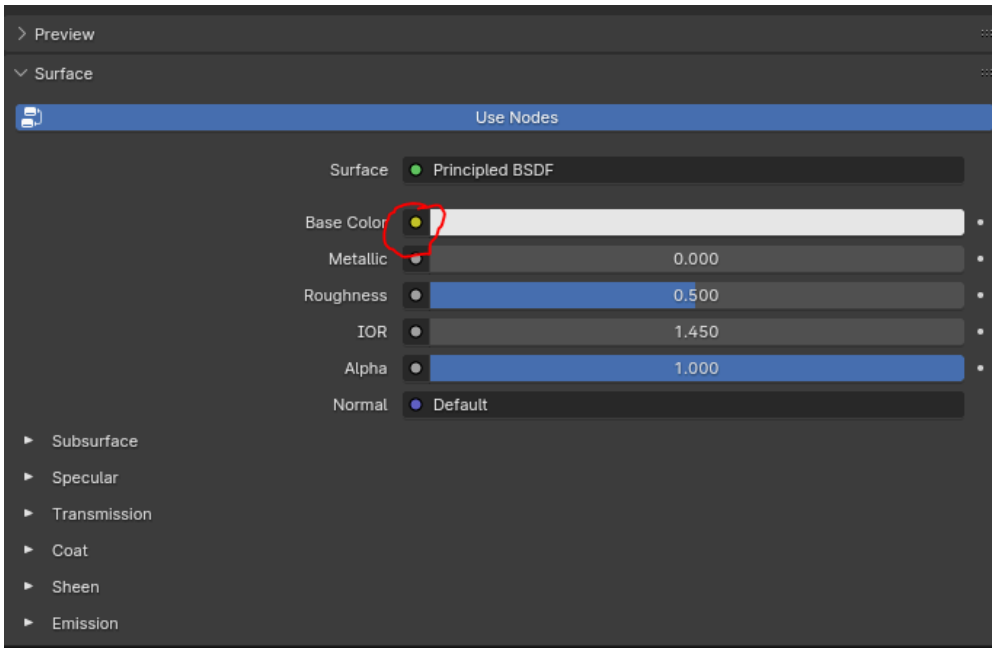
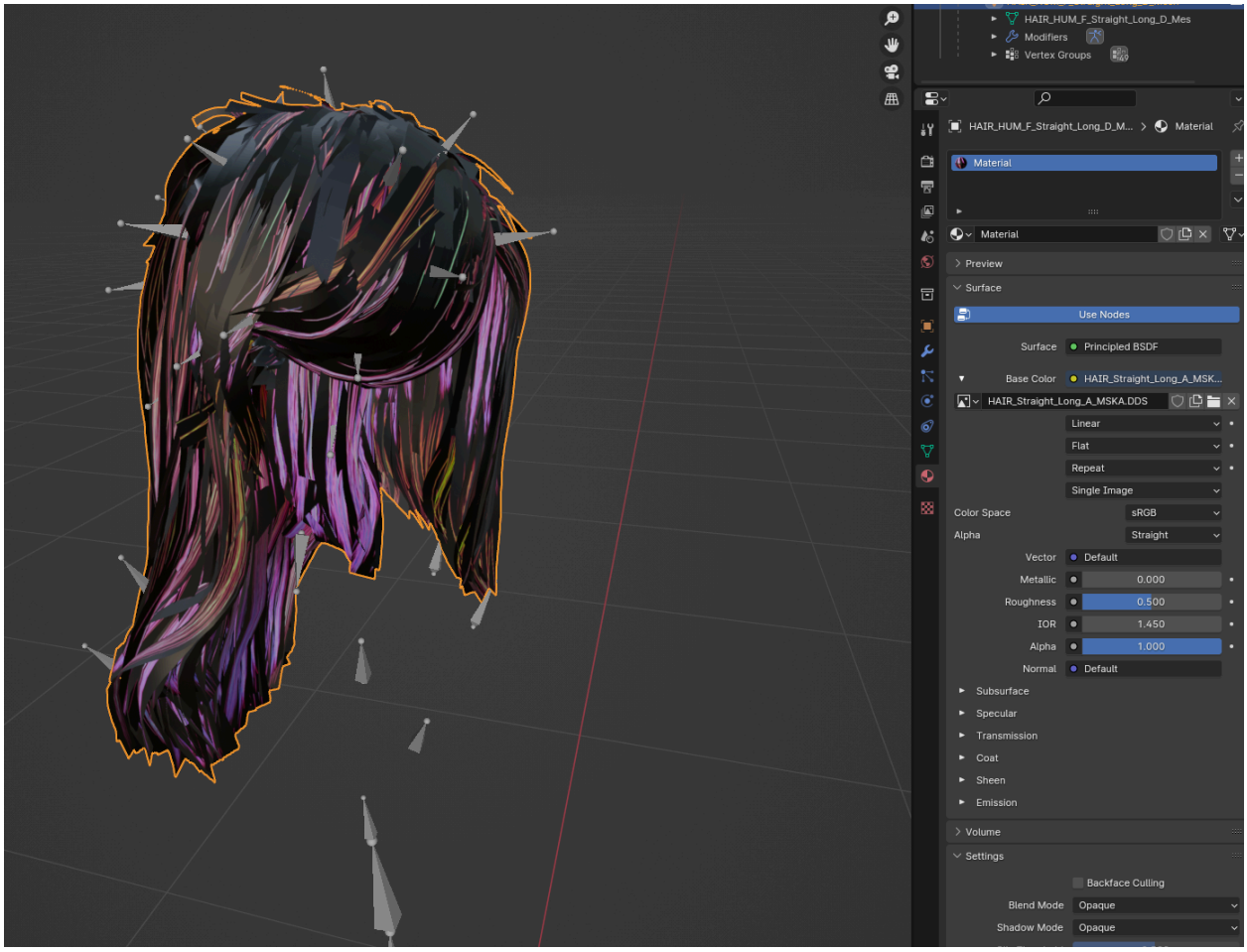
So you’re working on a BG3 hair in Blender, and you want to see how the texture will look while you’re working? Here’s how to do it.

Using BG3 Modder’s Multitool, search up the hair texture you want to preview on your hair. A list of hair textures can be found here: https://bg3.wiki/wiki/Modding:Hair_Meshes#Hair_Textures
Pick one you like and search up its name, e.g. HAIR_Straight_Long_A_MSKA

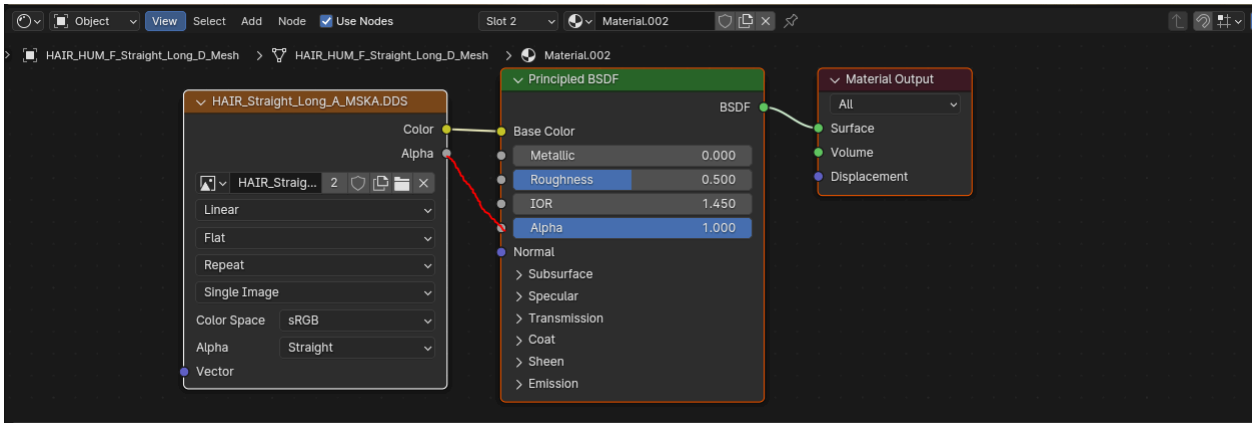
Add a new material to your hair mesh. It will be set to a white base color by default. Click the yellow circle and select Image Texture instead. Load the .DDS texture from BG3.



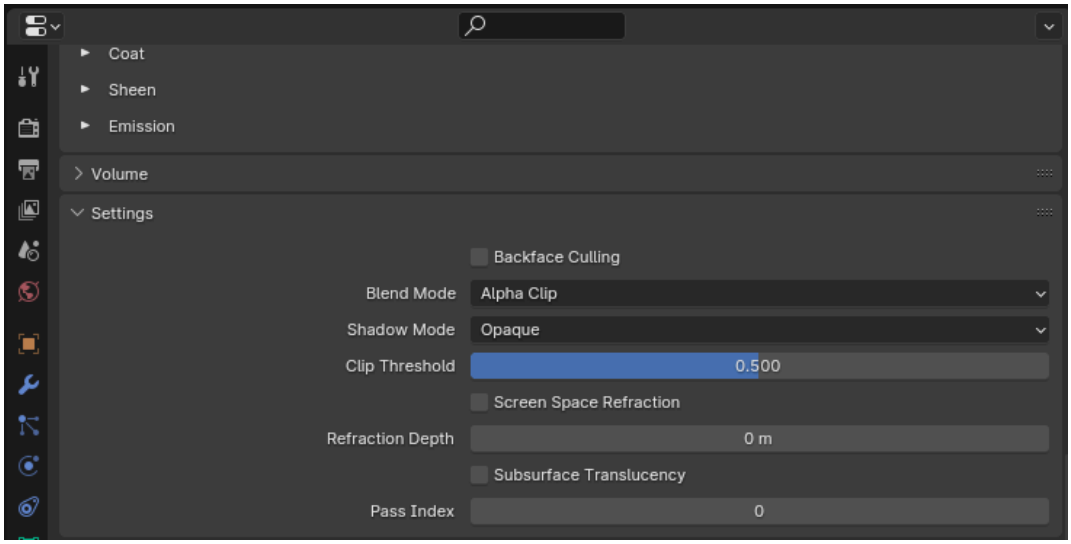
Now your hair will look similar to this. To turn the black parts into transparency, follow the next steps. Make sure your render engine is set to Eevee, not Cycles, and make sure your Viewport Shading is set to Material Preview.



Go to the Shading tab. You should see your new material—if not, select it from the drop-down. Click and drag from the Alpha on the image texture to the Alpha on the Principled BSDF.



Then go back to the Layout tab, go back to your material, scroll down to Settings, and change Blend Mode to Alpha Clip.



Your hair texture should now show in Blender!

If you want to tint the color, use the Color Ramp node in the Shader tab and connect it with your texture and the Principled BSDF.

