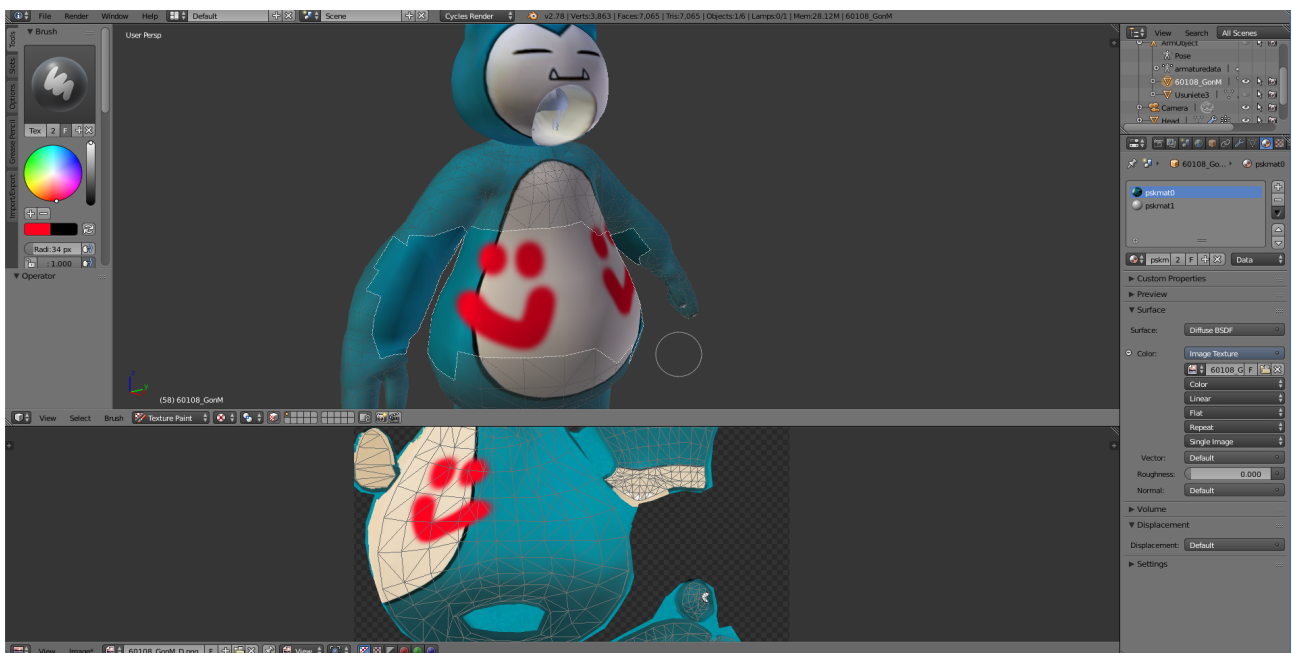
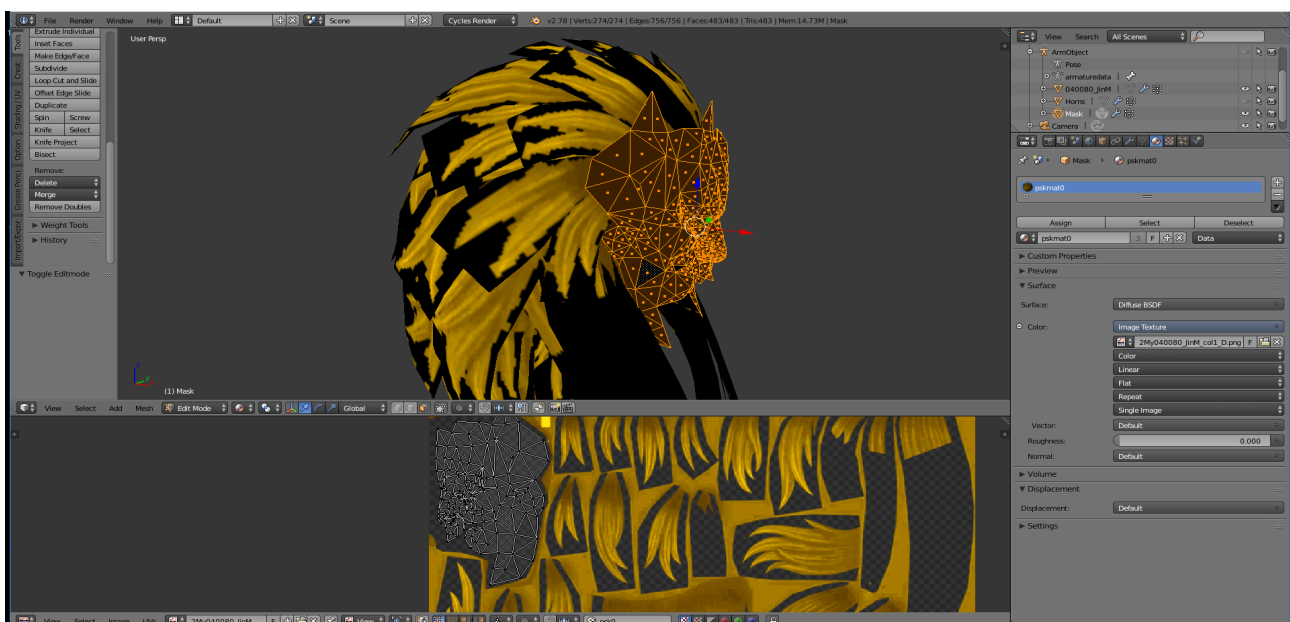


HOW DO I MAKE MODS STEP BY STEP ?

1. In terms of pure design you just need the program like Photoshop or Gimp to edit the textures and Blender, 3DS Max or Maya to open game models. You can change the colors, the whole decorations, bump maps and shaders. The only thing you currently can't do is changing UV Map Cords (how the texture is stretched on every single polygon), Skeletal Meshes with it's Bones (animations) and Weight Paint (how much chosen polygons deform while animating character). I wasn't able to export back my models into upk. files without errors with any program available. As you can see in the picture below, I just use Texture Painting in Blender on imported game models and textures. First of all, you just need to imagine which BNS model will be good and available fit (in Bns Mod Tool) for your idea. Snorlax was really no-brainer here...



Others skins were much harder to make. I needed to know which polygons can be erased to get certain look. I didn't actually erase them. They are still here but I made them transparent on the texture. You should work with tga. or png. files if you want similar results.



2. In terms of importing and exporting your custom textures into the game you need to have 5 things:

- UPK Manager (to export back custom textures into upk. Files used by Blade & Soul)
- Umodel (to import editable textures converted into tga. and skeletal meshes converted into psk.)
- A program or online website to convert your tga.,png. into dds.(format used by Blade & Soul)
- An addon to your Blender or Maya to open psk. (skeletal meshes)
- Bns Mod Tool (to see which number your chosen meshes and textures are e.g 00025637.upk)

Steps you need to do:

1. Open Bns Mod Tool and copy „skeletal mesh” and „texture” numbers of your desired item.
2. Open Umodel >make it load your game files> type the numbers in filter > export to chosen folder
> open obtained tga. and psk. files in your 3D software
3. Paint the textures however you like.
4. Export it to any folder. You can make some corrections in 2D software
5. Convert your custom tga. into dds. by using any program you want
6. Open UPK Manager>make it load your game files>choose „Texture 2D” search>type the same numbers of upk. files which you have found in Bns Mod Tool>tick them>export
7. Now you have custom folder with original dds. files from the game.
8. Name your custom dds. textures same as the name of the dds. texture you want to replace>overwrite this texture in the folder with all dds. files created by UPK Manager>go to Rebuild (lower tab) in UPK Manager>tick the name of upk. in the folder where all the exported dds. are>Rebuild (upper tab)>Rebuild Selected Exports
9. Close all the modding programs. Done !
10. Launch the game to see if your item has changed appearance

Of course I will not tell you how to use every single program or where to download it. Those things are always changing and you could end up getting dead hyperlinks after some time.

<http://www.bladeandsouldojo.com> is the best place to get everything you need and learn about modding Blade & Soul. There are long topics explaining every single problem you may encounter, download links and first hand help from other moders. Google is great too !

I hope it explains everything you wanted to know. Have fun modding !

Created by youtube/bleeizgames