

## /!\ DISCLAIMER /!\

I am not good at this, maybe the method that I use isn't the best but it's what works for me. If I was unclear in some ways or you need help with something ask me (tho I am not sure if I could be of any use).

## Tools

You'll need:

- [Mishiro](#)
- [Assets Studio](#)
- [Blender](#) ([beginner tutorial](#), [how to install Cats addon](#))
- [Starlight kirara](#) for the SSR ID
- [Cats plugin](#)

## Ripping process

### Part 1: dress ID

First of all decide what SSR you want to download, I'll download Koume Shirasaka's SSR "Party All-Night".

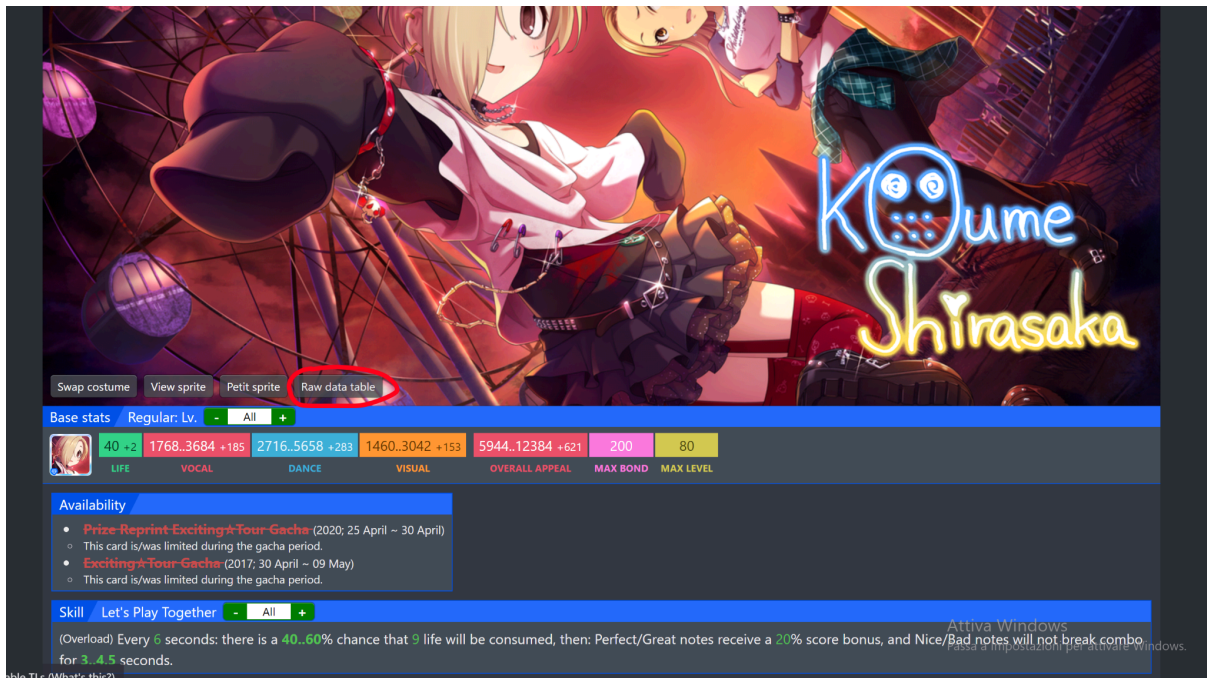
1. Go to Starlight kirara and press 'ctrl f' and digit the name of the ssr you are looking for.



The screenshot shows a list of SSRs in the Starlight Kirara application. The list is organized into columns for character name, three numerical values (6122, 3812, 3089), and song name. The row for 'Shirasaka Koume' and 'Party All-Night' is highlighted in blue, and a red arrow points to it. The song name 'Party All-Night' is also highlighted in yellow. The background of the application is dark, and there are some UI elements like a search bar and a window title bar visible.

Character	Value 1	Value 2	Value 3	Song Name
Elegant Marionette				
Hayami Kanade End of the Blue	6122	3812	3089	Breath of Kiss
Sena Shiori Diva of the White Waves	3194	2643	4872	Singing Sea Roar
Sajo Yukimi Secret Serenade	5172	3914	4123	Humming in My Heart
Kawashima Mizuki Nocturne	2739	4993	3299	Time-Stopping Beauty
Matsunaga Ryo Nocturne	2331	2923	4862	Become Heartbeats That Resound
Yoshioka Saki Boyish Elegant	3837	3491	3548	Boyish Smile
Shirasaka Koume Party All-Night	3869	3195	5941	Let's Play Together
Anastasia Nothing but You	3296	2735	4998	A Step Beyond Time
Matsuo Chizuru Maiden's Big Moment	3191	2639	4878	Stroke Intimacy
Kate Shutter Chance	3344	3294	3589	Model Walk
Sasaki Chie Step To The Future	5936	3199	3872	Exciting Sound
Shibuya Rin Eternal Bloom	3914	4123	5172	Tracing to My Future
Nishikawa Honami Lovely Prima Donna	2648	4867	3197	Lively Falsetto

- Click on the girl/idol's name; a image will appear, if you scroll down a little on the bottom right of the picture there will be four option, click on "raw data table"



- Look for "open\_dress\_id"

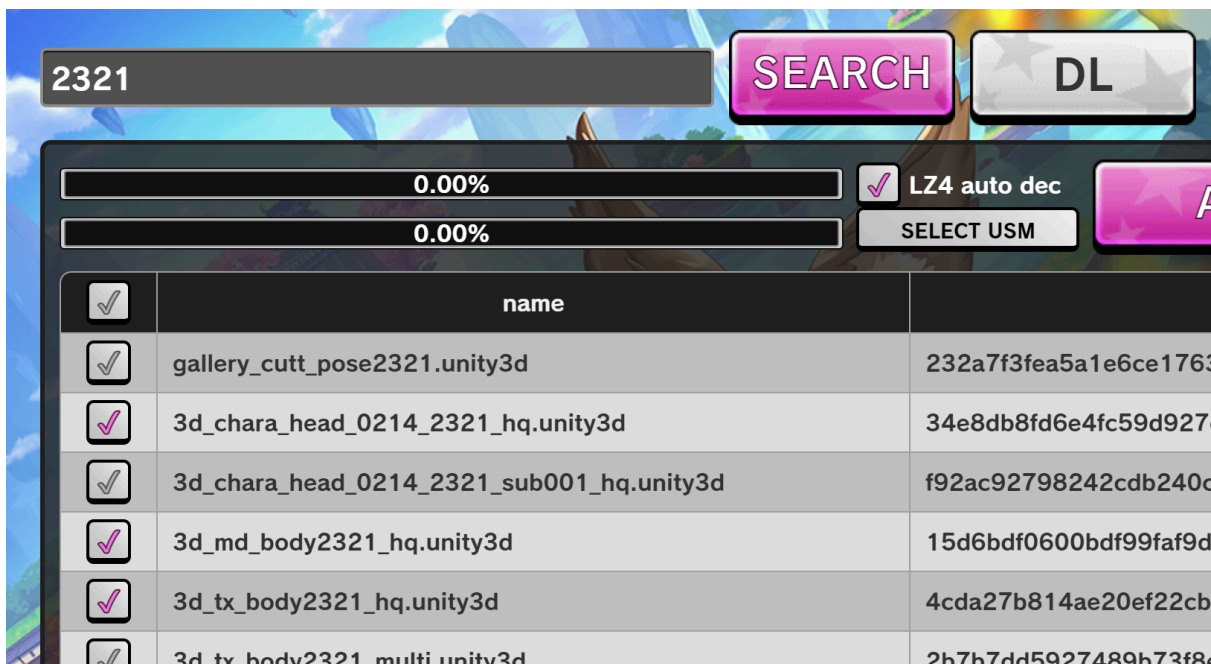
pose	11
place	346
evolution_type	11
album_id	2140110
open_story_id	2861
<b>open_dress_id</b>	<b>2321</b>
skill_id	200389
leader_skill_id	53
grow_type	1
hp_min	40

## Part 2: Ripping the assets

1. Open the mishiro app, if it's in chinese you can change the language clicking on the pink button on the upper right corner; click to start
2. On "search database" enter the dress ID, press the "search" button.



3. The items that you should download are named: 3D\_chara\_head your dress id.unity3d (for the head) and 3d\_md\_body your dress id.unity3d id and 3d\_tx\_body your dress id.unity3d (for the body). If you want a better quality version look for the same file name but with a "\_hq" at the end. Click on them and click the "dl" button.



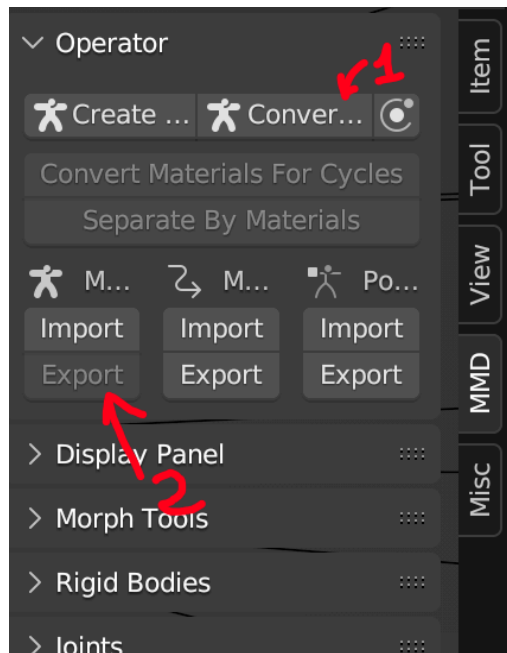
## Part 3: Export on Assets Studio

1. Open assets studio, go to "file" -> "load file" and load 3d\_md\_body your dress id. The path is " \mishiro-v2.6.3-win32-x64\resources\asset\download "
2. Go to "model" -> "export all objects (split)"

# Blender Import and export in PMX

## Part 1: Import in blender

1. Open blender, click on "file" -> "import" and import the fbx file "md\_body your dress id". Scale the model since it is really small, press "s" and type the number that you want (I usually go with 1200) and then press "ctrl a" -> all transform.
2. Click on the armature of the head and tap "n" go to the MMD tab and click on "convert model" and then go to export. Do the same thing with the body.



3. It's done, you successfully exported the 3d assets in pmx editor!

## Part 2: Rename the bones

This is the bone repair list aka the easier way to rename the bones in pmx. Open ["English Pmx Editor v1.1"](#) (recommended, I find it easier to batch rename the bones) and go to "edit" -> "name repair", paste the text down below and then click repair.

"Position", "全ての親"

"Root", "上半身"

"Hip", "下半身"

"Chest", "上半身2"

"Waist", "上半身2"

"Thigh\_L", "左足"

"Knee\_L", "左ひざ"

"Ankle\_L", "左足首"

"Toe\_L", "左つま先"

"Thigh\_R", "右足"

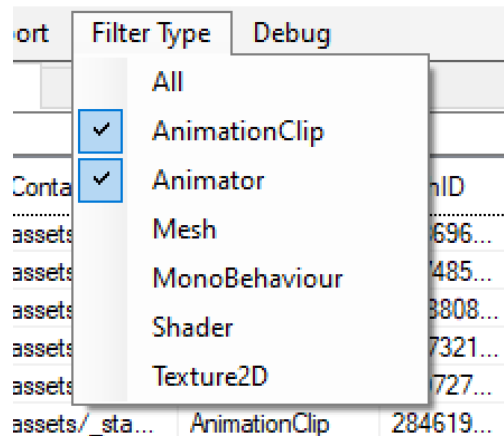
"Knee\_R", "右ひざ"

"Ankle\_R", "右足首"  
"Toe\_R", "右つま先"  
"Shoulder\_L", "左肩"  
"Arm\_L", "左腕"  
"Elbow\_L", "左ひじ"  
"Wrist\_L", "左手首"  
"Middle\_01\_L", "左中指1"  
"Middle\_02\_L", "左中指2"  
"Middle\_03\_L", "左中指3"  
"Thumb\_01\_L", "左親指0"  
"Thumb\_02\_L", "左親指1"  
"Thumb\_03\_L", "左親指2"  
"Hand\_Attach\_L", "左ダミー"  
"Ring\_01\_L", "左薬指1"  
"Ring\_02\_L", "左薬指2"  
"Ring\_03\_L", "左薬指3"  
"Index\_01\_L", "左人指1"  
"Index\_02\_L", "左人指2"  
"Index\_03\_L", "左人指3"  
"Pinky\_01\_L", "左小指1"  
"Pinky\_02\_L", "左小指2"  
"Pinky\_03\_L", "左小指3"  
"Shoulder\_R", "右肩"  
"Arm\_R", "右腕"  
"Elbow\_R", "右ひじ"  
"Wrist\_R", "右手首"  
"Middle\_01\_R", "右中指1"  
"Middle\_02\_R", "右中指2"  
"Middle\_03\_R", "右中指3"  
"Thumb\_01\_R", "右親指0"  
"Thumb\_02\_R", "右親指1"  
"Thumb\_03\_R", "右親指2"  
"Ring\_01\_R", "右薬指1"  
"Ring\_02\_R", "右薬指2"  
"Ring\_03\_R", "右薬指3"  
"Index\_01\_R", "右人指1"  
"Index\_02\_R", "右人指2"  
"Index\_03\_R", "右人指3"  
"Pinky\_01\_R", "右小指1"  
"Pinky\_02\_R", "右小指2"  
"Pinky\_03\_R", "右小指3"  
"Neck", "首"  
"Head", "頭"  
"Eye\_L", "左目"  
"Eye\_R", "右目"

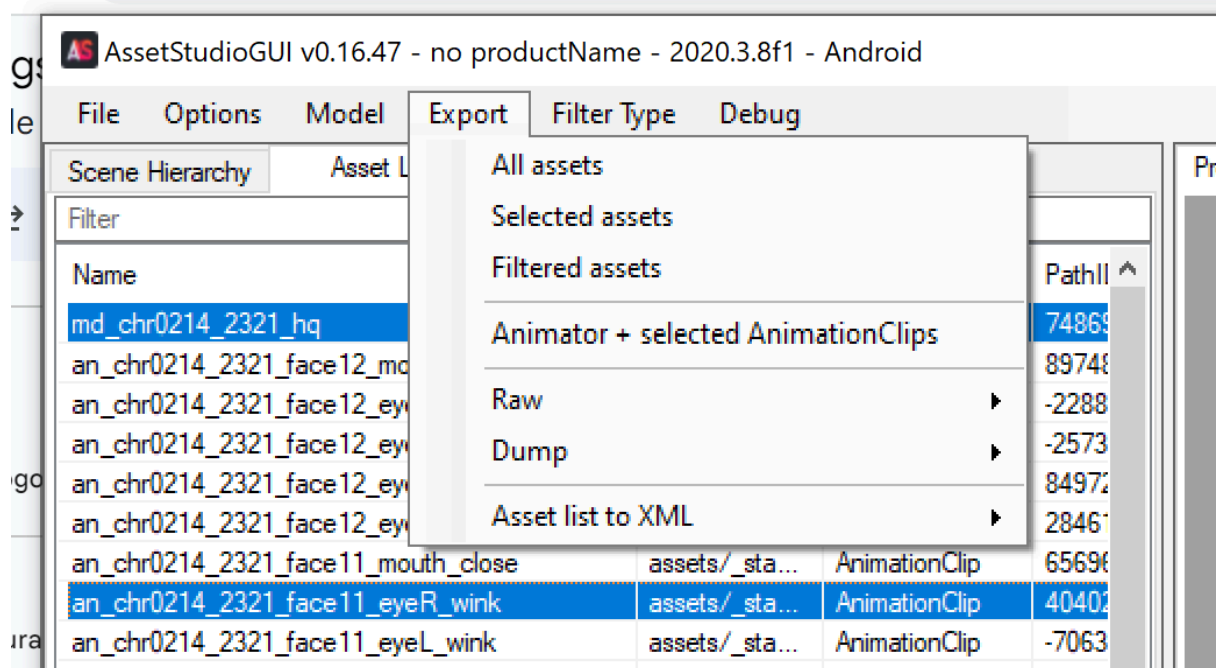
# Head and basic facials

## Part 1: Export facials on assets studio

1. Open Assets studio click on “load file” and open “3d\_chara\_head your dress id”.
2. Go to “Filter type” and select “Animation clip” and “Animator”.



3. While pressing ctrl select the Aniator file and the animation clip file that you want to export then click “Export” -> “Animator + selected AnimationClips”. Repeat the process for every AnimationClip that you want to export (personally I just export Blink L and R, Wink L and R and the vowels a,e,i,o,u aka the basic shape keys that you will need). Then select the animator file “md\_chr your dress id name” and export it.



!! Important !! Name the folders where you will export the shape keys with different names.

Ex:

- eye blink L
- eye blink R
- eye wink L
- eye wink R
- face neutral
- mouth a
- mouth e
- mouth i
- mouth o
- mouth u

## Part 2: Import facials in blender

1. Open blender and import the neutral face (the one with no expression). Import one of the faces with the facials (in my case I imported eye blink L).
2. Select the armature of your head with facials, go to pose mode -> "pose" -> "copy pose"
3. Go to object mode and select the neutral face then go to pose mode -> "pose" -> "paste pose", then press "n" and click on the CATS's plugin tab and click on "Pose to shape key".
4. Repeat 1,2,3 for every shape key face (I'd suggest you to change the name of the armature for every face that you will import so it won't be too confusing).
5. Select the neutral face armature (that now has all of the shape keys), scale the head to the same size you scaled the body that you previously exported (in my case 1200).
6. Press "n" and go to the mmd tab, click on convert model and then export it.

There you go, now you have the face with the basic facials.

## Outfits ID

Dress ID	Name	Preview
0001	<b>Starry Sky Bright</b>	<a href="#">Preview</a>
0002	<b>Across The Stars</b>	<a href="#">Preview</a>
0003	<b>Party Time Gold</b>	<a href="#">Preview</a>
0004	<b>Deep Sky Blaze</b>	<a href="#">Preview</a>
0005	<b>Showtime Illusion</b>	<a href="#">Preview</a>
0006	<b>Cinderella Dream</b>	<a href="#">Preview</a>
0007	<b>Next Frontier</b>	<a href="#">Preview</a>

0010	<b>Lesson Wear (Short)</b>	<a href="#">Preview</a>
0011	<b>Rainbow Colors</b>	<a href="#">Preview</a>
0013	<b>Crystal Night Party</b>	<a href="#">Preview</a>
0015	<b>Go to Paradise (Stage)</b>	<a href="#">Preview</a>
0016	<b>Go to Paradise (Resort)</b>	<a href="#">Preview</a>
0018	<b>Happiness Ale</b>	<a href="#">Preview</a>
0019	<b>Lesson Wear (Bloody)</b>	No Preview
0020	<b>Connected Parallel (Skirt)</b>	<a href="#">Preview</a>
0021	<b>Connected Parallel (Shorts)</b>	<a href="#">Preview</a>
0022	<b>Lesson Wear (Short black version)</b>	No Preview
0023	<b>Ad Astra</b>	<a href="#">Preview</a>
0024	<b>Cinderella Collection (Color)</b>	<a href="#">Preview</a>
0025	<b>Cinderella Collection (Bright)</b>	<a href="#">Preview</a>
0033	<b>Make My Trend</b>	<a href="#">Preview</a>
0035	<b>My First Star</b>	<a href="#">Preview</a>
0036	<b>Shoutout Love (No Jacket)</b>	<a href="#">Preview</a>
0037	<b>Shoutout Love (Long Jacket Check)</b>	<a href="#">Preview</a>
0038	<b>Shoutout Love (Short Jacket Black)</b>	<a href="#">Preview</a>
0042	<b>Crimson Rockers</b>	<a href="#">Preview</a>
0043	<b>Refrain Fantasia (Ash Covered)</b>	<a href="#">Preview</a>
0044	<b>Refrain Fantasia (Rebirth)</b>	<a href="#">Preview</a>