

Helpful Tutorials and Links

[Druu's BG3 Tutorials](#)

[Padme's BG3 Modding](#)

[BG3 Modders Guide](#)

- References section contains links to various pages containing spreadsheets and images of what objects correlate to what game files names

References [\[edit \]](#) [\[edit source \]](#)

Need a certain asset from the game for your mod? Baldur's Gate 3 has a LOT of files. It can be very difficult to find the specific asset you're looking for. The pages in this section should help you find the files you're looking for as you're modding!

- [Bg3 CC Modding Library](#) by Weeviljester
- [Asset Prefix References](#)
- [Hiding skin/outfit parts: Vertex Color Mask Slots](#)
- [Hair/Beard Models](#)
 - [BG3 Hair Reference Spreadsheet \(WIP\)](#) by EmeraldTechno
- [Head Models](#)
- [Body Models](#)
- [Tiefling Horn Models](#)
- [Piercing Models](#) by Chumy
- [Eye Makeup Reference Spreadsheet](#) by EmeraldTechno
- [Modding: Non-VT Shaders](#)
- [Face and Body Textures](#)
- [Colour Maps](#)
- [Examples of dyes on clothing/armor](#)
- [BG3 Icons in downloadable format](#) by Mirza
- [Texture Formatting](#)

Tools: **Required** | **Optional**

[Blender 4.0 or higher](#)

[Adobe Photoshop 2022 or Higher](#)

- Needed for editing specific texture maps

[Volno's Texture Toolbox \(BG3 Shaders and Texture Editing Tools for Blender\)](#)

- Needed for properly mixing the 3 types of texture maps associated with BG3 characters

BG3 Armor Shader template (Larian Studios Official Discord Mods and Devs forum)

- Needed for properly mixing 3 textures associated with each armor/clothing piece from the game files.

Padme's Blender Addons

- Not required but a useful set of blender addons/plugins if you don't want to have to rotate objects/set anything up manually.

Norbyte/Lslib Export Tool and ConverterApp

- Needed to convert Baldur's Gate 3 .gr2 model formats to readable .dae files for blender.
- Needed for extracting .dds texture files from Virtual Textures paks.
- Needed for converting .lsf files to readable .lsx format for Notepad ++

EDIT: It's come to my attention that some of the newer versions of the Modders Multitool no longer require Lslib for converting .gr2 to .dae files. I run an older version of the Modders Multitool, so I still use LsLib's export tool and converterapp for a majority of my extractions.

Norbyte/dos2de_collada_exporter for Blender

- **Only needed if you want to import raw .gr2 files into Blender rather than using the Exporting Tool to convert .gr2 files to .dae collada files** (Personally I do not recommend this, but it's up to you).

BG3-Modders-Multitool

- **#1 tool needed for extracting any file types from the game.**

Notepad ++

- Needed for opening .lsx files to browse for textures

BG3 Normal Map Photoshop Action

- A tool made for easily converting baldur's gate 3 normal maps to standard directx format (Note: this is only for people who have Photoshop)

DDS Plugin for Photoshop

- Allows you to open .dds texture files in Photoshop

DDS Thumbnail Viewer

- Allows you to view .dds thumbnails in Windows Explorer

Other programs not publicly available (Patreon only)

Tosyk's VitruvianTextureBank file renamer

Ninja Ripper

FAQ

Q: I have Ninja Ripper. Is it better to use this for extracting things from the game or BG3 Modders Multi-Tool?

A: Personally I prefer BG3 Modders Multi-Tool for a two main reasons:

1. File Naming conventions - While Ninja Ripper will extract everything visible in a single frame, it does not keep file naming conventions from the game. Unless you are well-versed in file naming conventions, texture types, and can deduce what is what based on just looking at images/file name extensions, I strongly suggest using the Modders Multi-Tool over Ninja Ripper
2. Virtual Textures. Baldur's Gate 3 Uses what's called "virtual textures" this means that image texture files for game objects and armor are sort of packed up in single lines of code rather than taking up too much space. **Ninja Ripper will not extract these files.** Only Modder's Multi-Tool is equipped to extract these texture files from the game's .pak files.

Q: Is there a guide on what file names I should look for when wanting to extract/find certain files.

A: For the most part, games follow a specific type of naming conventions for things like character assets and game objects. A few are listed below:

HUM_F_ARM_Bandit_D_Body_Belt_A:

HUM stands for Human, F stands for Body type 1, ARM stands for Armor, D stands for the variation of that armor (some armors have multiple variations), Body stands for the torso armor (it does not include the pants or other accessories seen in game for the armor), Belt_A stands for the asset type and again, variation.

GTY_M_NKD_Body_A

GTY stands for Githyanki, M stands for body type 2, Body stands for the naked body model, A stands for the variation.

HUM_MS_ARM_BreastPlate_A_2_Body

HUM stands for Human, MS stands for body type 4, ARM stands for Armor, Breastplate is the type of armor, A_2 stands for the variation and secondary configuration of the armor.

The [modder's resources](#) on the Baldur's Gate 3 wiki has some useful links for things like the names of certain hair files, heads, body types, and some character texture files. I also recommend watching the YouTube tutorials listed at the top of this document to help you better understand how the game files work and are organized.

Q: I have modded content for my game/character. Can I extract those files as well?

A: Yes you can! I strongly recommend NOT redistributing them anywhere (we want to respect the original modders and content creators and not sell any of their own original work). The same general rules apply for extracting modded content as vanilla content from the game.

Full Series Tutorial Links:

1. [BG3 Extractions: Getting Started With Extractions](#)
2. [BG3 Extractions: Models/Meshes](#)
3. [BG3 Extractions: Textures and Virtual Textures](#)
4. [BG3 Extractions: Character Creation in Blender Part 1 - Skin](#)
5. [BG3 Extractions: Character Creation in Blender Part 2 - Hair and Eyes](#)
6. BG3 Extractions: Character Creation in Blender Part 3 - Armor