

## Texture Mods for 3D Items

### Wogrim's Brief Guide to Making Texture Mods for 3D Items

#### Before Reading This Guide

Recommended reading: **KK Modding 101**

Required reading: **Zipmod Basics** or equivalent

#### What Are We Making?

We are here to make texture mods for 3D Items. This is basically anything you can do with Material Editor / Overlays plus a little extra, as a separate item to select.

#### Step 0 - Decide Which Item To Modify

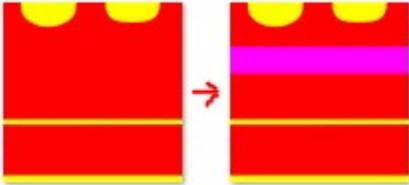
Clothes are the most common thing to texture mod, so I will make a mod for the plain T-shirt. I'll make it use 3 colors, plus a couple other minor changes.



You're going to have to find the original item's data, so make sure you can do that. Right Click -> Print Item Info makes it easy for Clothes, Accessories, and Hair.

## Step 1 - Create Your New Textures

You might export original textures and modify them, or you might make entirely new textures. You might export UVs so you know where to draw things, or you might export the mesh so you can texture paint your textures. Or you might just yolo it like I did drawing a big stripe across the shirt. Remember that you will need a `_low` version of your new textures in some cases.

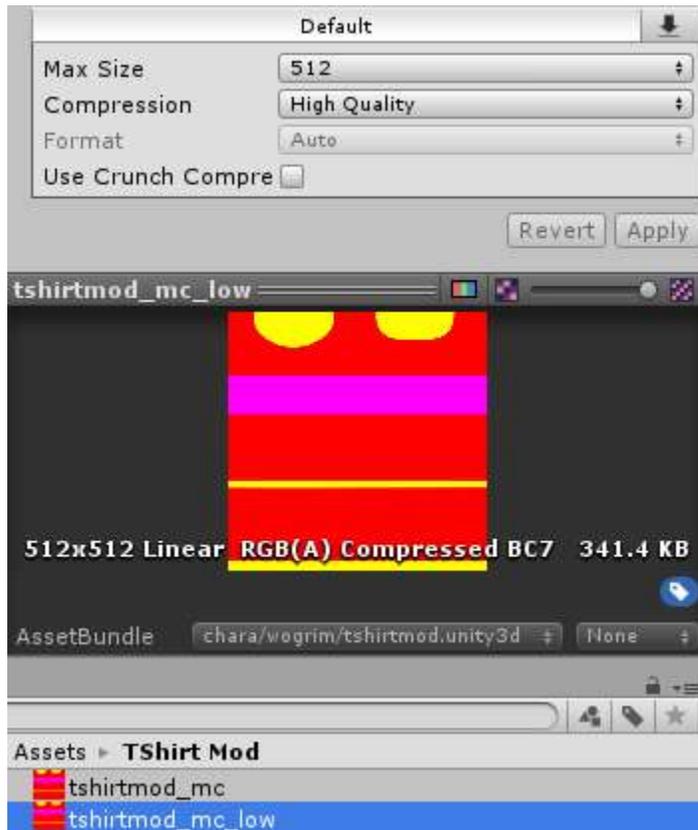


## Step 2 - Put Your New Textures in an AB

As with texture items, you need to put your textures in an AB, which can be done by either

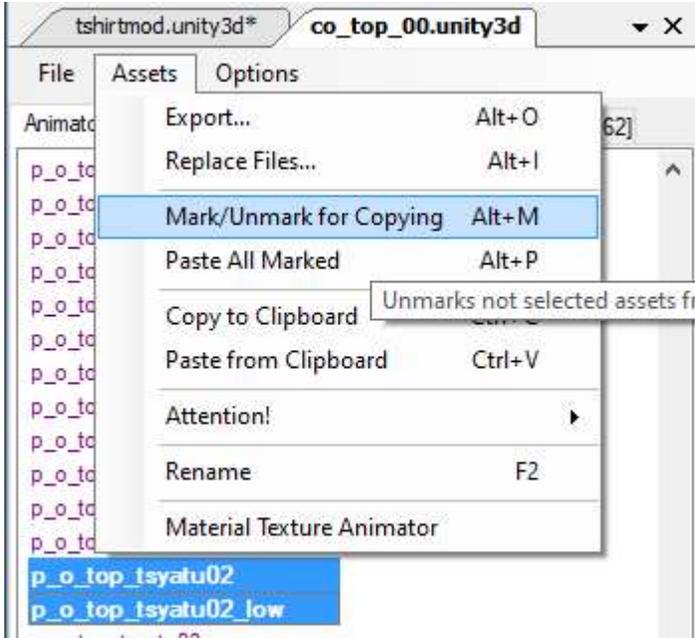
- importing textures to an "empty" AB with SB3U (AB must have a texture already)
- importing textures into Unity, assigning them to an AB, and building the AB

It sounds like more work, but I like the Unity approach better. I used it to duplicate my texture for the `_low` version, and for Unity's BC7 compression (I had made the texture as a PNG).



### Step 3 - Copy the Original Item to the AB

Use SB3U to copy the Animator(s) of the original item. This gets you the meshes, scripts, materials, and textures directly attached to the item.

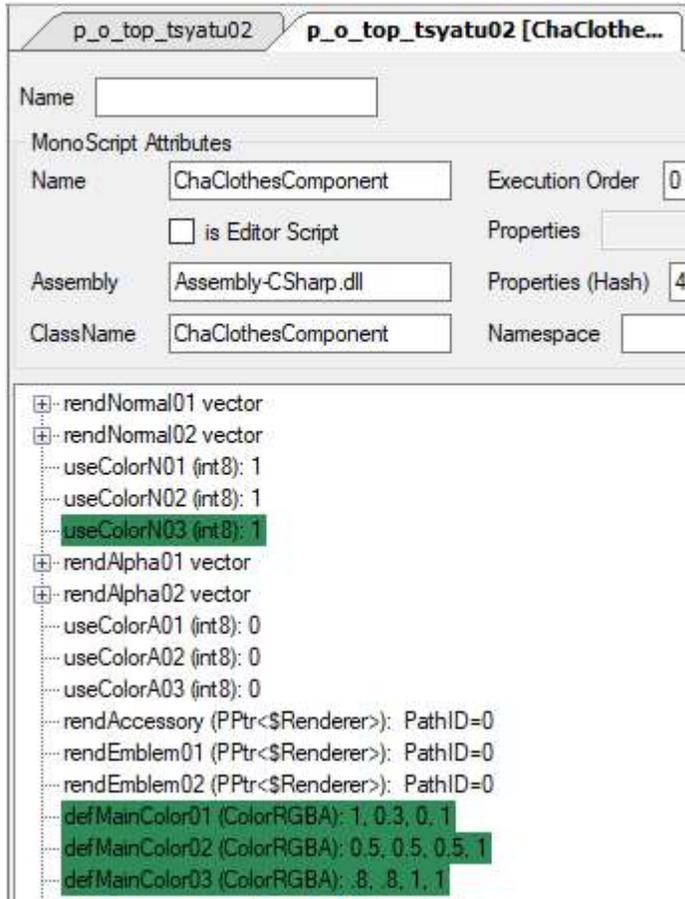


For Clothes, there are textures specified in the list file which are not on the material and thus not copied with the Animator. I made a new ColorMask so I don't need to worry about that. The MainTex can be referenced in the original item's AB, just like BodyMask and BraMask, so I'll be doing that to keep the mod size smaller. You could copy them to your AB if you want your mod to have no dependency.

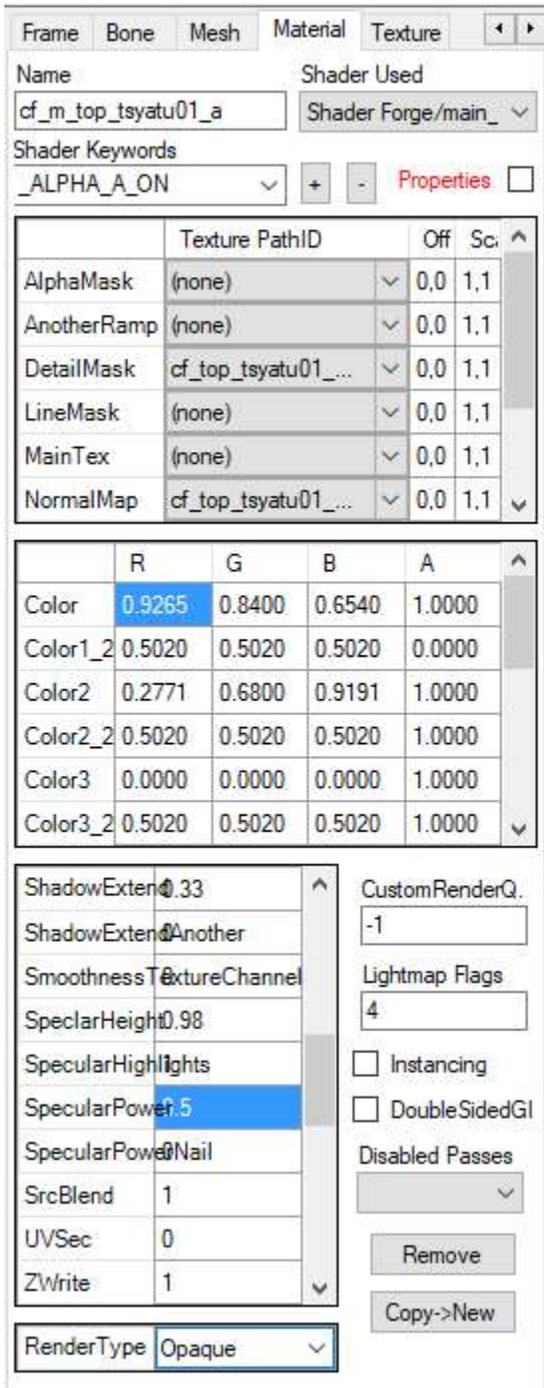
If you want to change the shader the item uses, you also need to copy that into your AB; find an AB with the shader you want and copy it over.

#### Step 4 - Make Changes to the Item

Starting with the MB, I am setting useColorN03 to 1 so the 3rd color picker shows in Maker, and changing the item's default colors. I don't think these changes are needed on the \_low version's MB.



On the material, make whatever changes to the shader, textures, or variables you want. I'm just changing SpecularPower to 0.5 so the shirt will be shiny. I'm also doing this on the \_low material.



You can remove any no-longer-used shaders and textures from the AB. When finished, Save, then Compress & Close the AB with LZ4 high.

### Step 5 - Finish Making the Zipmod and Test

You should already know the things to complete the mod:

- manifest
- list file
- zip it

Hopefully your item works as expected. The stripe makes mine kind of look like a bra on top of the shirt, but oh well, let's call it fashion.



If you did Clothes or Hair, make sure the `_low` version works in story mode.