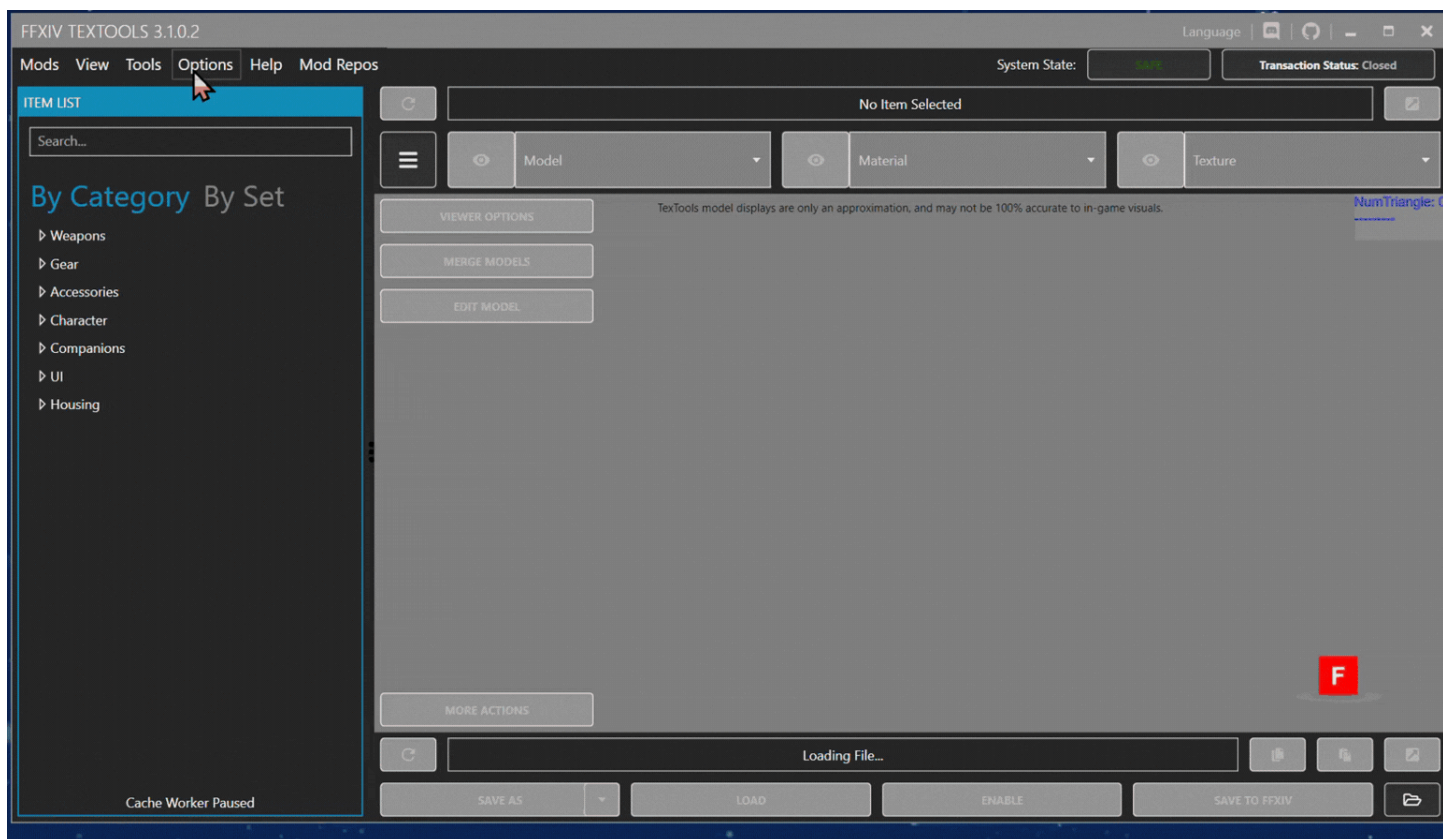


Step 1: Retrieving your face (from Textools) (these are collapsible headers)

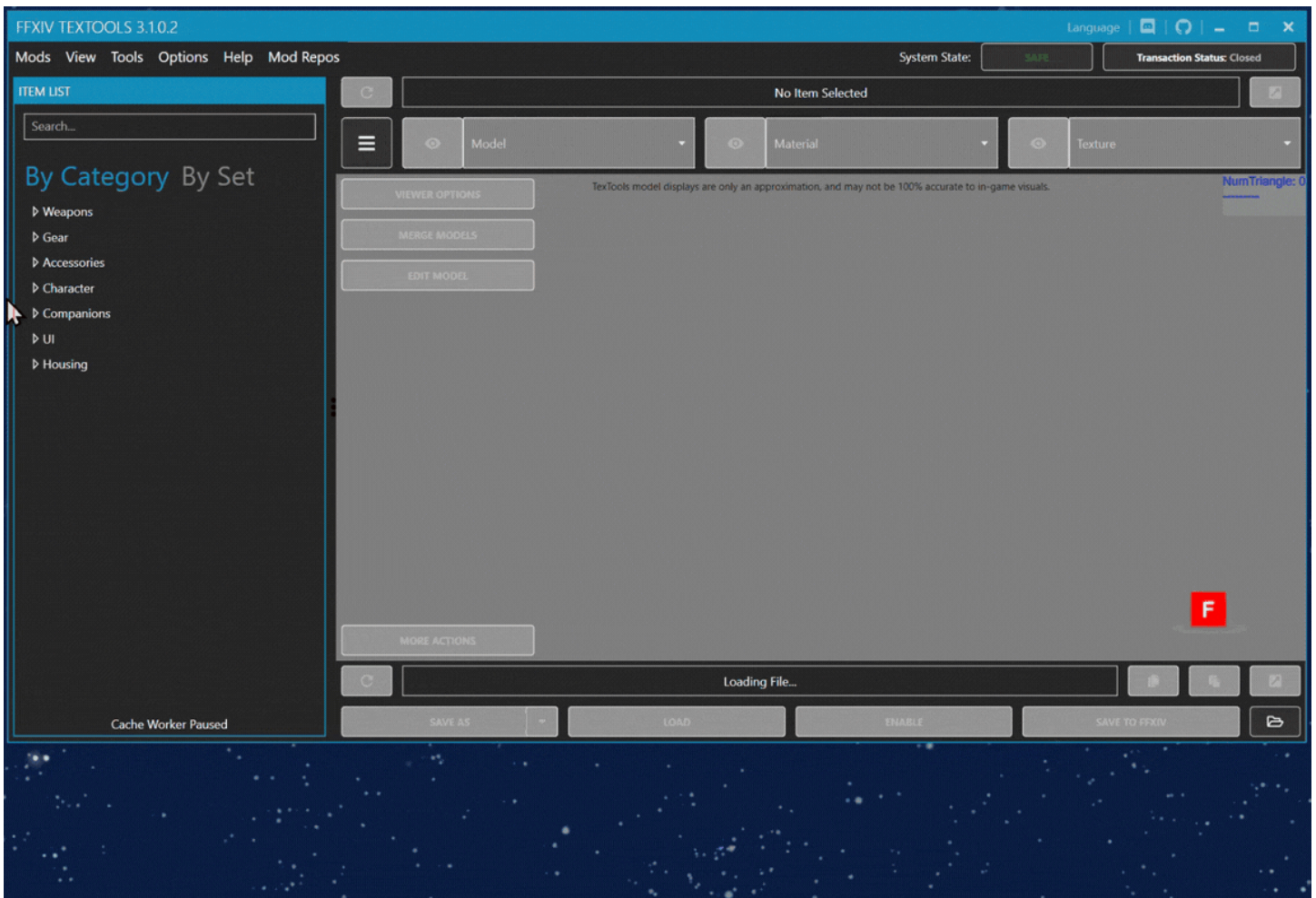
A. Make sure your export settings are correct: Toggle on “Shift Exported Model UVs” in Textools settings.

Explanation: Doing this makes sure the UVs have been shifted to the same area the teeth UVs are in. If they match, the textures will look correct. If they do not match, either the teeth or the main part of your face will have borked textures. This setting moves the UVs up to standard positions on export of the face model, and will shift them back to the position the game uses when you are ready to import the face with the new teeth.



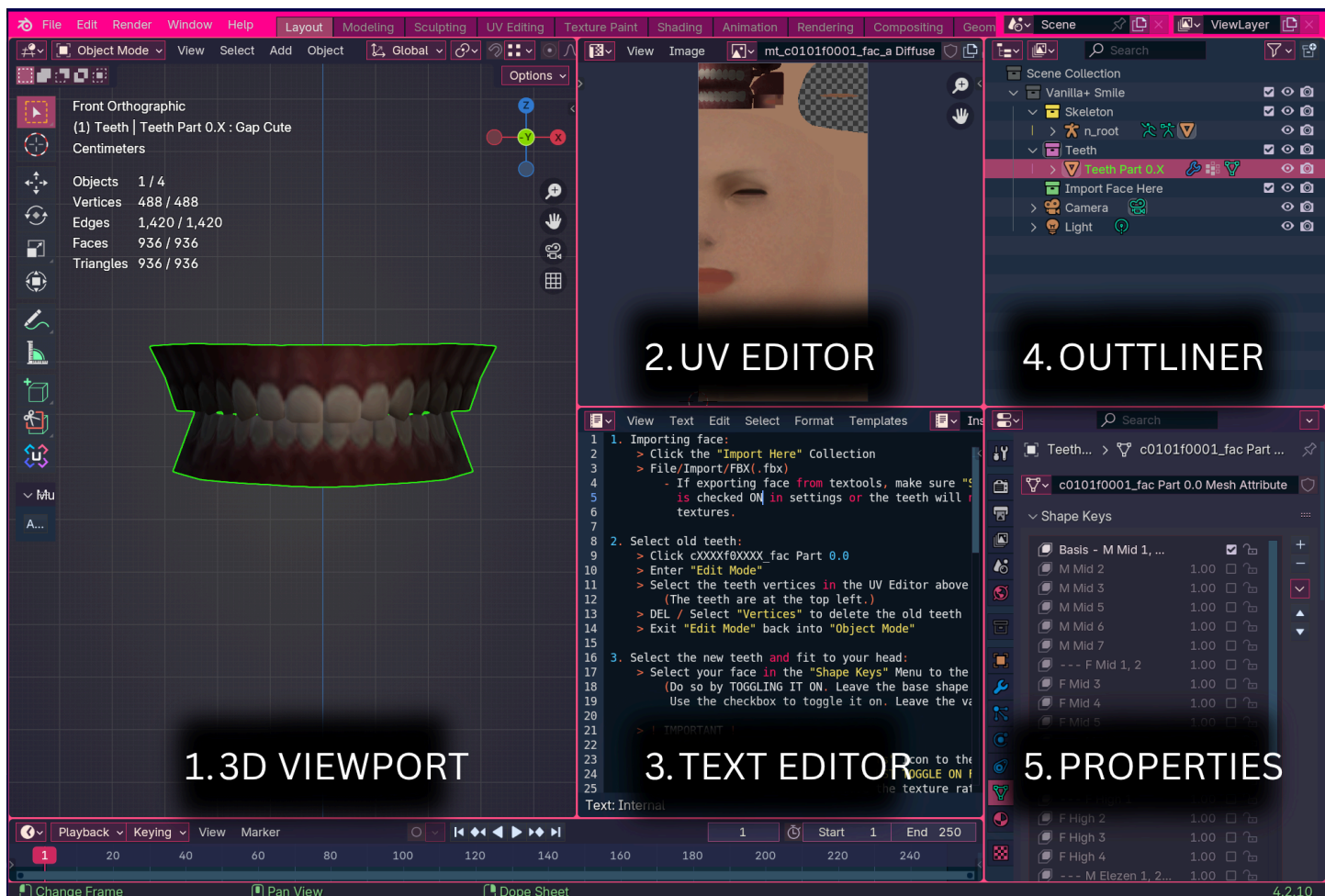
B. Export your face: Navigate to your race and face number, then export as an FBX in the dropdown for “save as.”

You can check what face you are using in Glamourer. Most are 1-4 (first subrace, like Miqo Sun) and 101-104 (second subrace, like Miqo Moon). Au Ra and Viera share models between 1/101, 2/102, 3/103, 4/104, so just pick the primary number if you use one of those subraces.



Step 2: Adding your face to the .blend file

A. **Open:** Open the .blend for Vanilla+ Smile.

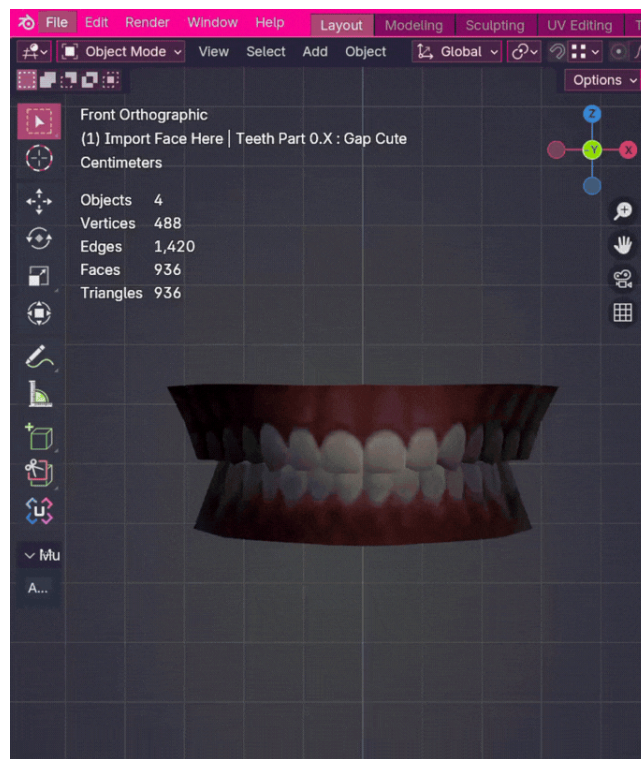


B. Select collection: Click the “Import Face Here” Collection.

This ensures your model gets imported into that collection and not out in the wild. Stuff gets confusing when it's all piled together in blender.

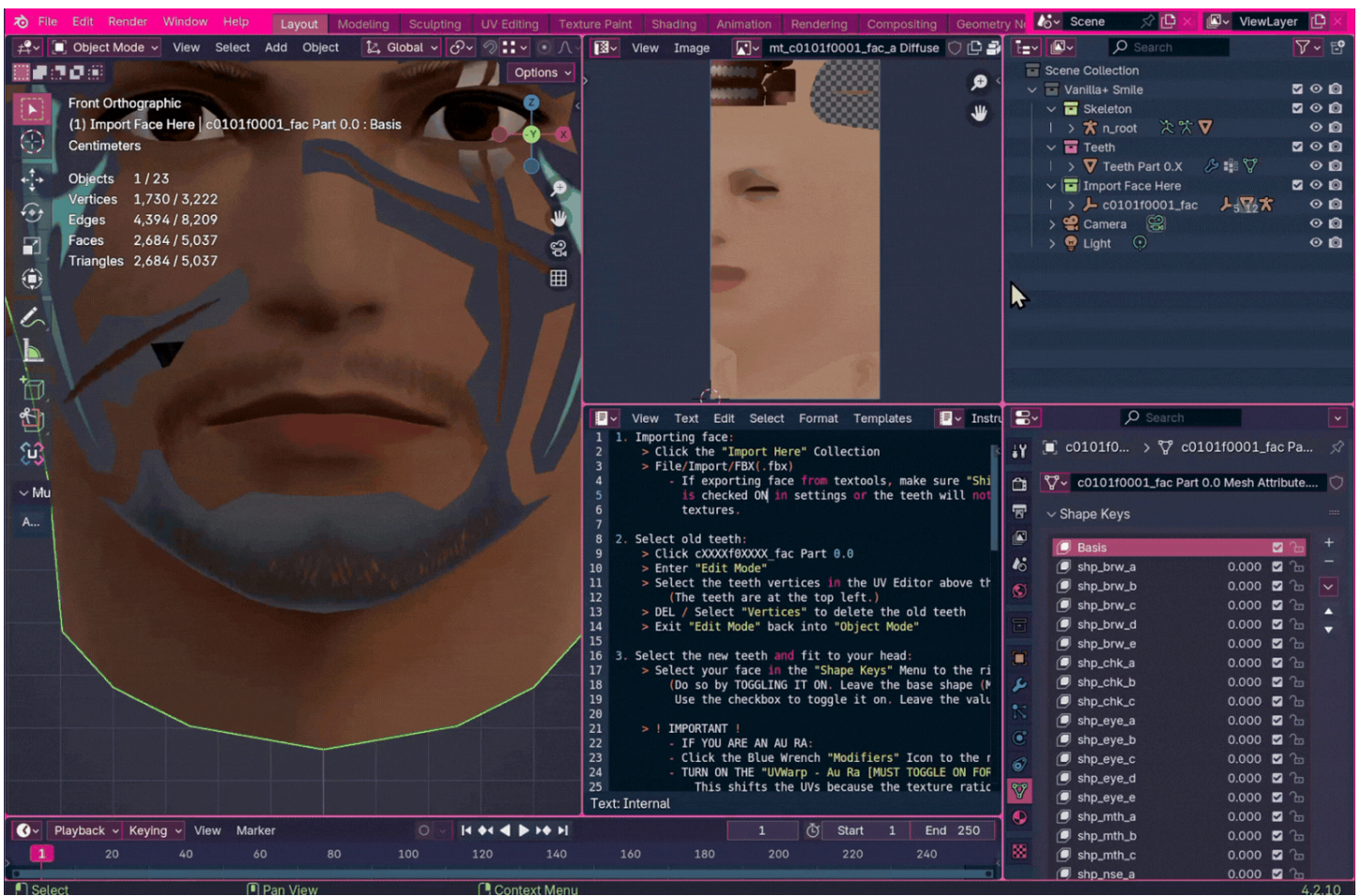


C. Import face: Click File → Import → FBX (.fbx). Navigate to where you saved the face and select that .fbx (model) and select import.

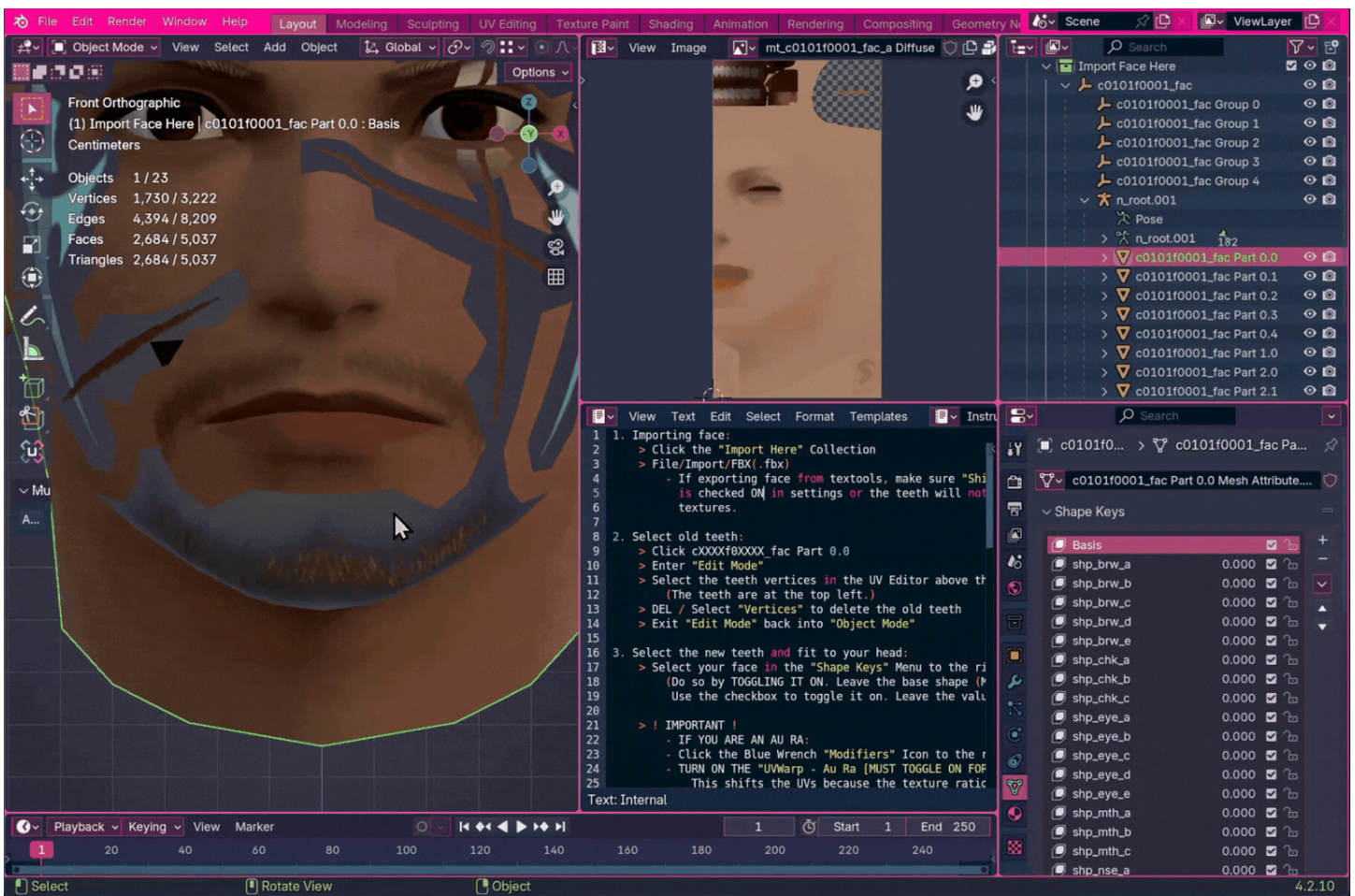


D. Selecting and removing teeth: This will be your base head and the original vanilla teeth. The easiest way to quickly delete the teeth, if you know nothing about blender, is to select them in the UV editor.

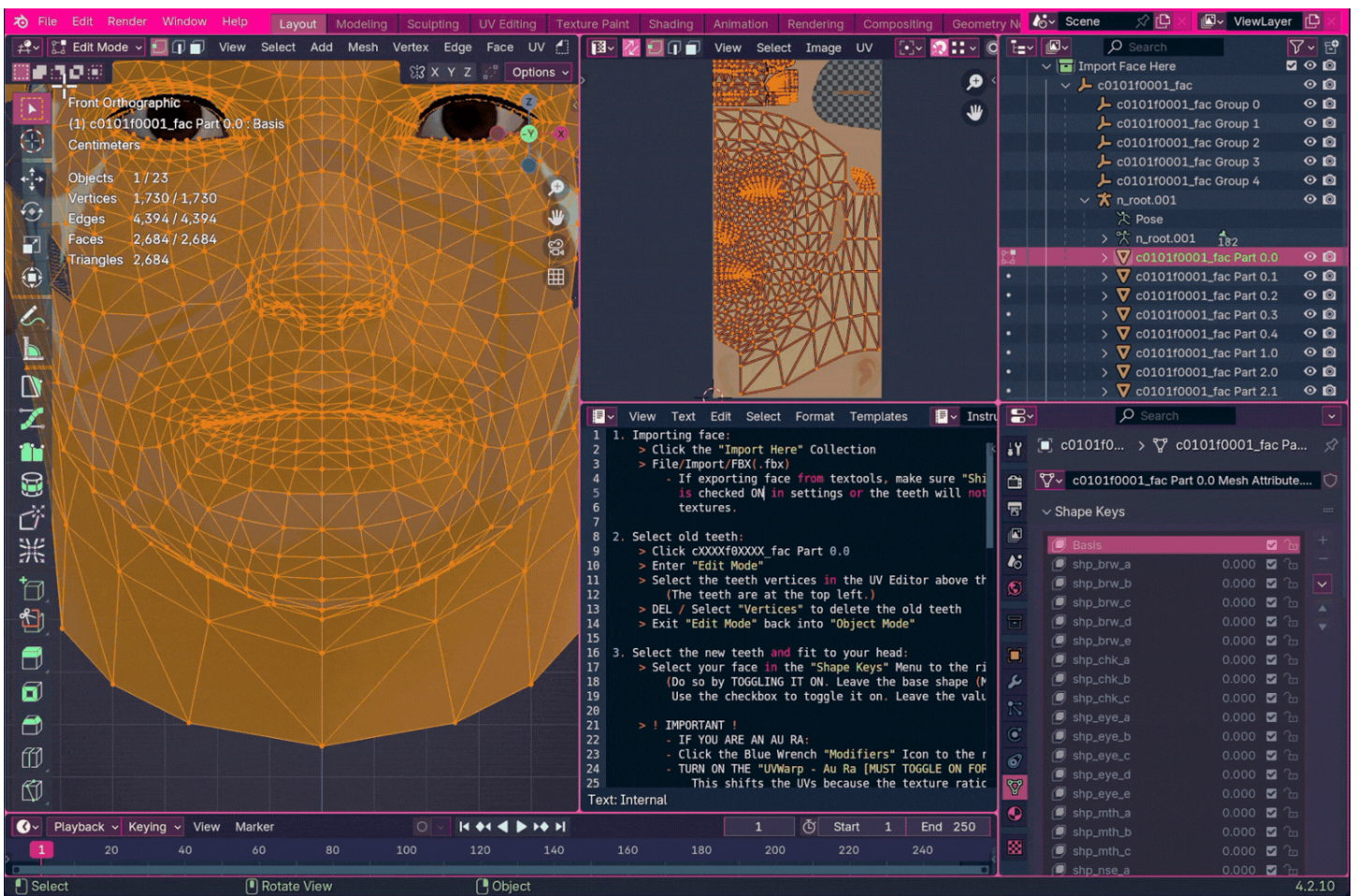
- a. Open the main _fac group, then the group of objects, to see the objects you imported. These make up the head you use in game.



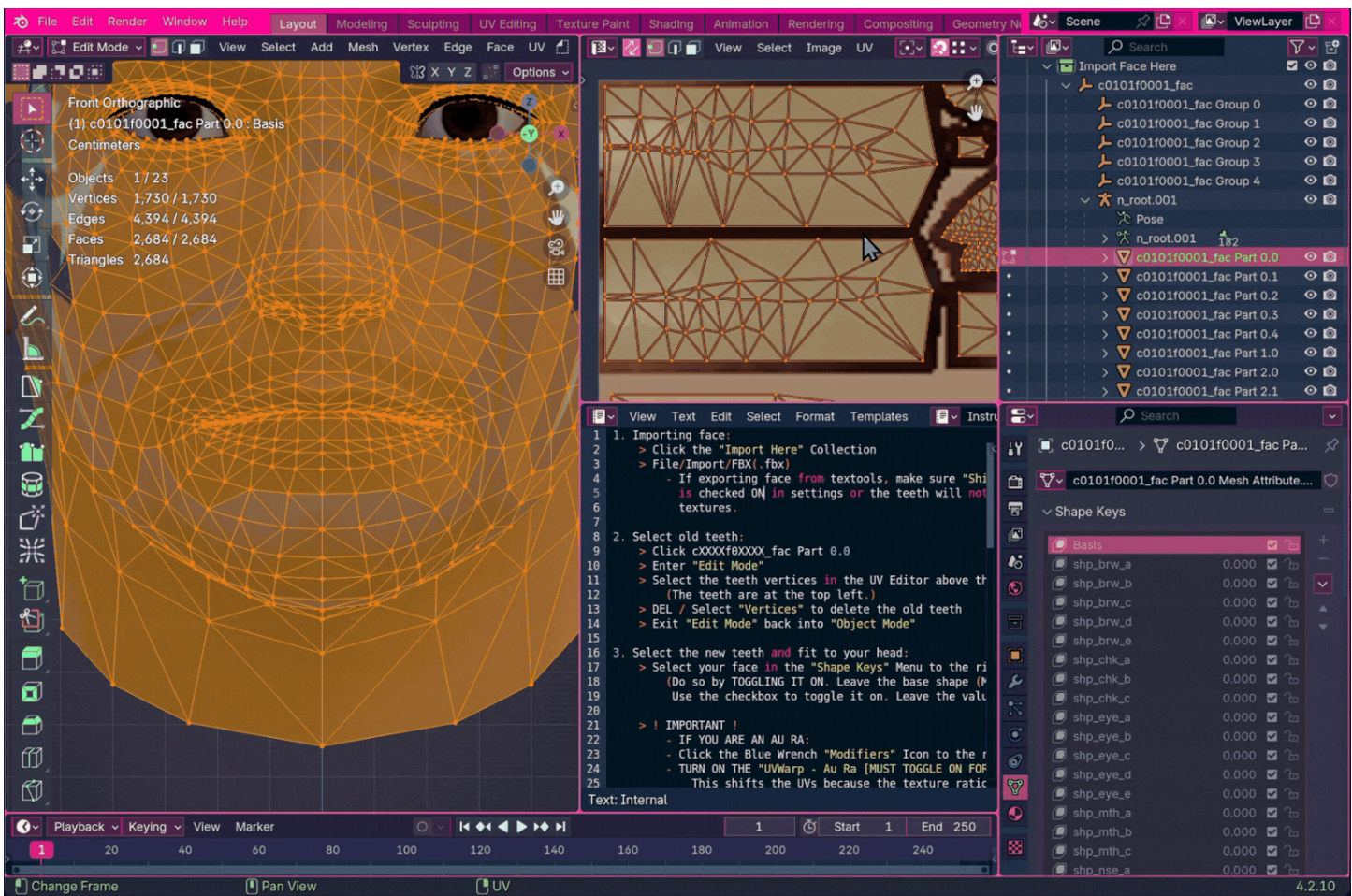
b. Navigate to "Edit Mode" by selecting it in the dropdown at the top left.



- c. Zoom in in the UV Editor to see the teeth UVs at the top left of the window. Use the scroll wheel on your mouse to zoom in and out, and click+drag the scroll wheel to move the texture panel around.

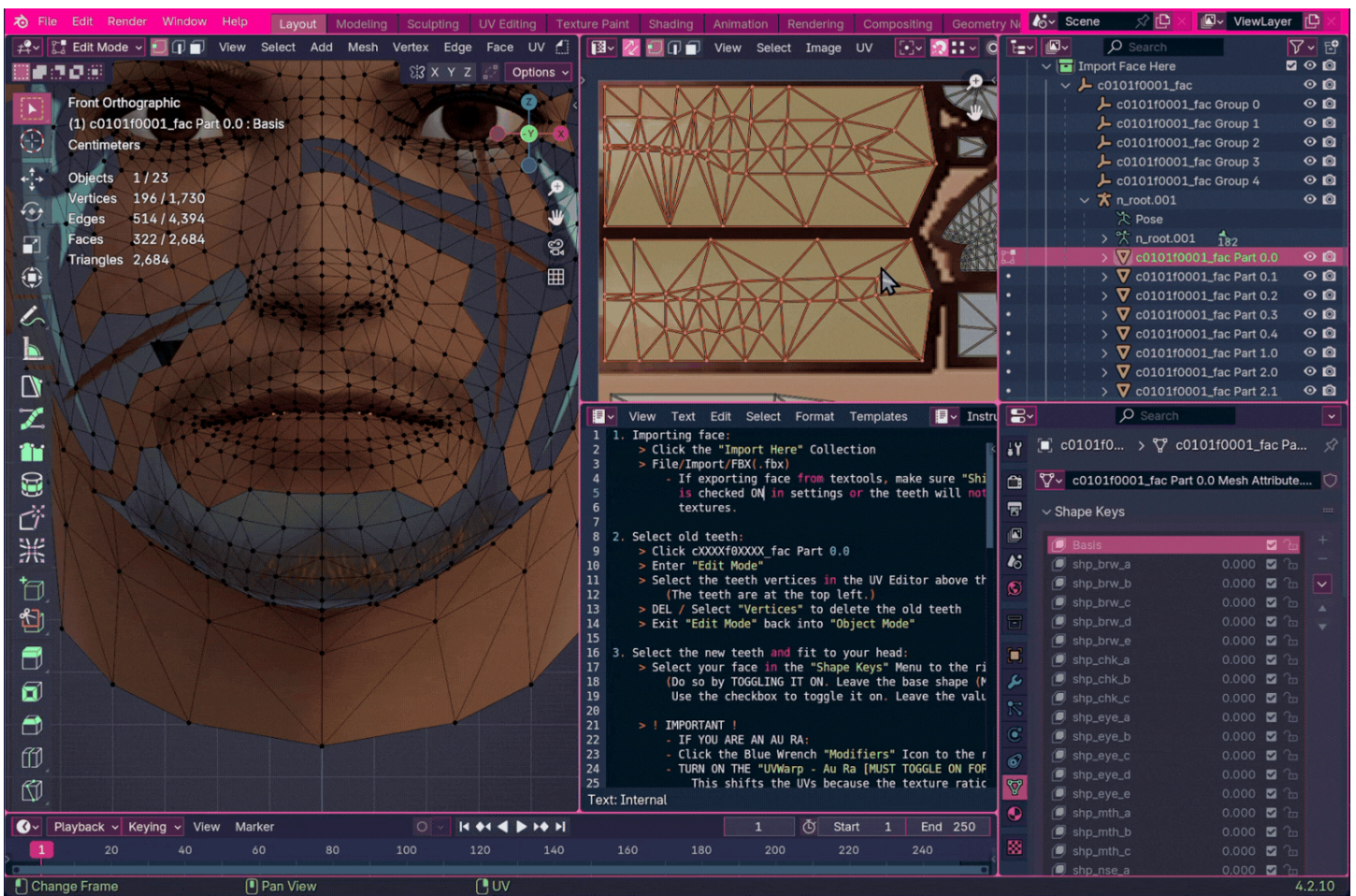


d. Click and drag to select the teeth. They are their own island. If you miss, try again.

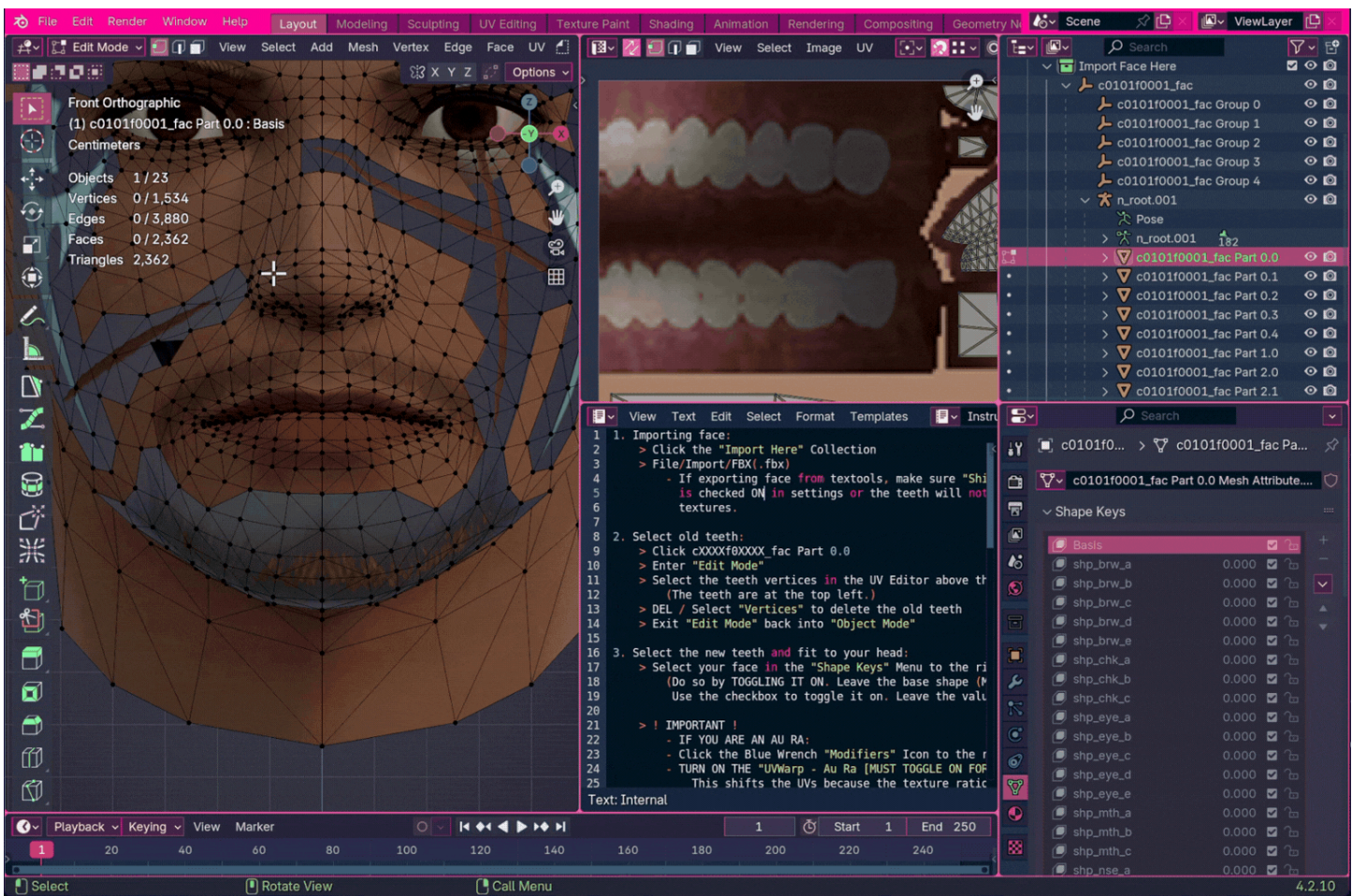


- e. You should have the teeth selected at this step. **Move your mouse into the Edit Mode Window (left side) → hit “X” or “DEL” → hit Delete “Vertices” to delete those old teeth.**

The base setting in the devkit has UV Synch Selection on, which means a selection in the UV Editor = selecting vertices on the model itself.



f. Return to Object Mode.



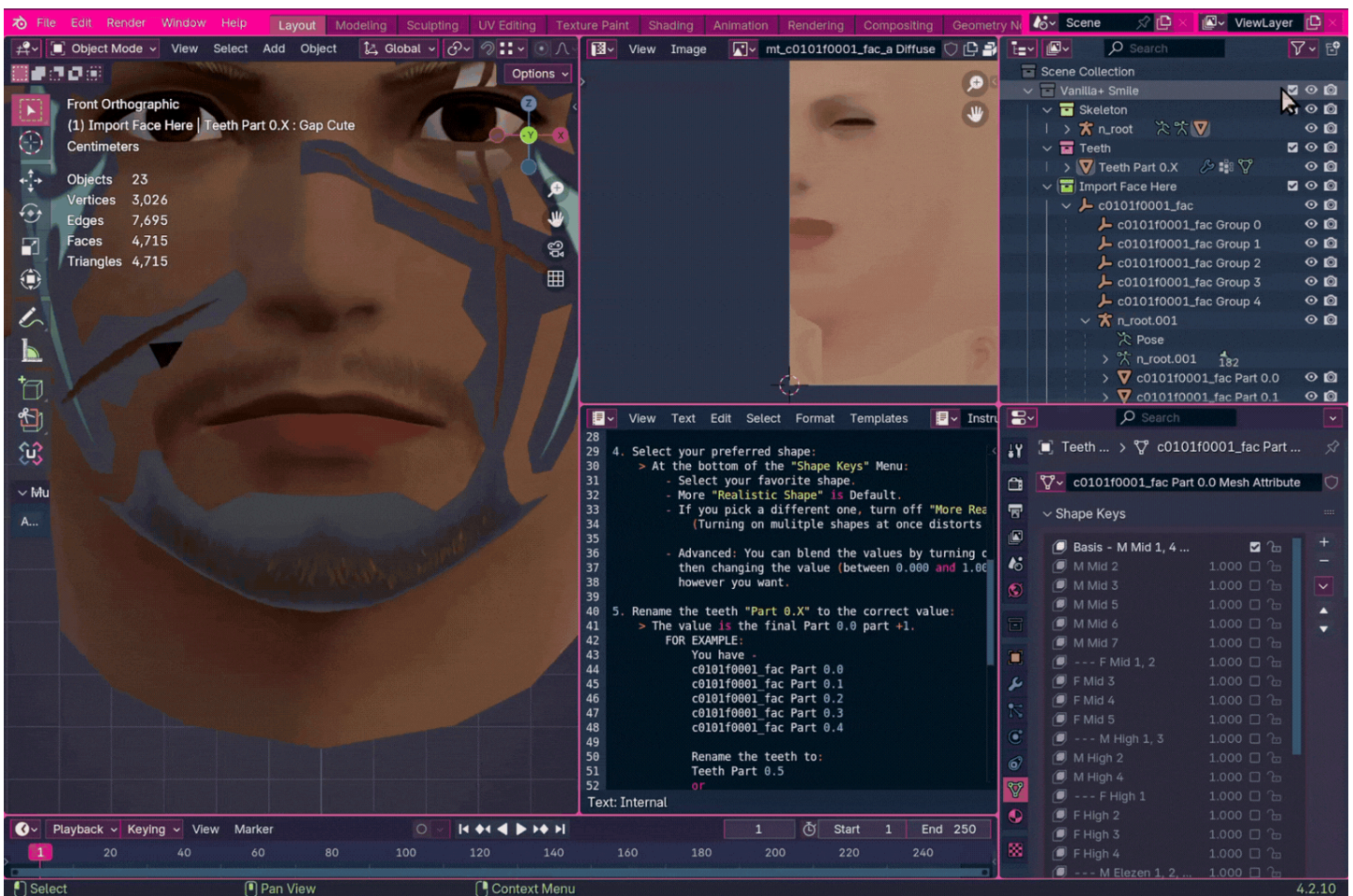
Step 3: Selecting the shape and style of the new teeth.

A. Select the new teeth: Pick the face you're using in the Shape Keys menu.

Leave the base shape key on. Just hit the check box to turn on the shape.

This example shows turning on the teeth for Face 3 Male Midlander, then Face Female 5 Midlander. Pick the one you actually need. This is just how you toggle on the shape you need.

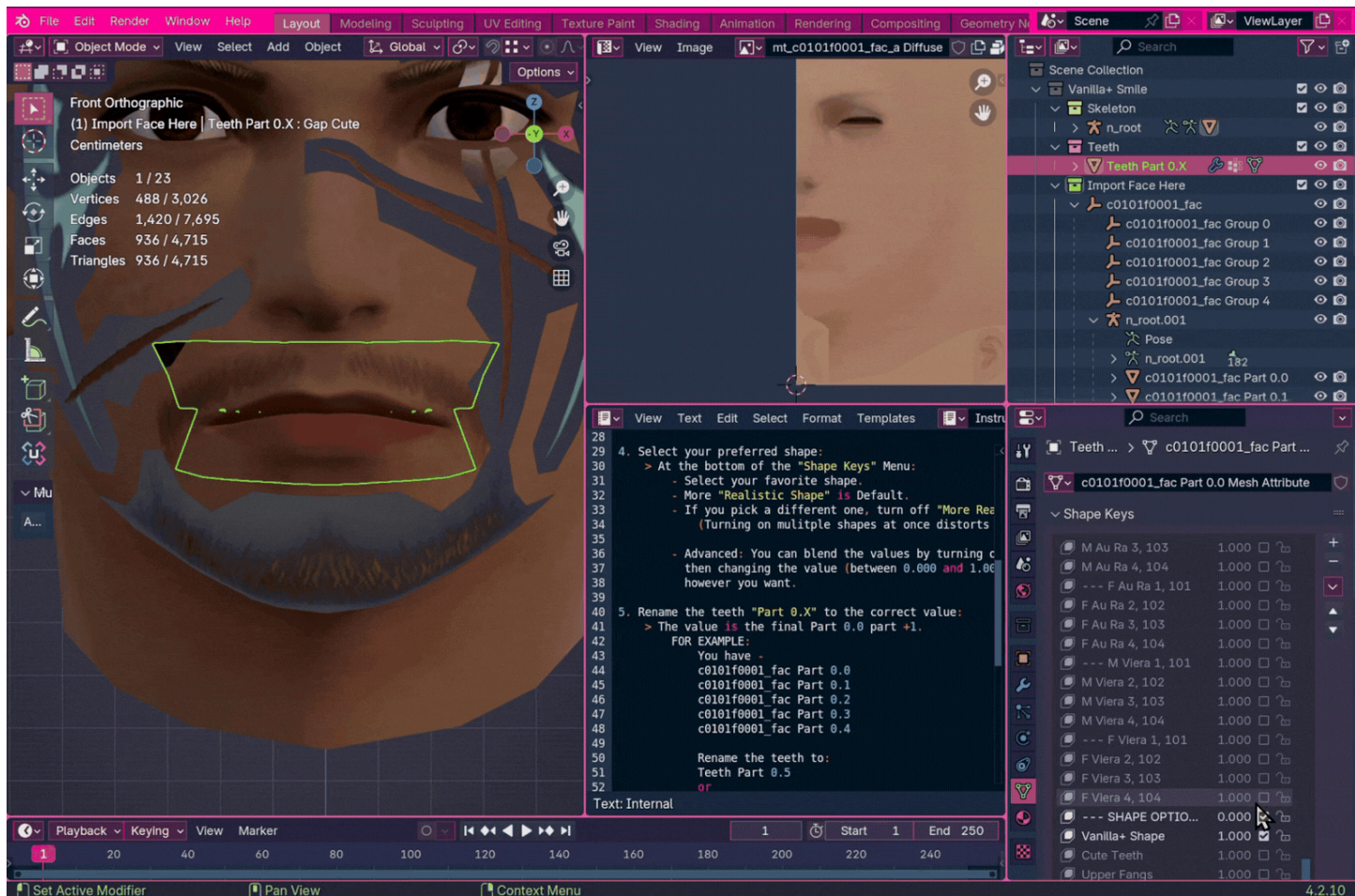
My example is Midlander Male 1 so I don't need to toggle on a shape key.



B. Select the shape you want: Vanilla+ is already on by default. If you don't want that, turn it off and turn on a different shape.

Turning off the shape options reverts the shape to true vanilla.

If you need to see the teeth, hit the Hide icon (eyeball symbol) next to the Green "Import Face Here" collection to hide the face. Unhide the collection before exporting.



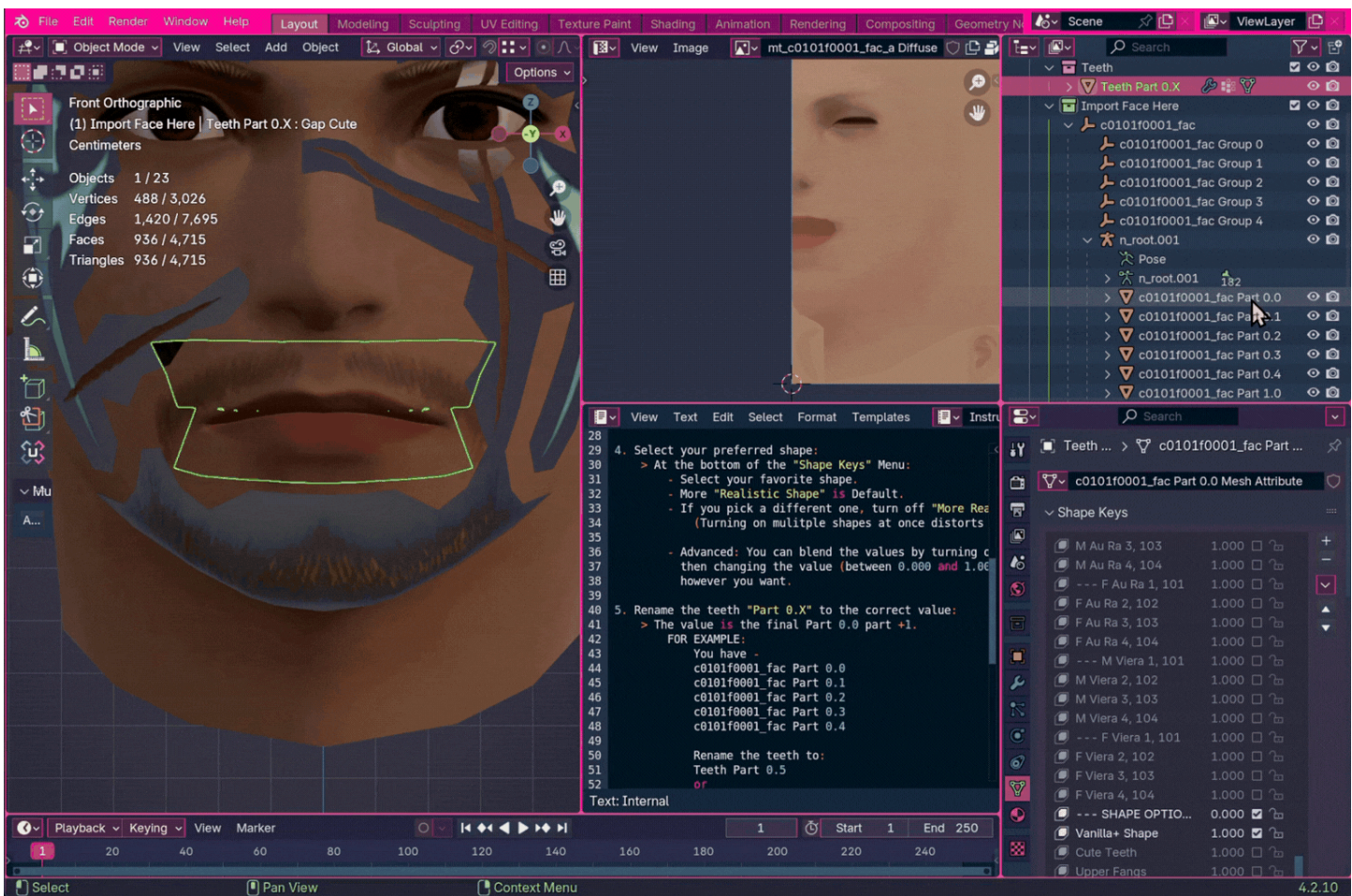
Step 4: Rename the teeth for export.

A. **Look at your head parts:** the objects ending in “Part 0.X” are part of the Face Material (which have your skin and teeth textures).

In this example, there are 0.0, 0.1, 0.2, 0.3, 0.4. That’s five parts. The new teeth will be the sixth part: Part 0.5.

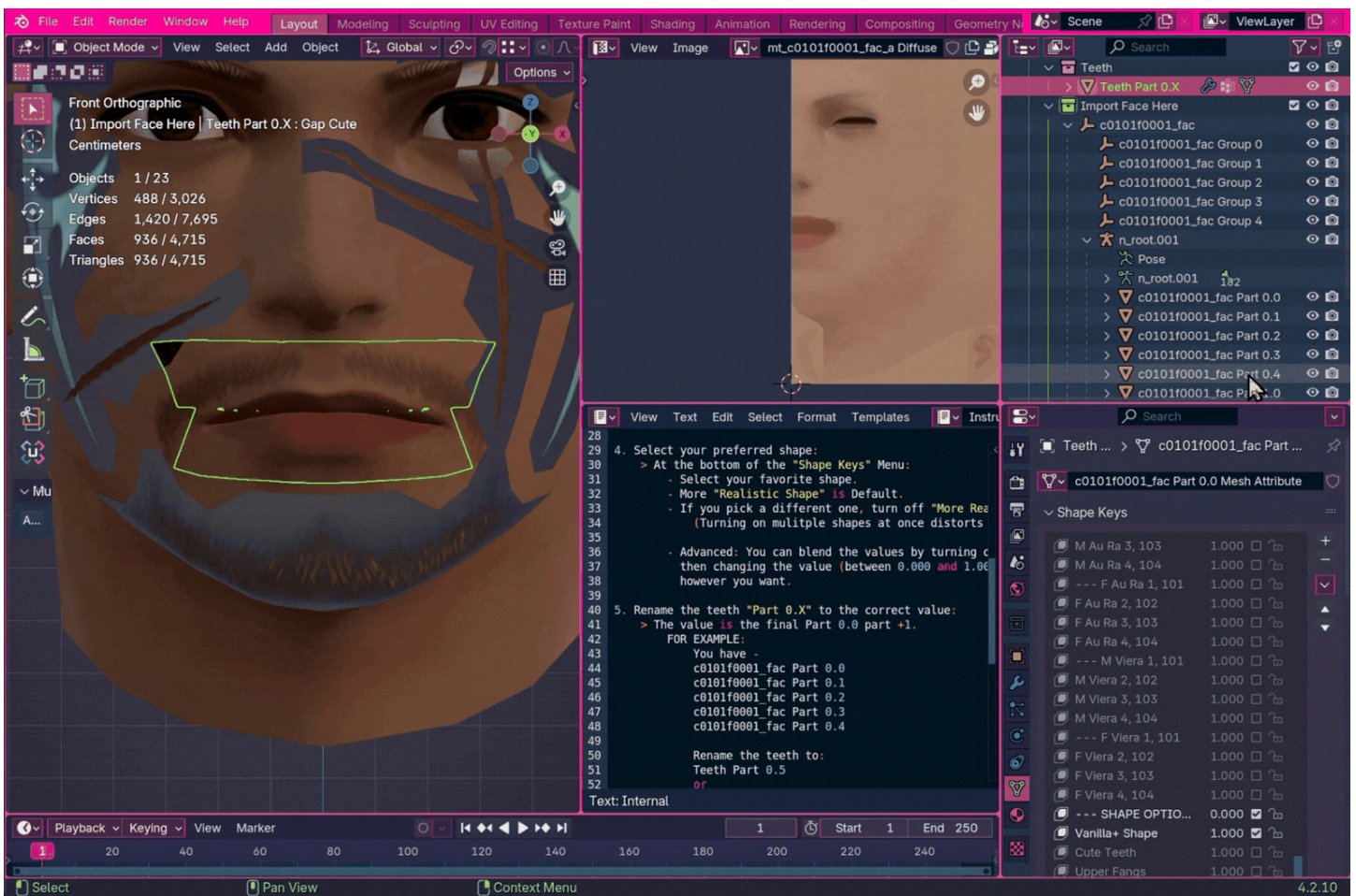
The first digit (before the decimal) is the Group number (this is Group 0).

The second digit (after the decimal) is the Part number (0.0 would be the first part).



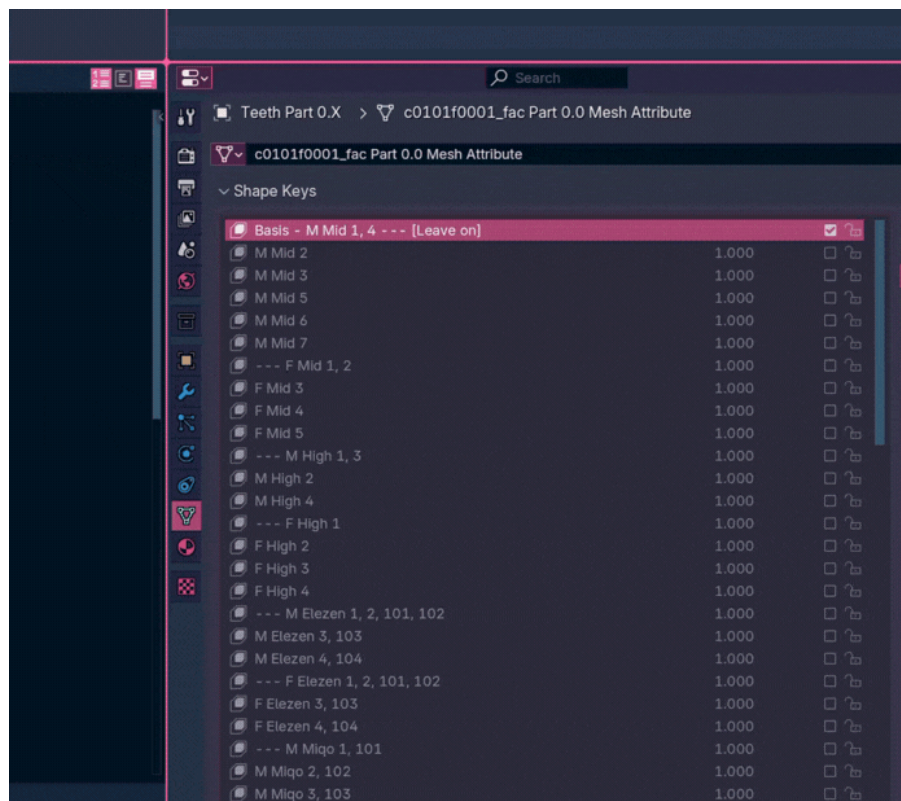
B. Rename: Double click the teeth in the Outliner and rename the end to 0.5. It might be different depending on your face, but just name it +1 from the final part in Group 0.

E.g., you have part 0.0 - 0.3. Name the teeth Part 0.4.



C. Au Ra: Turn on UV modifier to adjust the UVs for export.

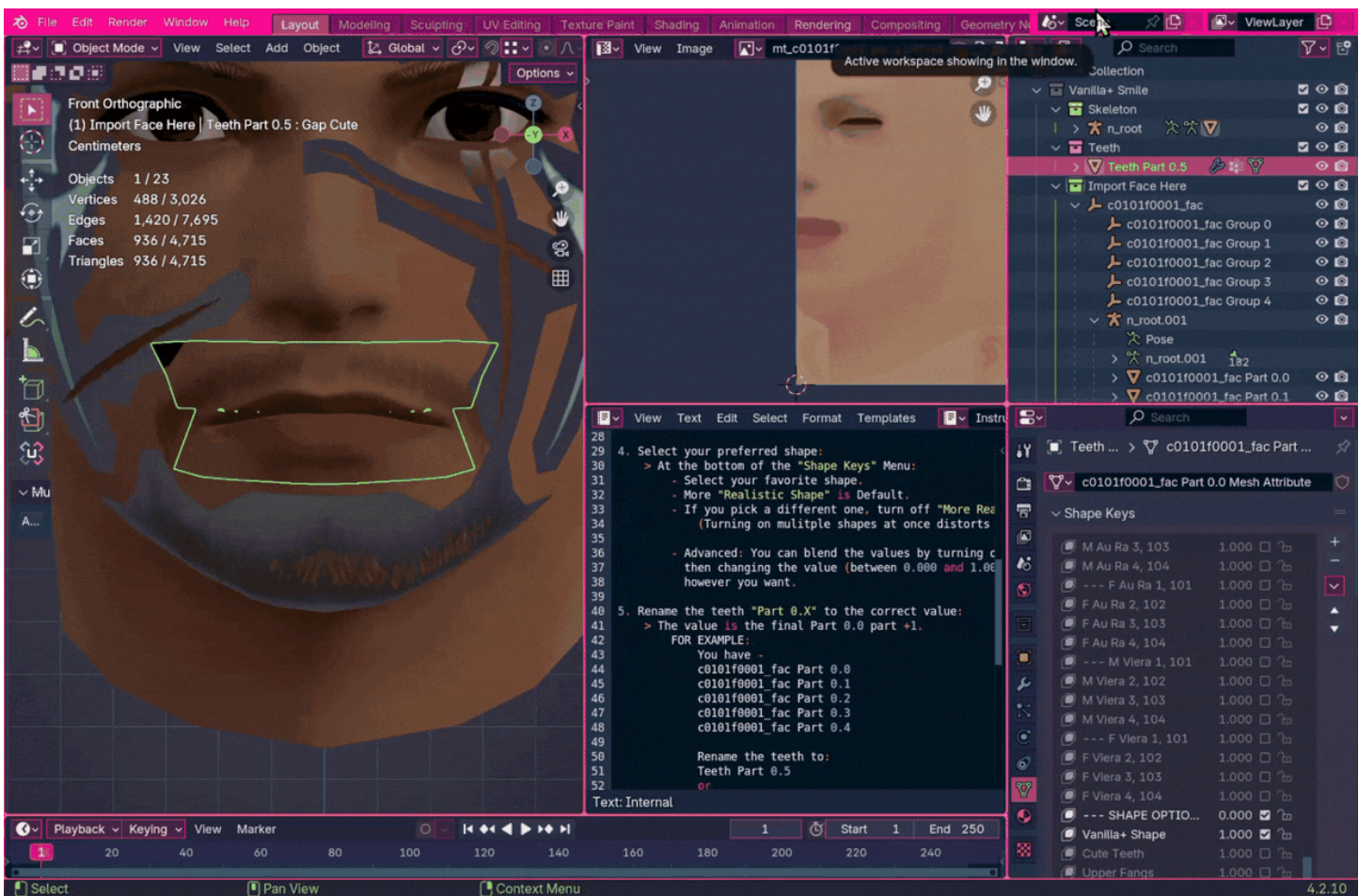
Au Ra faces use different texture ratios than the other faces. The teeth textures will look funky in blender while the UV warp is active, but it's because it's showing standard ratio (non-au ra) textures. It'll be fine.



Step 5: Export

A. Export the edited face: File → Export → FBX (.fbx). Make sure “Visible Objects” is toggled on so both skeletons and all face objects get exported.

By default, Blender should export with modifiers applied (so the teeth will be fully triangulated/any necessary UV edits if you are an Au Ra made).



Step 6: Import into Textools and create a modpack.

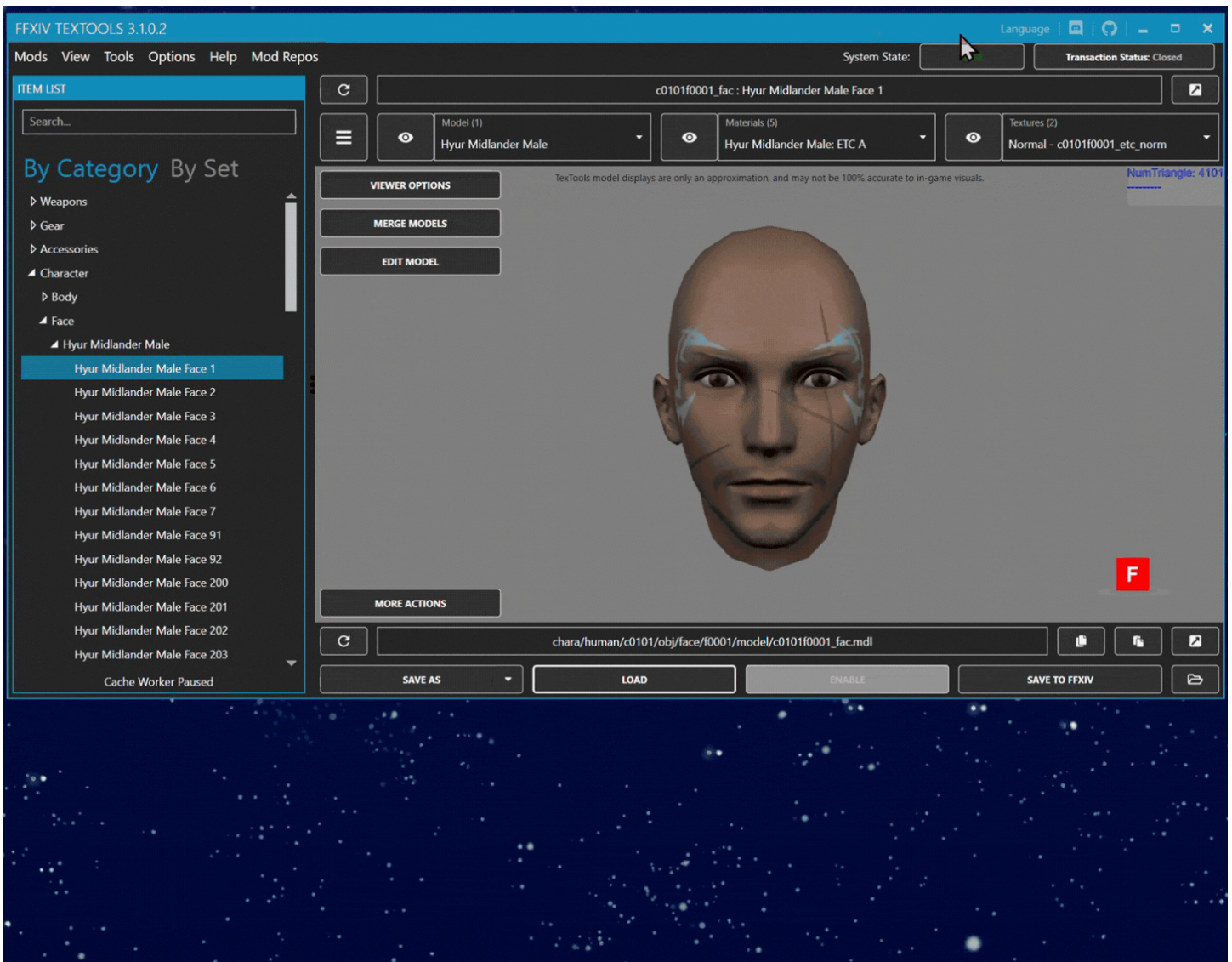
A. Enter a Transaction: Turn on Transaction Mode.

Transactions do not save to your game. It's a safe environment to do things and be able to cancel without committing changes. You can minimize or close the transaction window, it doesn't matter. After doing all this you can just close textools and cancel the transaction and it will be back to normal.

DO NOT COMMIT CHANGES IN TEXTTOOLS TO YOUR GAME.

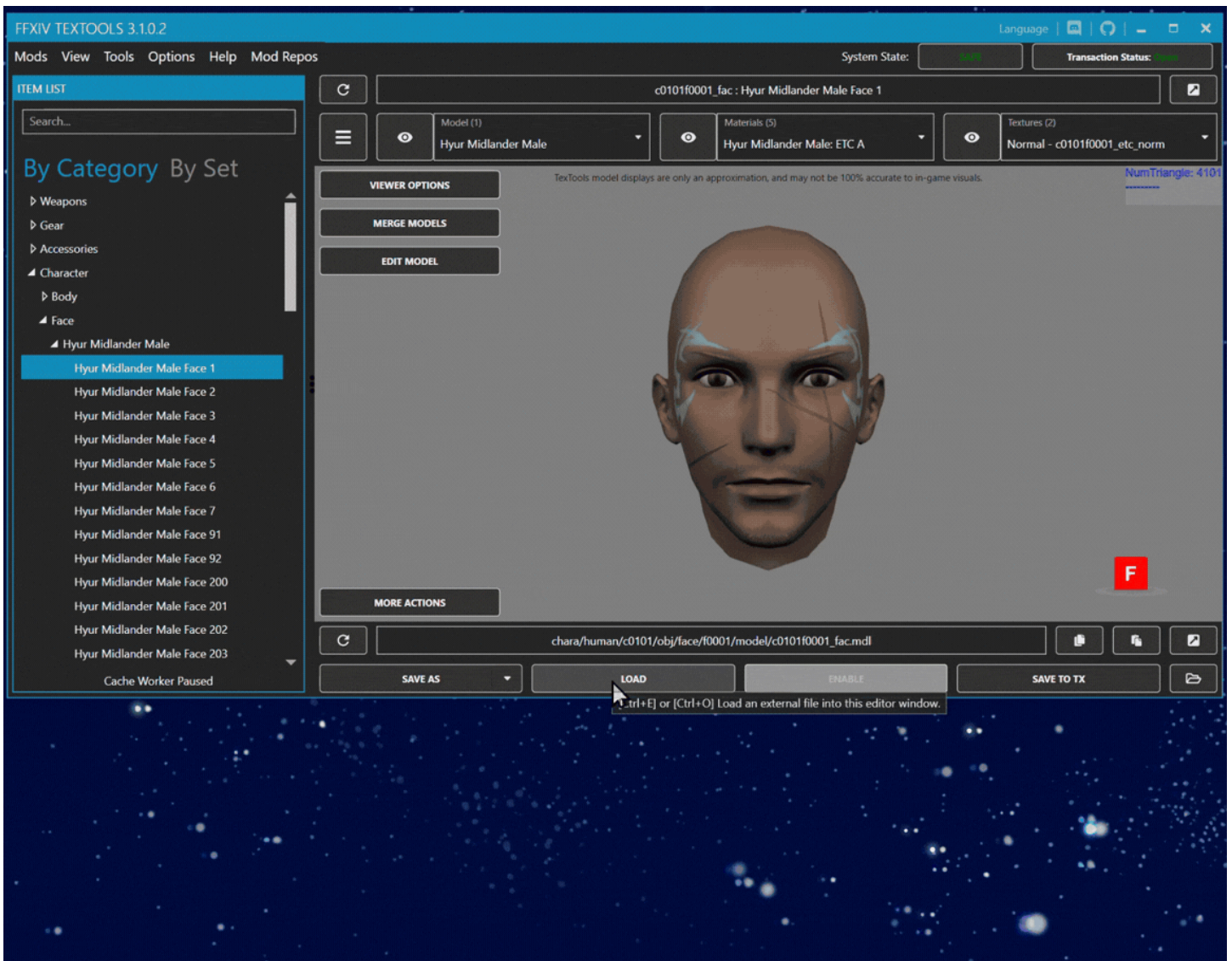
DO NOT DO THIS WHILE YOU HAVE THINGS INSTALLED IN TEXTTOOLS TO YOUR GAME.

DO NOT MESSAGE ME ABOUT THINGS YOU DO IF YOU ARE USING THE SCARY RED "UNSAFE" MODE INSTEAD OF A TRANSACTION.

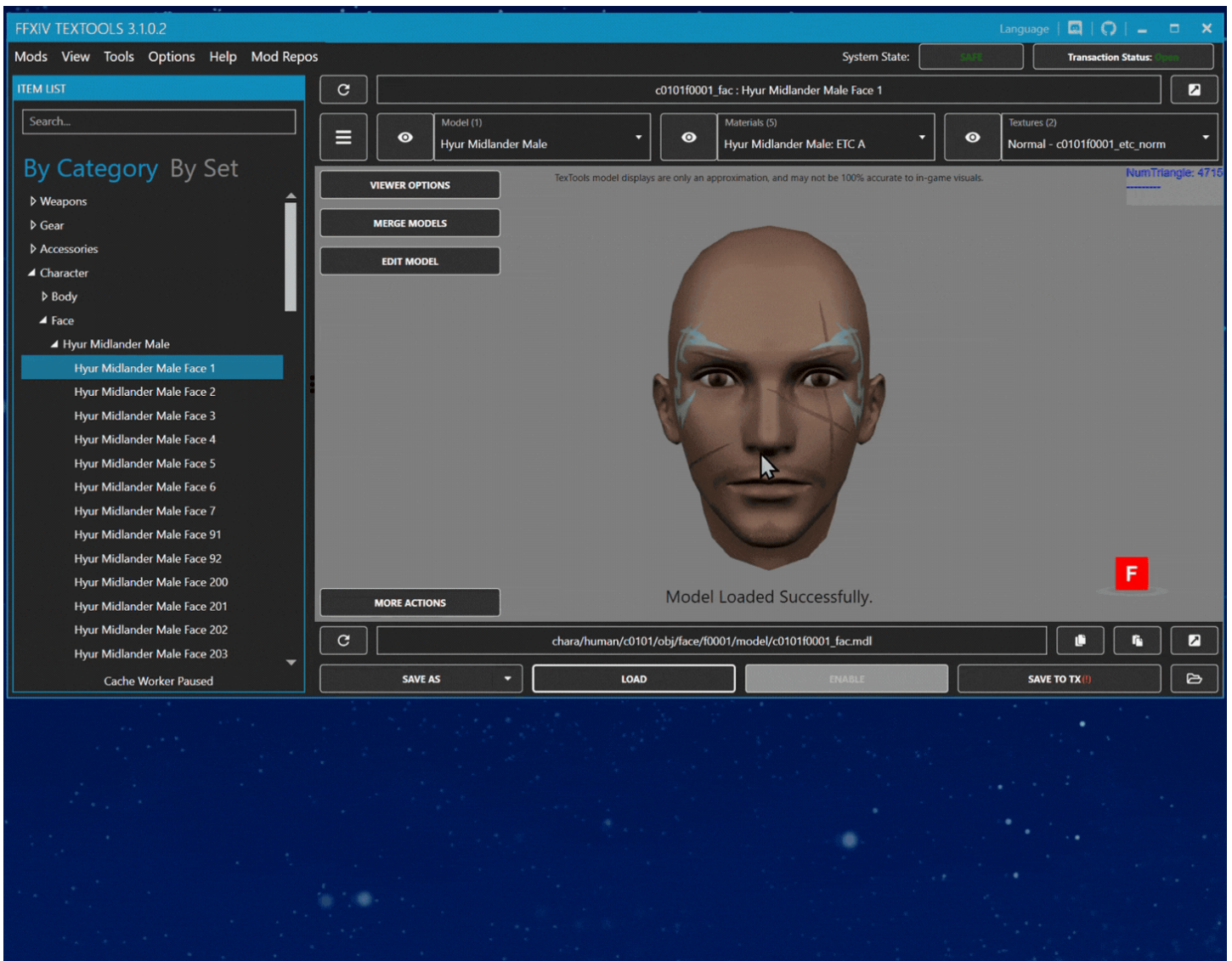


B. **Load model:** Navigate to your face (shown earlier). Hit “Load” to import the saved model. Import settings shown.

You should not need to fuss with anything else. The textures and etc. are already assigned.

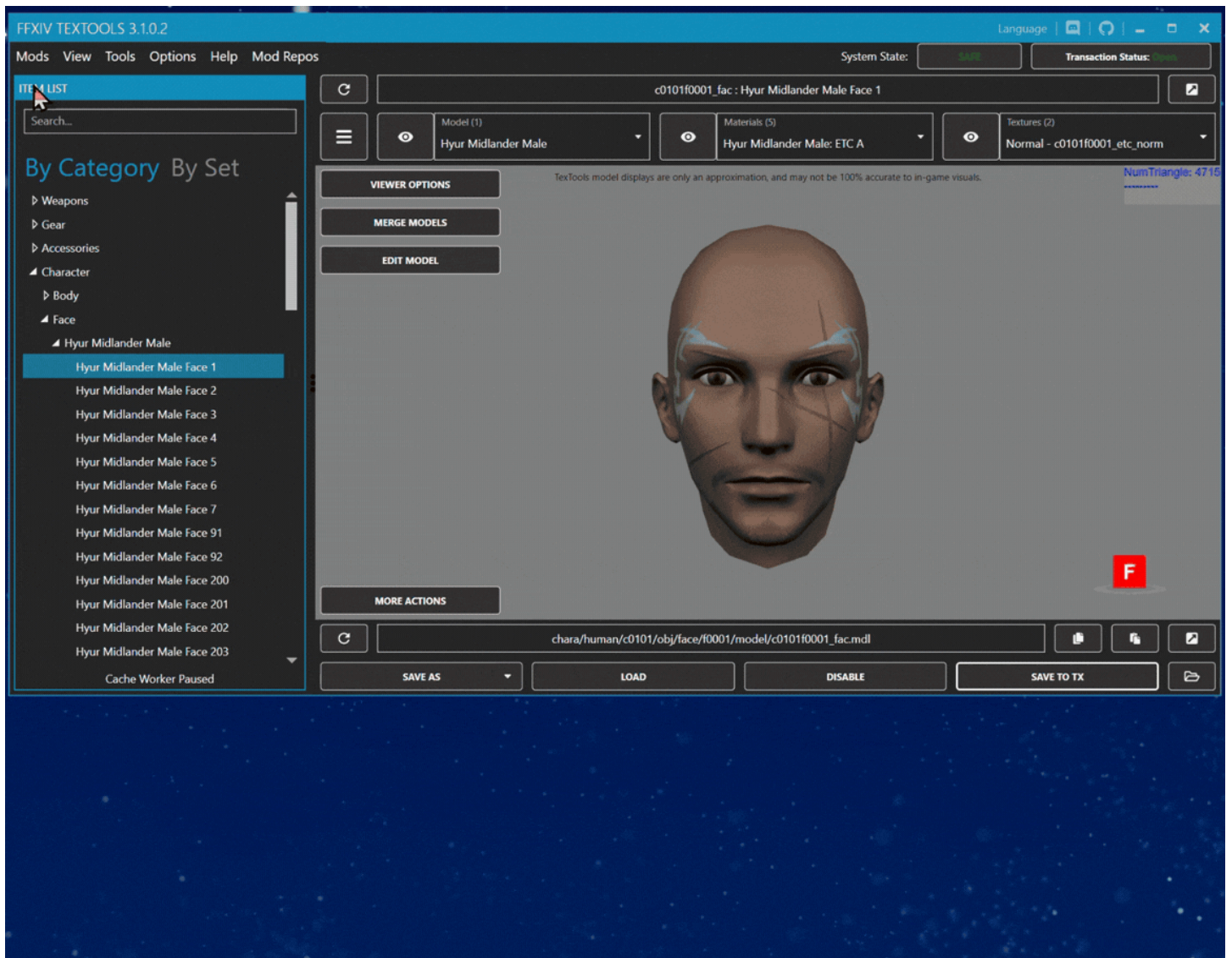


C. **Save changes:** Click “Save to TX.”



D. Create a modpack: You need to add the model only to a modpack and save it.

Loading other stuff into the modpack might work fine, but it's extra bloat and might conflict with other stuff you have going on depending on the depth of your character customization.



All done!