

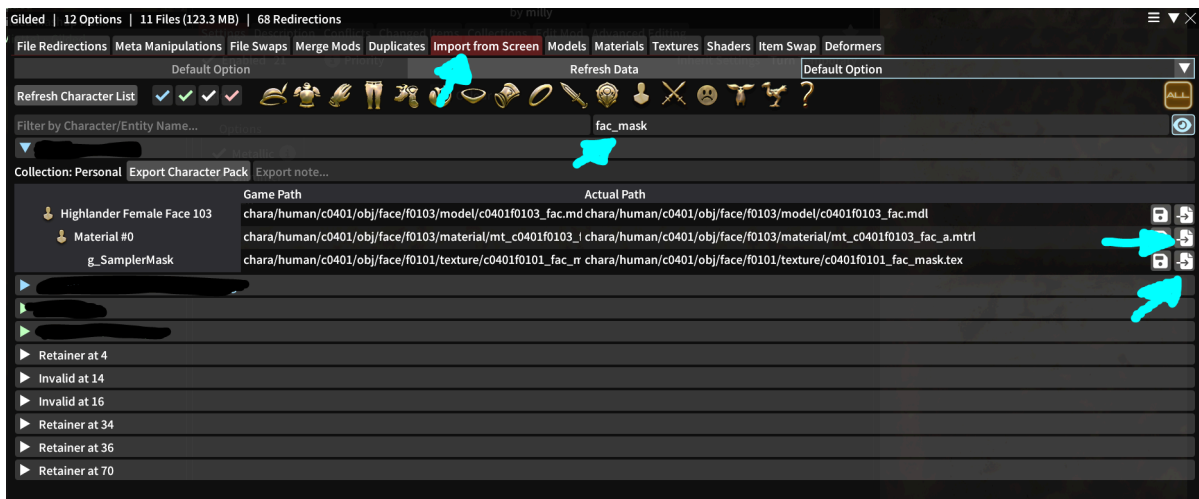
# How to Edit Your Face Texture to Match Gilded and Fix That Neck Seam!

by milly

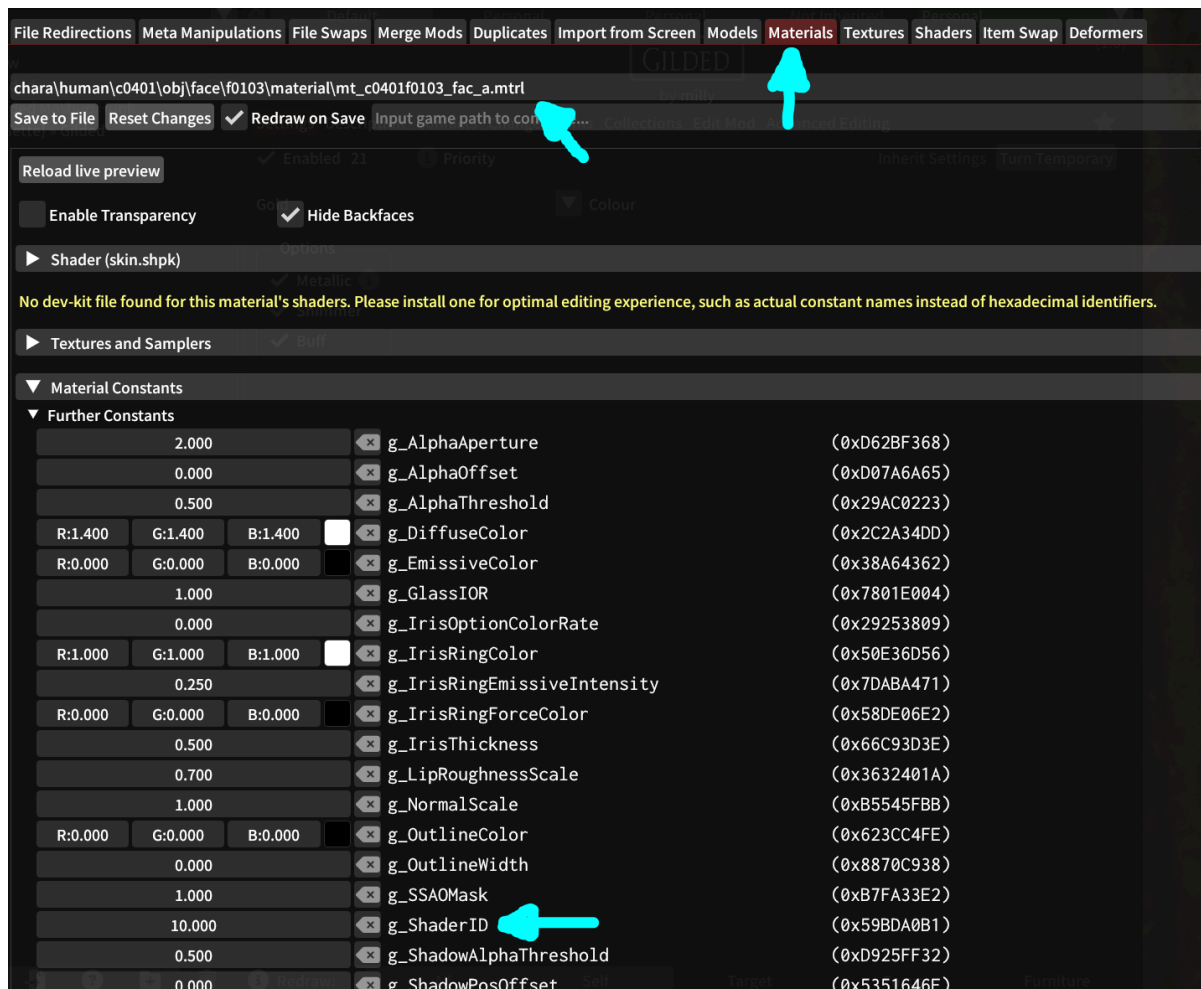
With Gilded selected in Penumbra, click on **Advanced Editing**.



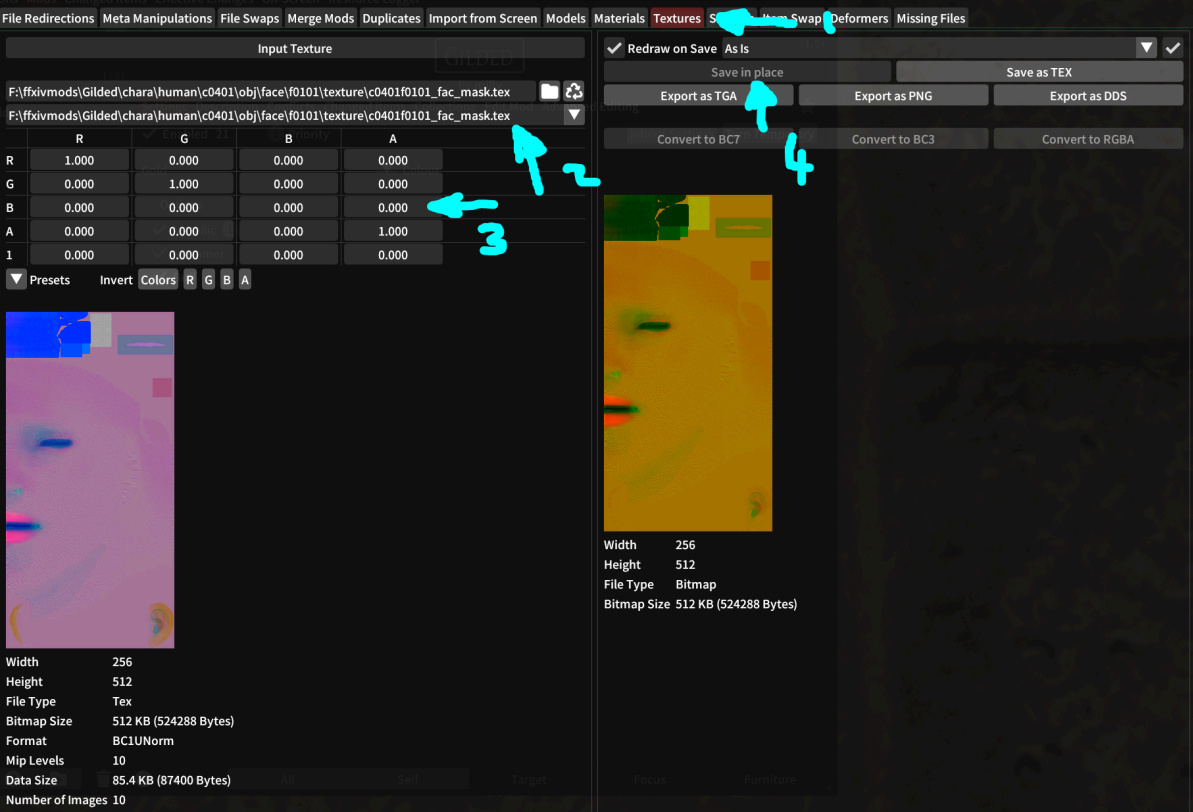
Go to the **Import from Screen** tab and type `fac_mask` into the filter text field to help find the files you want. **Import the `fac_a.mtrl` and the `fac_mask` files** to the mod by clicking on the lil paper icon to the right of both. (I'm using *highlander face 3* as an example here, but your screen may look slightly different if you are using a different face or a sculpt mod)



Go to the **Materials** tab and find the **mtrl** file you just added in the dropdown menu. Scroll down Material Constants until you find **g\_ShaderID**, double click the 1.000 and change it to **10**. Hit Enter and click **Save to File**.



Now go to the **Textures** tab and find the **fac\_mask.tex** you imported in the dropdown menu. Look at the table above the texture preview and where there is a 1.000 in the **B** row and **B** column, change it to 0. This should turn the preview on the right side a bit more yellow. Hit Enter and choose **Save in Place** (you may need to hold Control and Shift to enable this button)



Finally, redraw your character and the neck seam should be gone!

If you have any issues, please feel free to DM me on twitter

<https://x.com/leyFFXIV>

or ping me in the YAB server

<https://discord.gg/bnuuybooty>