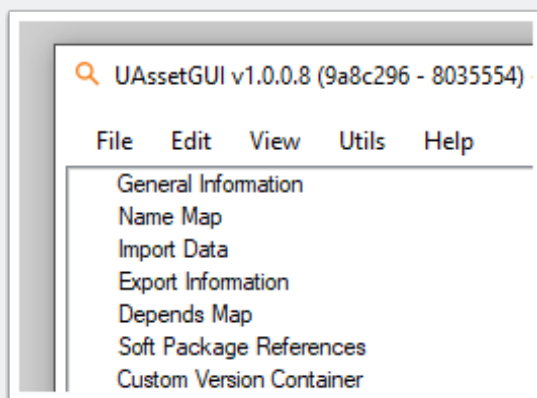


Inspecting UAsset with UAssetGUI

This guide will walk you through using UAssetGUI and identifying Material Slot Names as well as Morph Targets

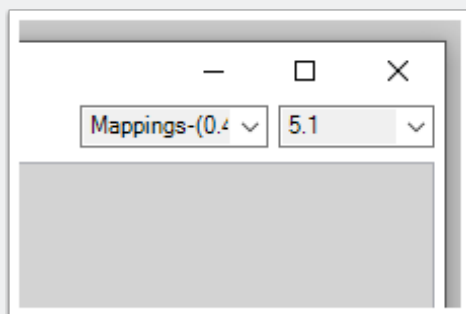
Launch UAssetGUI

Open your UAssetGUI to being



Set Mapping and UE Version

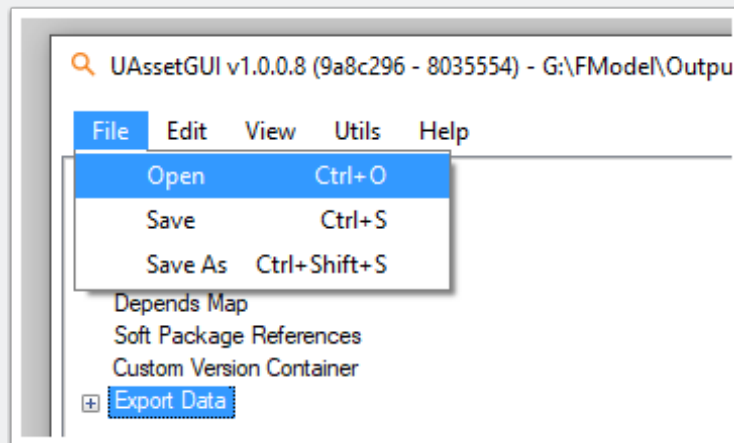
Make sure to set the UE Version to 5.1 and use the same mapping file as with FModel



Inspecting UAsset with UAssetGUI

Open UAsset File

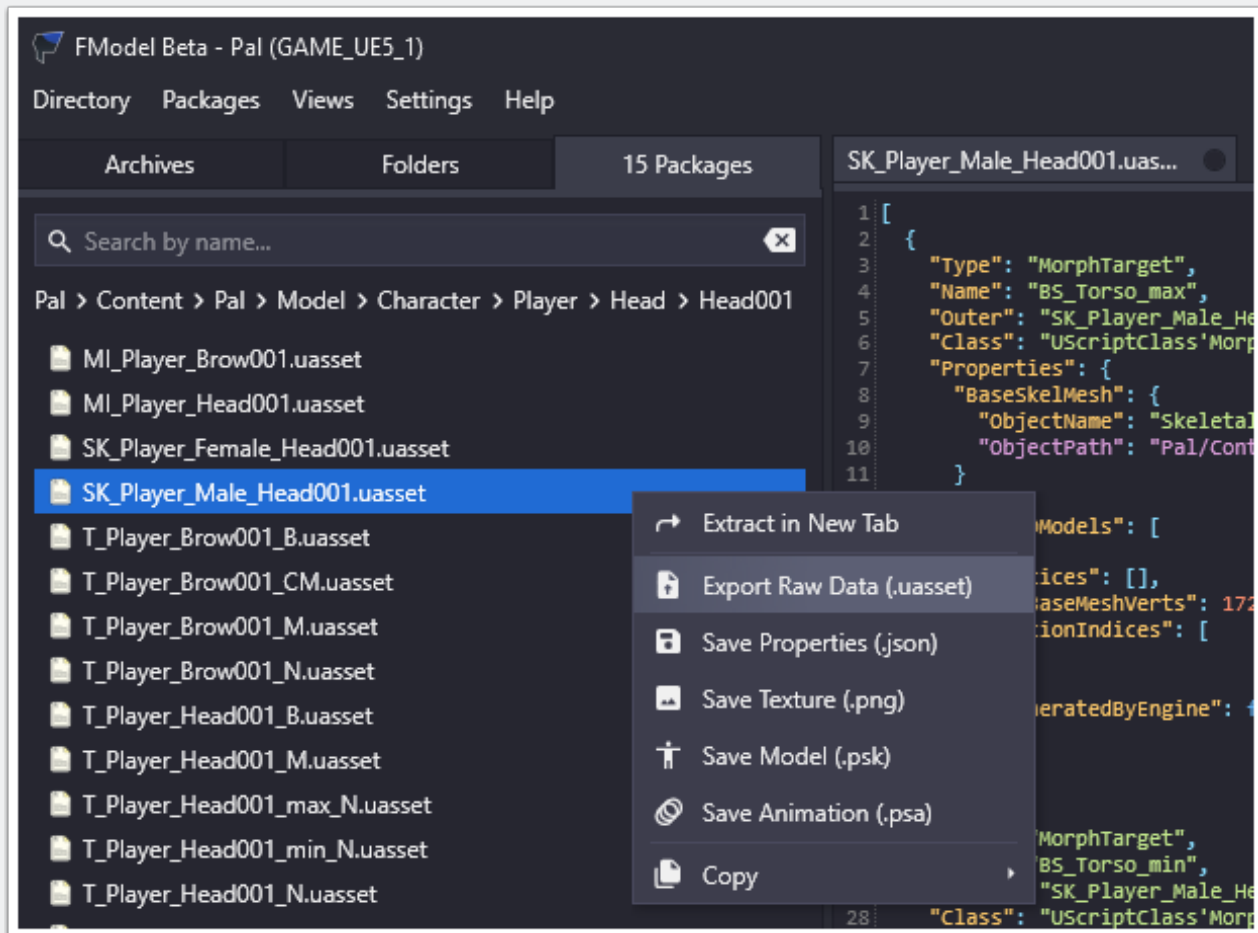
Go to File > Open and select the UAsset exported from FModel



Inspecting UAsset with UAssetGUI

Export UAsset with FModel

If you haven't already, find the UAsset you wish to inspect with FModel and right click it to export as a UASSET

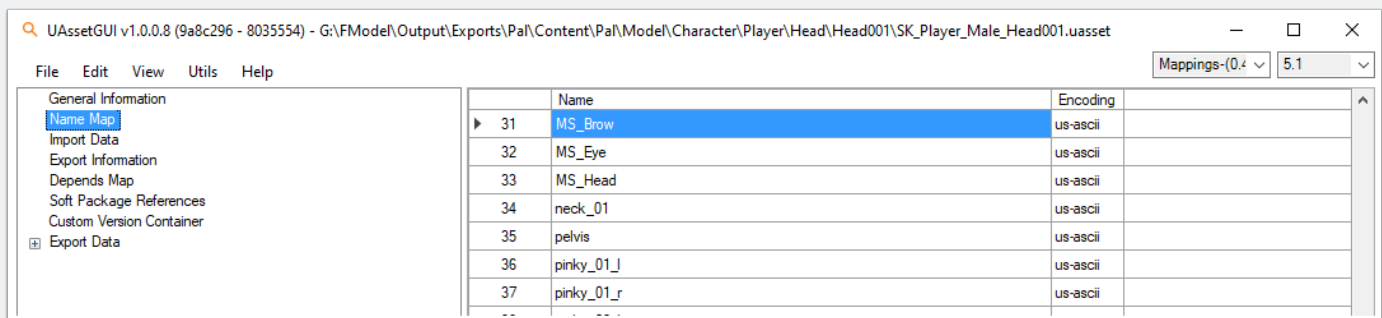


Inspecting UAsset with UAssetGUI

Identify Material Slots with Name Map

While inspecting the UAsset go to Name Map and you can find additional information such as Material Slots which should start with a prefix of MS when best practices are followed.

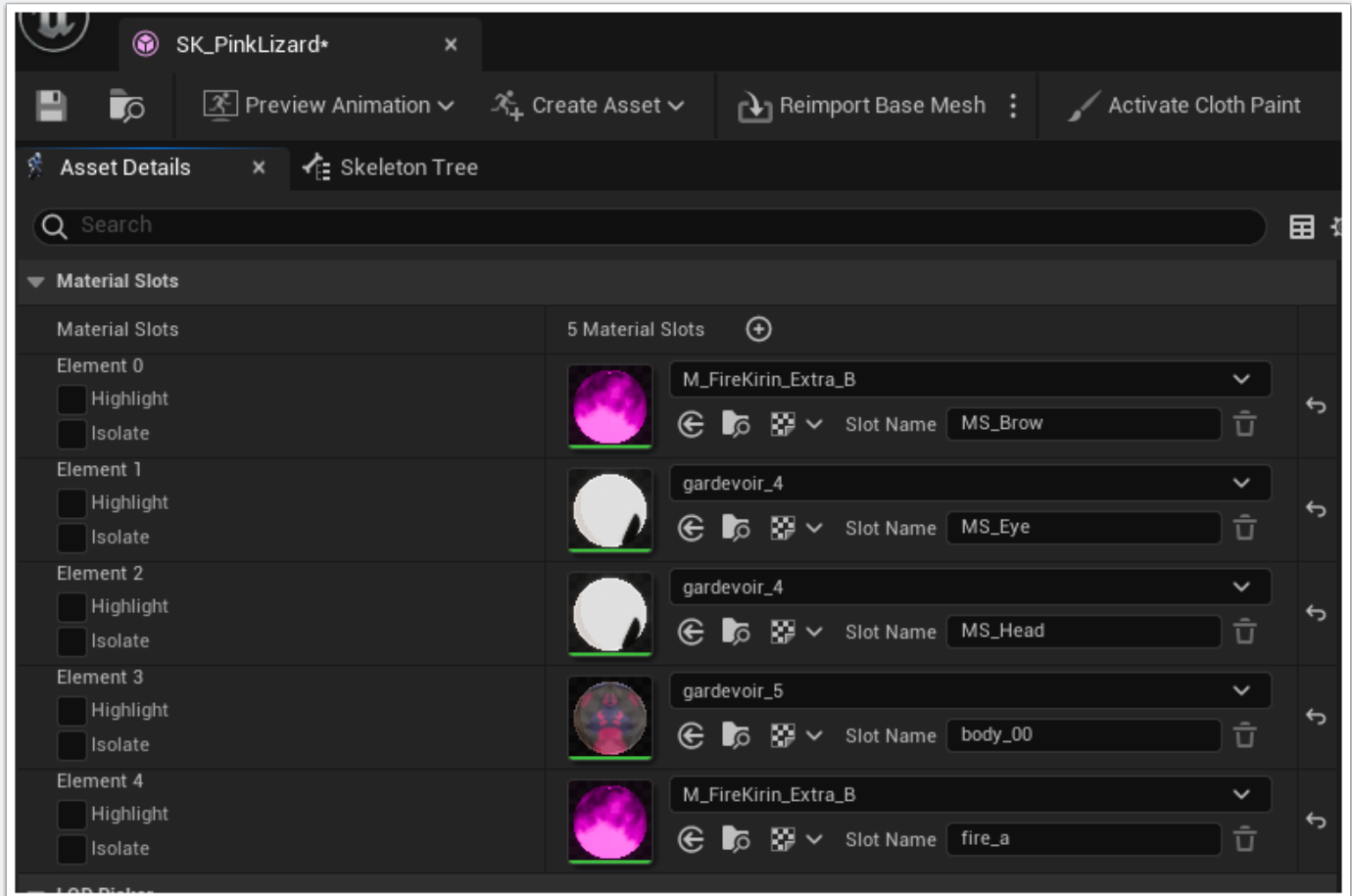
As such MS_Brow controls the color of the players eye brows, MS_Eye controls the color of eyes as well as the material/textures used, and MS_Head controls the skin/color for the players head.



Inspecting UAsset with UAssetGUI

Name Material Slots on Skeletal Mesh

Setting these same Slot Names in Unreal Engine, will allow the in-game mechanics to access and modify your new Skeletal Mesh aka Model



Inspecting UAsset with UAssetGUI

Morph Targets in Export Data

If working with Morph Targets, some of this info can also be identified with the Export Data seen in UAssetGUI

