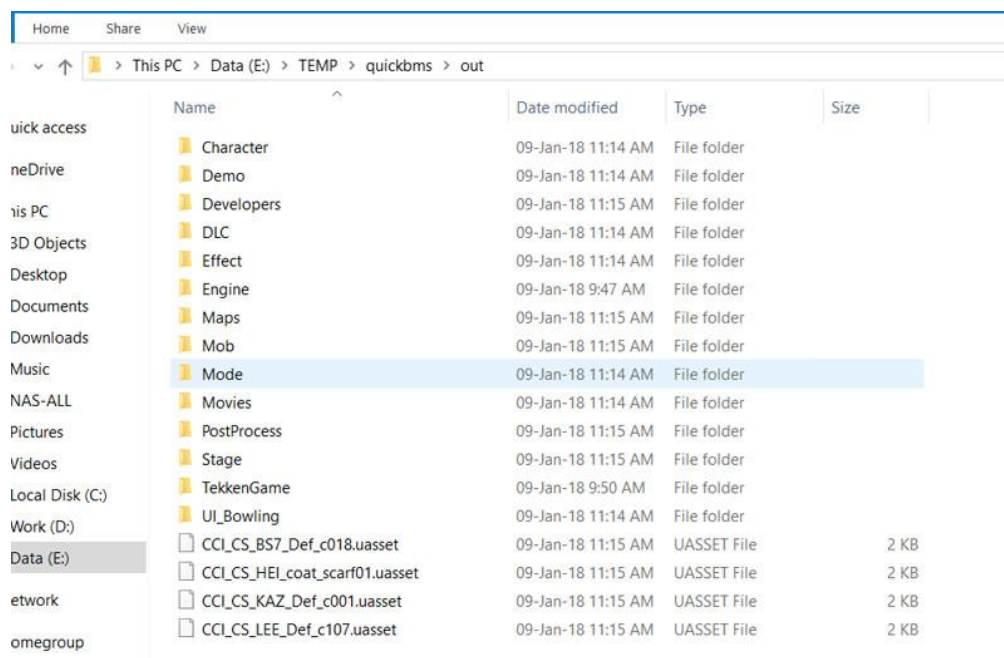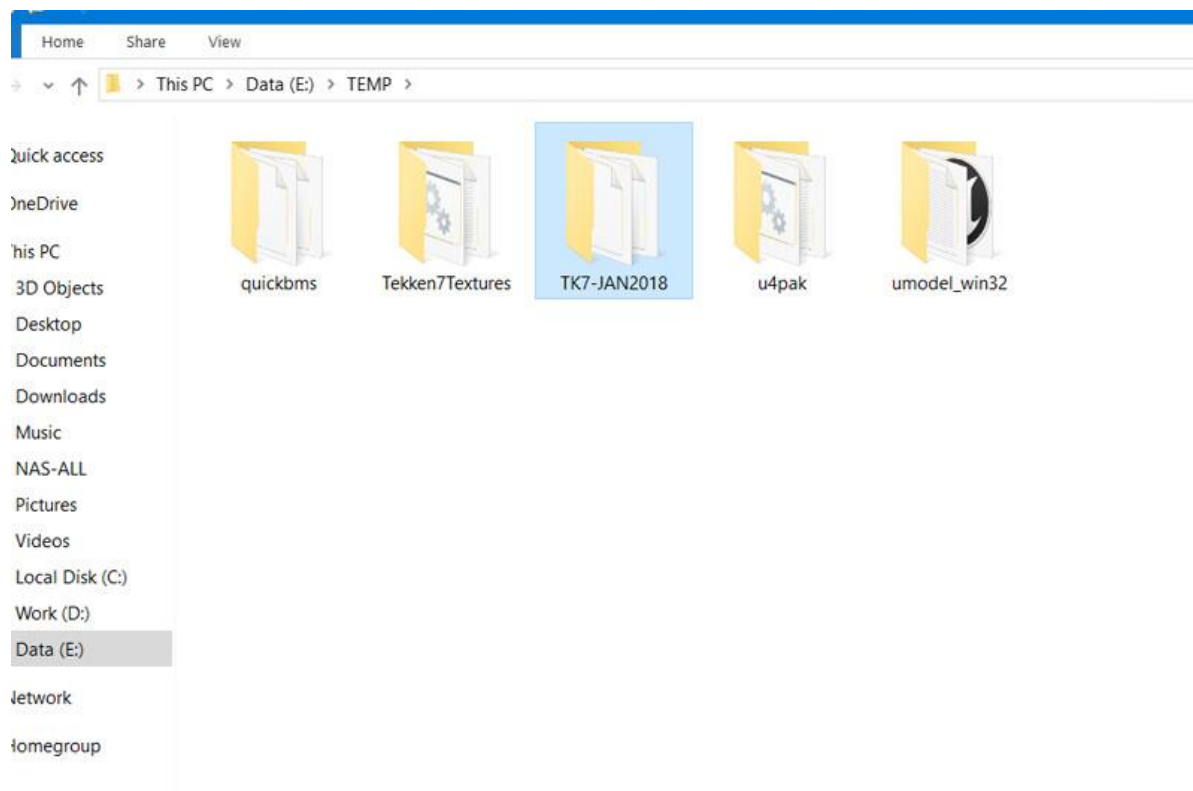

[THE FIRST EXTRACTION - quickbms]
2. copy all the paks file from "..\steamapps\common\TEKKEN 7\TekkenGame\Content\Paks" into "quickbms" folder and extract the paks using "extract-all_4gb_files.bat"

a. extracting takes time, if the extraction ask for anything, type nothing, just press enter

b. Paks will be extracted into "out" folder, content of the "out" folder is as below

c. place the extracted content "quickbms\out" to somewhere convinient, my choice is put the folder besides the other tools

d. i rename the "out" folder to something unique so i can recognize the content

> This PC > Data (E:) > TEMP >

Quick access

OneDrive

This PC
3D Objects
Desktop
Documents
Downloads
Music
NAS-ALL
Pictures
Videos
Local Disk (C:)
Work (D:)
Data (E:)

Network

Homegroup

quickbms   Tekken7Textures   TK7-JAN2018   u4pak   umodel_win32

[MESSING WITH THE FILE – Tekken 7 Texture Editor]
3. navigate to the path of file that is viewable by umodel (if the file is viewable by umodel, most probably it can be mod using this method)
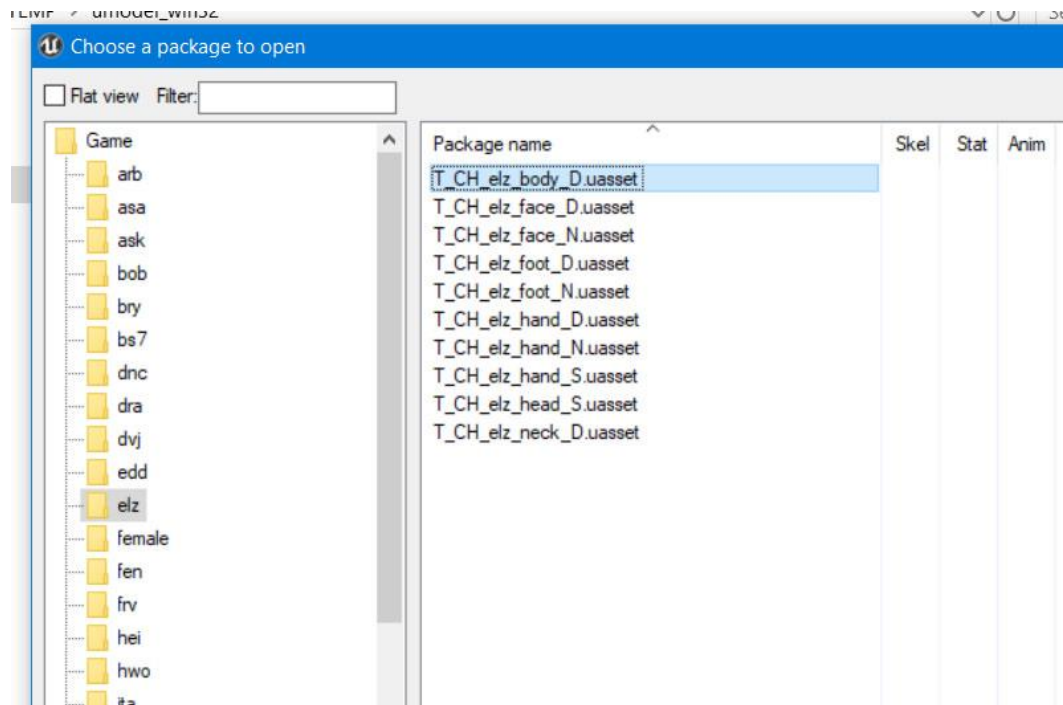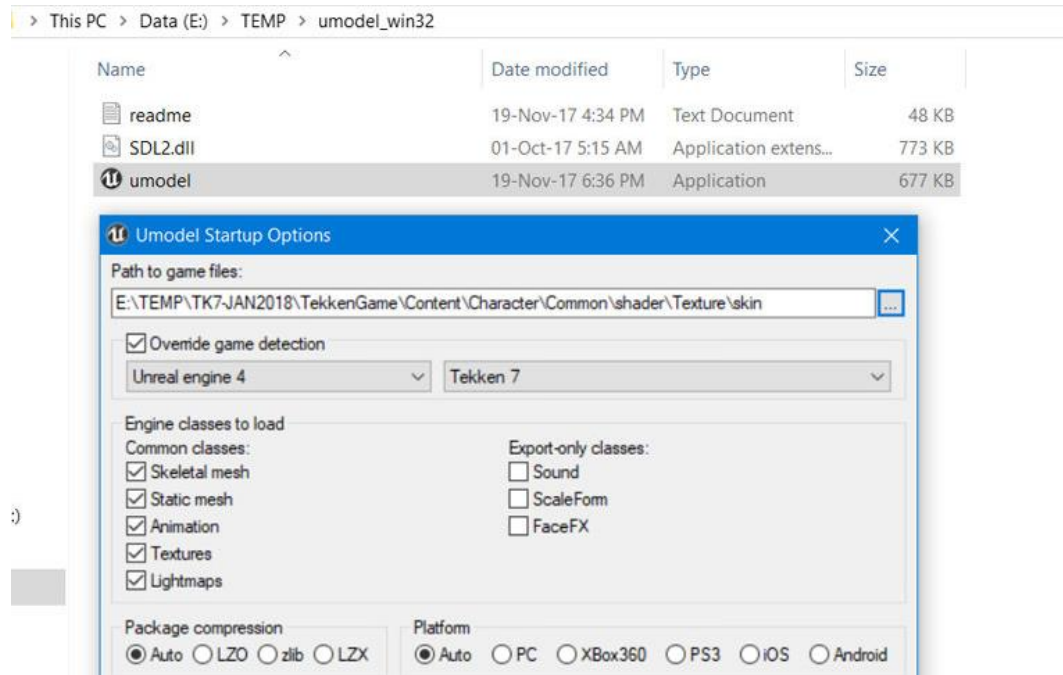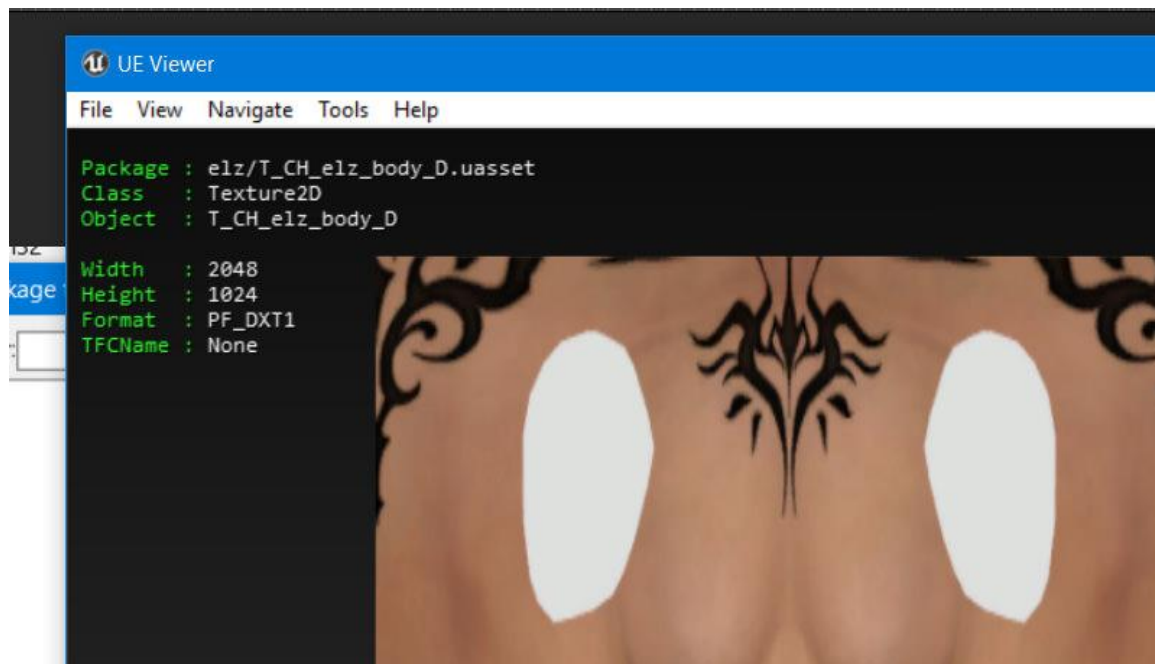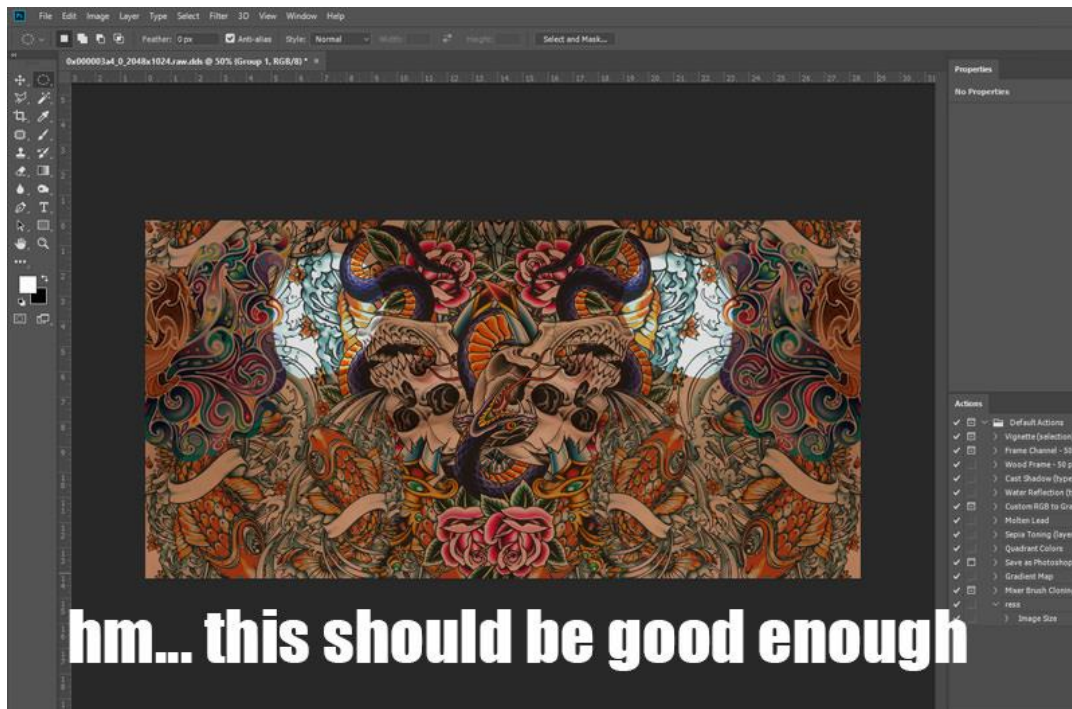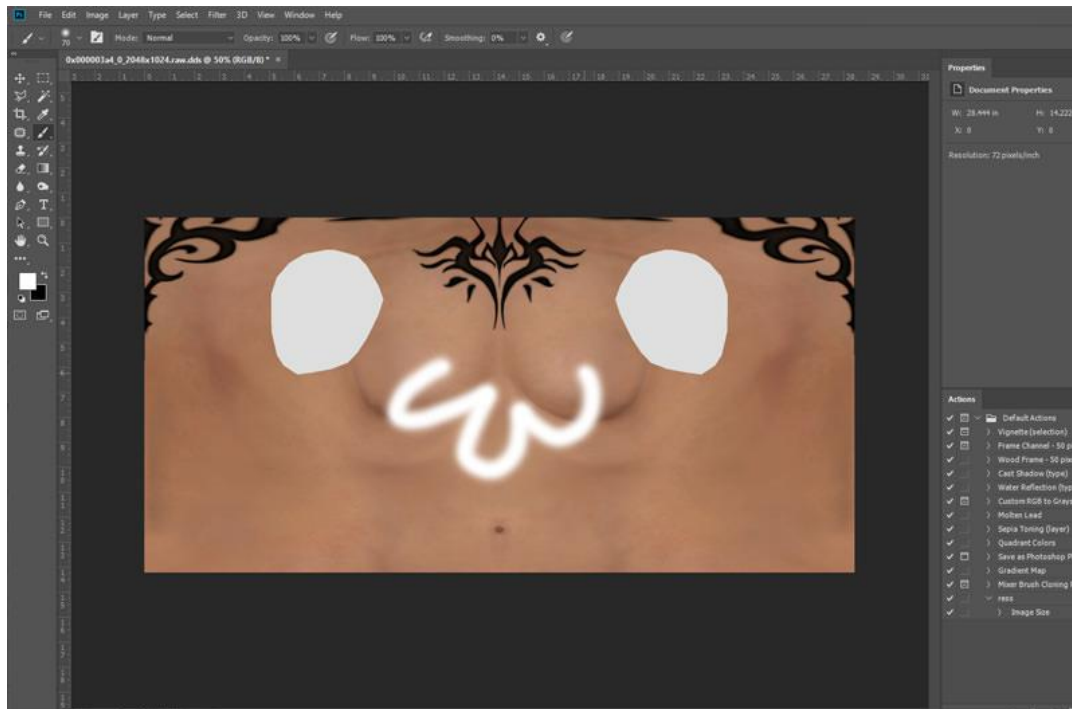
*Remember the "format" of the texture, for example this body texture is in DXT1 format.

a. open the file you want to mod using Dennis's tekken 7 texture editor, in this case its "T_CH_elz_body_D.uasset"
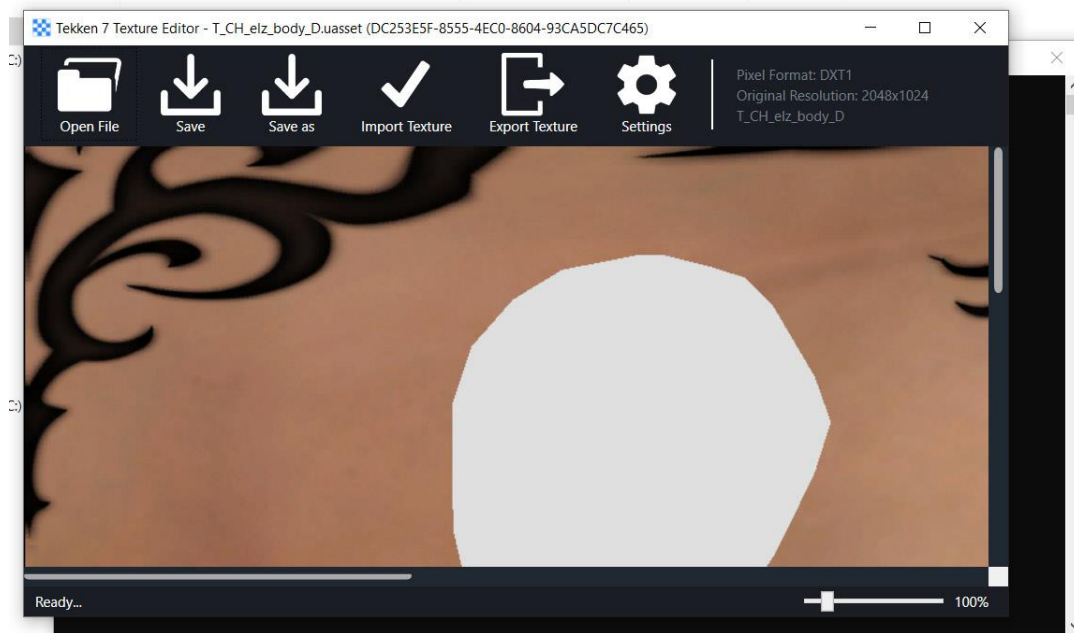

b. extract (export) the texture file, extracted textures will be in DDS format

c. use photoshop to open the DDS file in the "texture" folder and edit away
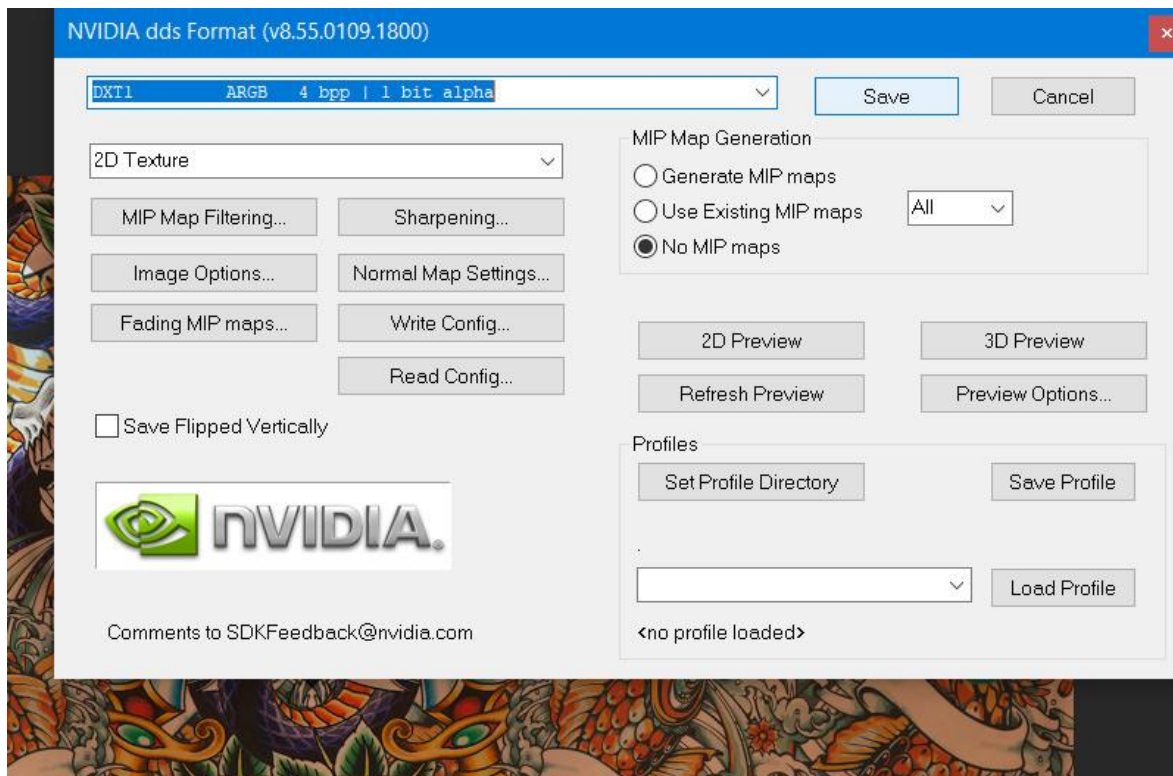
hm... this should be good enough

d. before saving the files make sure what type of FORMAT you were messing with
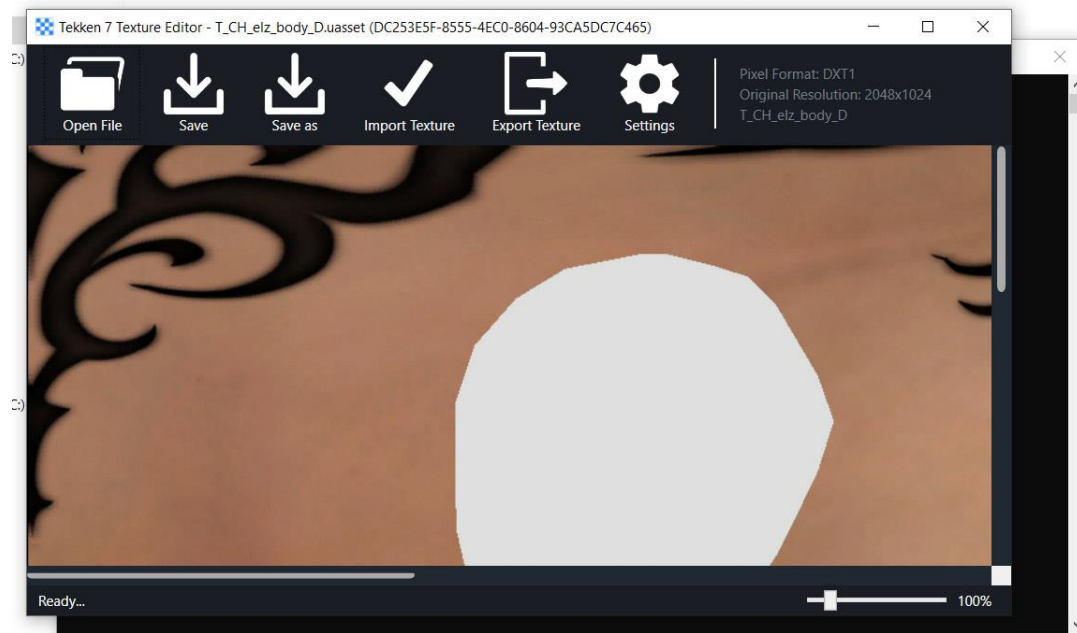(DXT1 with no transparent part / DXT5 alpha with transparent part)

NOTE: the graphic it has to be flattened into 1 layer
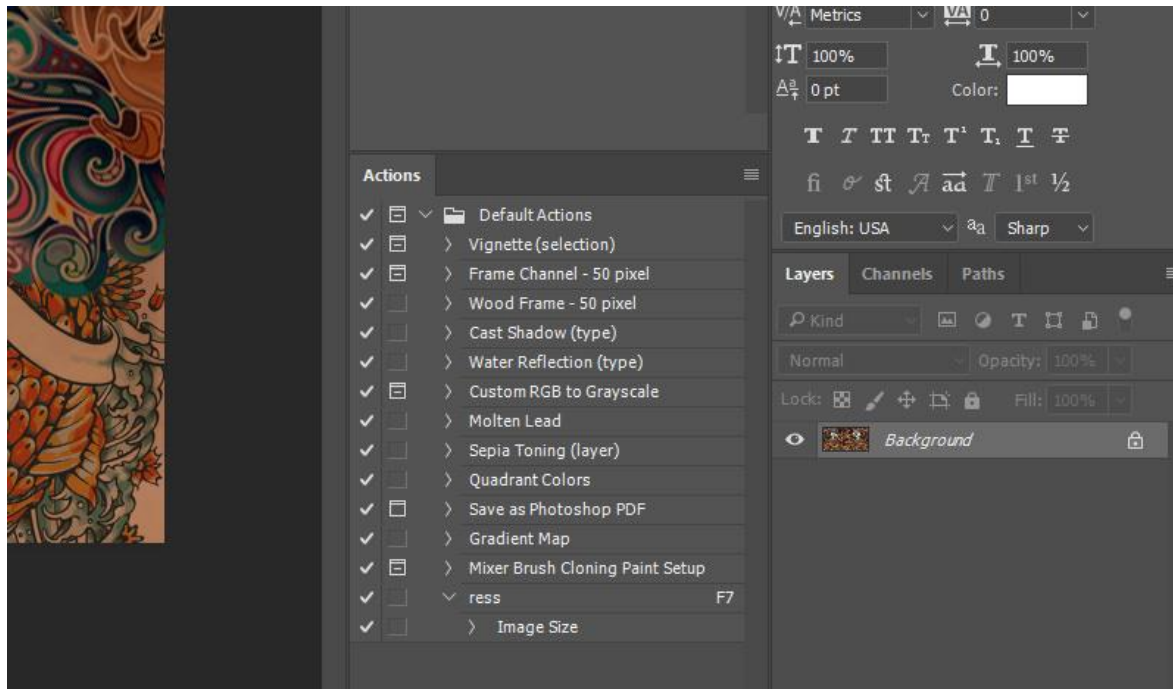
e. choose no MIP maps before saving, and edit all other DDS files of different resolution in the "MIPS" folder

f. after you done saving, open the texture editor again and import the DDS into the uasset
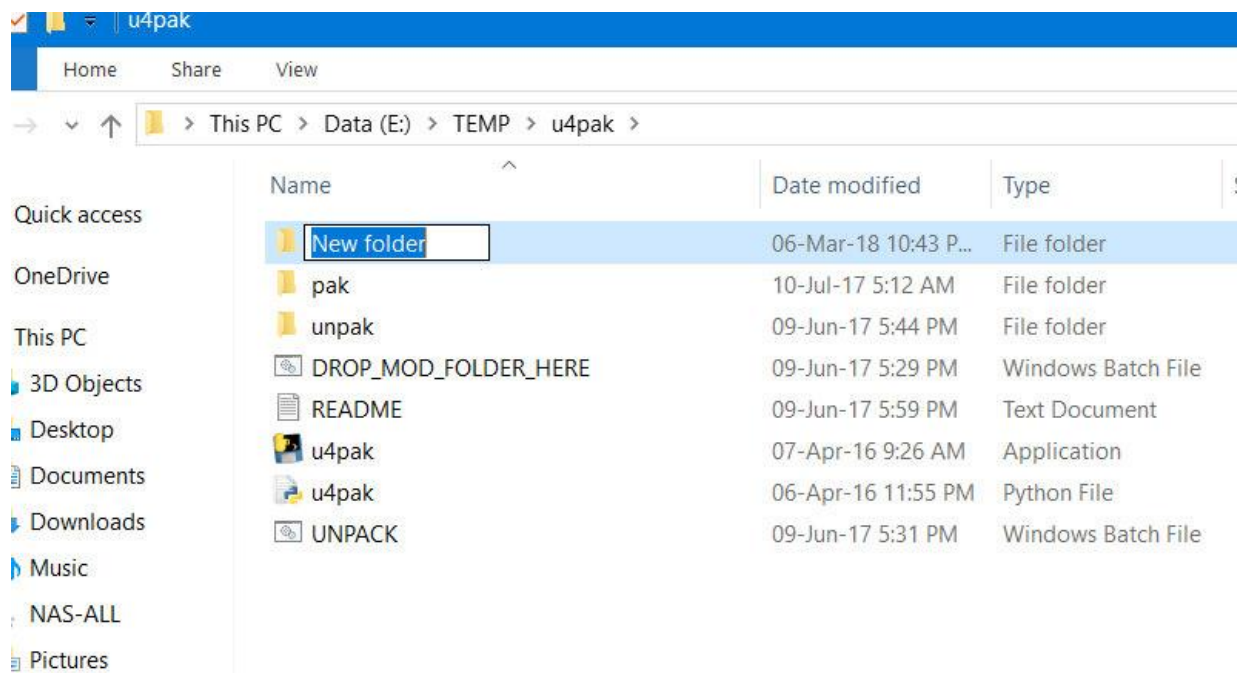

g. save the uasset

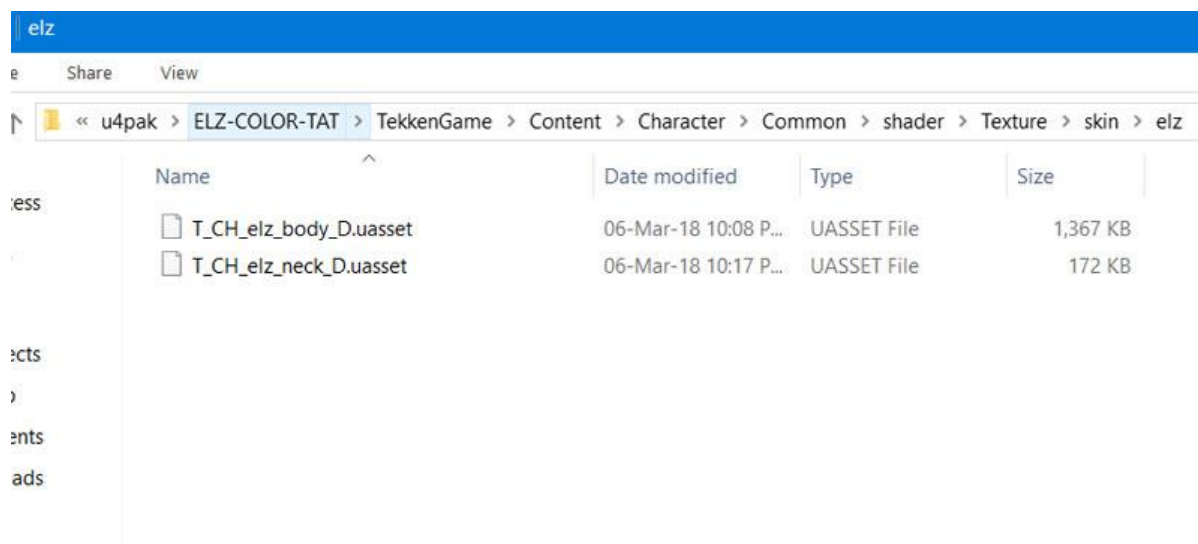h. continue editing other related files until you get the full set of mod

i. take your newly made "T_CH_elz_body_D.uasset" and the rest to "u4pak"

[PACKING THE FILE - u4pak]
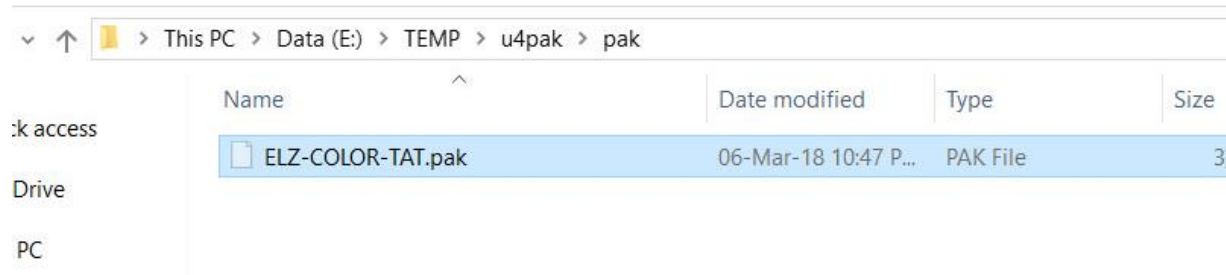1. make a folder, name it the way you like how your mod should look like.

2. inside the mod folder construct the folder structure just like the place you get the "T_CH_elz_body_D.uasset" from, in this case its "COLOR-TAT\TekkenGame\Content\Character\Common\shader\Texture\skin\elz"

3. back to the "u4pak" folder drag the "COLOR-TAT" to "DROP_MOD_FOLDER_HERE" and witness the born of your MOD

[FINAL STEP - mods folder]
a. your mod will be in "u4pak\pak" folder

b. copy that COLOR-TAT.pak into "..\steamapps\common\TEKKEN 7\TekkenGame\Content\Paks\~mods" folder

c. if no such "~mods" folder exist, create one now (duh) and put the COLOR-TAT.pak inside

d. open the game and look at the result of your texture mod

In case you cant see the changes, it is best to add "_P" behind the pack name, in this case, it is advisable to use COLOR-TAT_P.pak as the mod pak name