

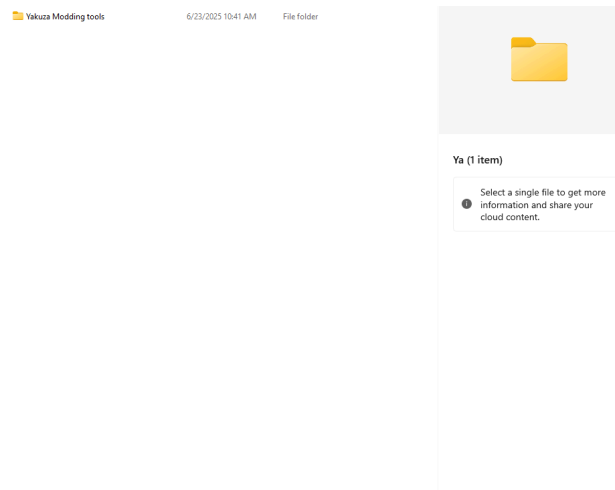
This is a solid and helpful guide—especially for people new to Yakuza modding! I cleaned it up to make it easier to read, more professional-looking, and clearer for beginners. Here's a refined version of my guide:

Yakuza 0 Custom Model Modding Guide (By Owbye)

1. Initial Setup

1. Create a Folder

- Name it **Yakuza Modding Tools**.






- Inside, place all the programs listed below.

2. Backup Game Files

- It's important to back up your original files in case anything breaks or if you want to restore the original model.

3. Required Tools

These are essential for modding RGG Studio games like Yakuza 0:

- **ParTool (Kapas80)**
 <https://github.com/Kapas80/ParManager>
- **PARC Archive Importer (SlowpokeVG)**
 <https://github.com/SlowpokeVG/PARC-Archive-Importer>
- **(Optional but Recommended) reARMP (Ret-HZ)**
 <https://github.com/Ret-HZ/reARMP>

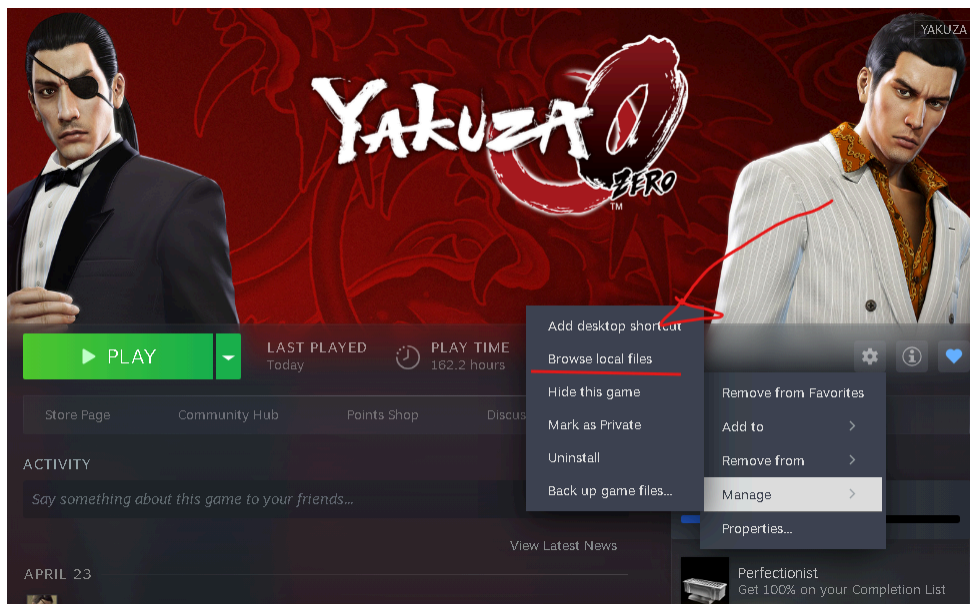
4. 📌 Put all tools into your **Yakuza Modding Tools** folder.
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2. 🧠 What to Know

This guide was created by a single person (me), so it may not be perfect—but it will give you a solid start!

Save Data Location

- **C:\Program Files**
(x86)\Steam\userdata\Your-UserID\638970\remote



- Or: **C:\Users\YourName\AppData\Roaming\Sega\Yakuza 0**
 - Not sure what your Steam Game ID is? Check steamdb.info
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3. 🎮 The Fun Part – Modding Models

Step 1: Locate Yakuza 0 Game Files

1. In Steam:
Right-click on **Yakuza 0** > **Manage** > **Browse Local Files**
2. Or manually go to:
\Steam\steamapps\common\Yakuza 0\media\data\chara\w64

Step 2: Understand Folder Structure

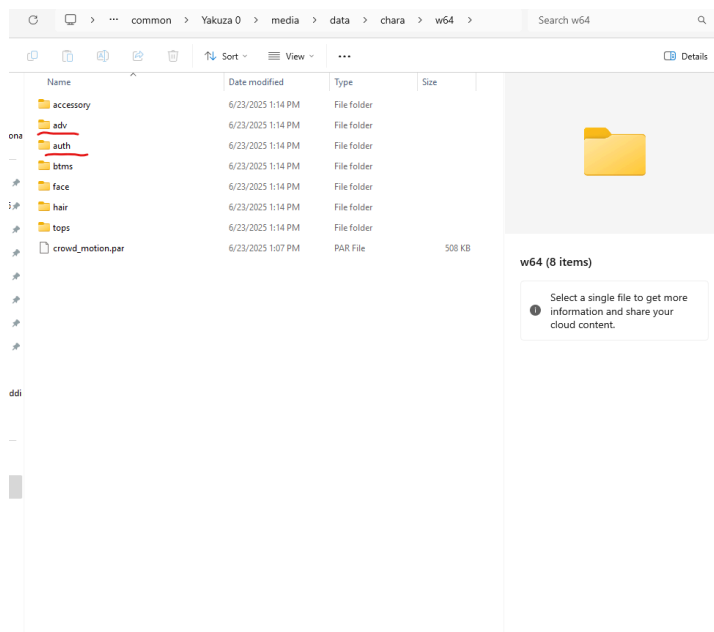
- **adv** folder = gameplay models
- **auth** folder = cutscene models
(We'll use **adv** for this guide.)

Step 3: Choose a Character

Example: You want to mod **Kiryu**

Go to:

`...\chara\w64\adv\c_cm_kiryu\`






- Inside, you'll see:
- face.gmt
- mesh.par ✓
- tex00.par
- tex01.par

🔍 Focus on **mesh.par** — it contains the 3D model.

4. 🧰 Extract and Edit the Model

Step 1: Unpack .par

Name	Date modified	Type	Size
 Yakuza Modding tools	6/23/2025 2:05 PM	File folder	
 mesh.par	6/23/2025 1:07 PM	PAR File	2,492 KB
 ParTool.exe	10/28/2023 8:35 PM	Application	29,939 KB

- Drag **mesh.par** into **Partool**
- It will extract a folder: **mesh.par.unpack**

Blender Setup (Optional Tutorial Links)

If you're new to Blender, here are links that may help:

- How to [Install Blender Add-ons](#) (*Crucial*)
- [Blender Basics for Beginners](#) (*optional but recommended*)
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Step 2: Install Blender & Addon

- Install **Blender** if you haven't already.
- Download this **Blender Addon**:
👉 ykgmd.io by theturboturnip.
- [Blender Tutorial](#)
- [How to install an Add-ons](#)

Step 3: Import the Model

1. Open Blender
2. Use **File > Import > Yakuza Skinned GMD (.gmd)**
3. Locate the **.gmd** file in your unpacked folder (example: Kiryu.gmd)

⚠ Make sure it's **skinned** — not an unskinned model.

Step 4: Edit Your Model

- Modify, retexture, or animate the model.
- If you added new textures, keep them in the same folder as the character to avoid missing texture errors (purple/white models).

Step 5: Export

- Export your edited model as a **.gmd** file.
- **Overwrite the original** to keep the naming consistent (e.g., export as **Kiryu.gmd** if that's the one you edited).

5. 📦 Repack and Install Your Mod

1. Create a new folder for your mod (e.g., **Kiryu Clothing Mod**)
2. Repack the edited model into a **.par** file using **PARC Archive Importer**
3. Place the new **.par** file inside your mod folder

4. Drop your mod folder into your **Mod directory** (e.g., using **Ryu Mod Manager** or whatever method you're using)

Credits

- Steam: [Owdye](#)
 - YouTube: [@Vickolt](#)
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