

XIV Models to CSP Poseable Model - Guide by Lukey (LittleLuxio)

Note: This guide was made with the use of 'CursedTools' Textools release v40. Your UI may look slightly different.

I don't recommend uploading models made from the use of this tutorial to the CSP Store, or anywhere else online.

You will need:

Clip Studio Paint + Clip Studio Modeler

Blender (Any blender is fine, i use 3.6)

A Note: Using higher poly models will cause more lag in CSP. try modeling and sketching on a smaller canvas to help reduce lag. Please do not message me with issues related to lag in CSP.

Overview:

Step 0.0:

Import any mods you wish to use.

I do suggest *Not* Using mods for the sake of lag in CSP, but you are free to do so. You can make the models lower poly to help reduce this

(you can reduce polys via: Edit mode > Select all with CTRL+A Mesh > Clean Up > Limited Dissolve.)

If you want to use mods: I recommend either making a "dummy" FFXIV install OR using the benchmark. If you use the DT benchmark, some of your mods may not work. Textool may hurt your game install if you use your active game

To make a dummy FFXIV: Simply Copy and Paste your **ENTIRE** XIV install to another directory and point Textools to that directory. Obviously this does take up a lot of space, so this is up to you.

Step 0.1

COLORS & SKINS

Skin Race

Hyur Midlander

Skin Color

Hair Color

Hair Highlight Color

Iris Color

Lip Color

Tattoo Color

Furniture Color

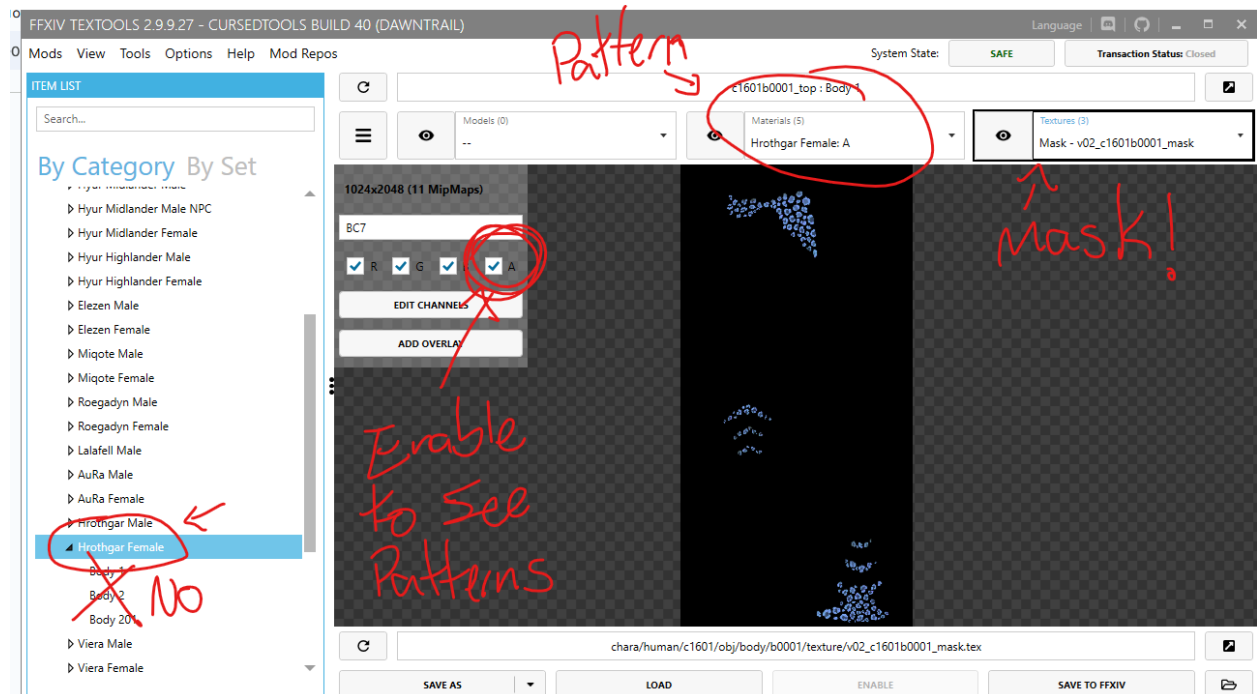
BG Color

RESET COLORS

Change your colours here if you so wish.

Step 0.2:

If you are Hrothgar and want your specific fur pattern to show up, do so via this method:



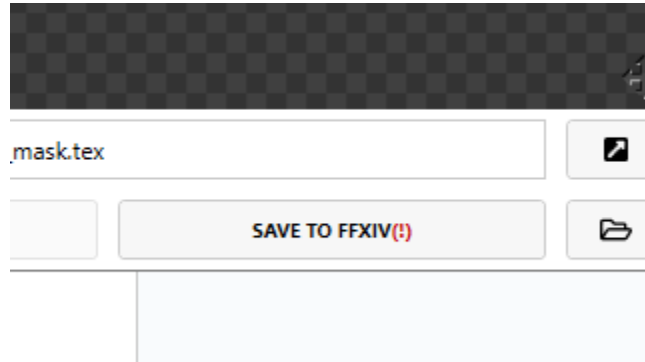
Click the Hrothgar You want

Use the middle Tab to cycle through your Patterns > Make sure to change the Texture to 'MASK'. Make sure to turn on the Alpha channel so you can see the pattern.

Once you find the pattern you want to use:

Export it as 'DDS' (Lower Left > Save As > DDS)

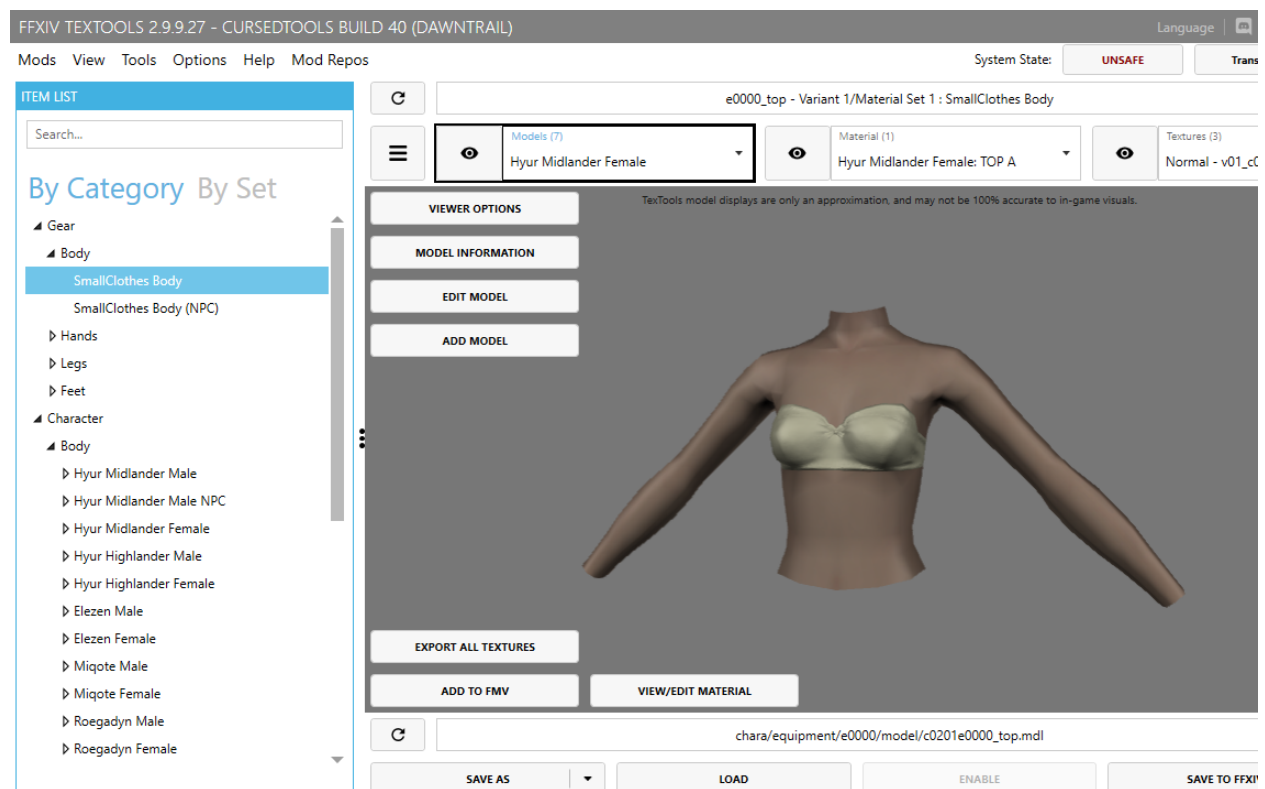
Import it onto the First option (Default is Stripes. You do not need to do this if you want the stripe pattern)



Click "Save to FFXIV"

Actual Tutorial 1.0

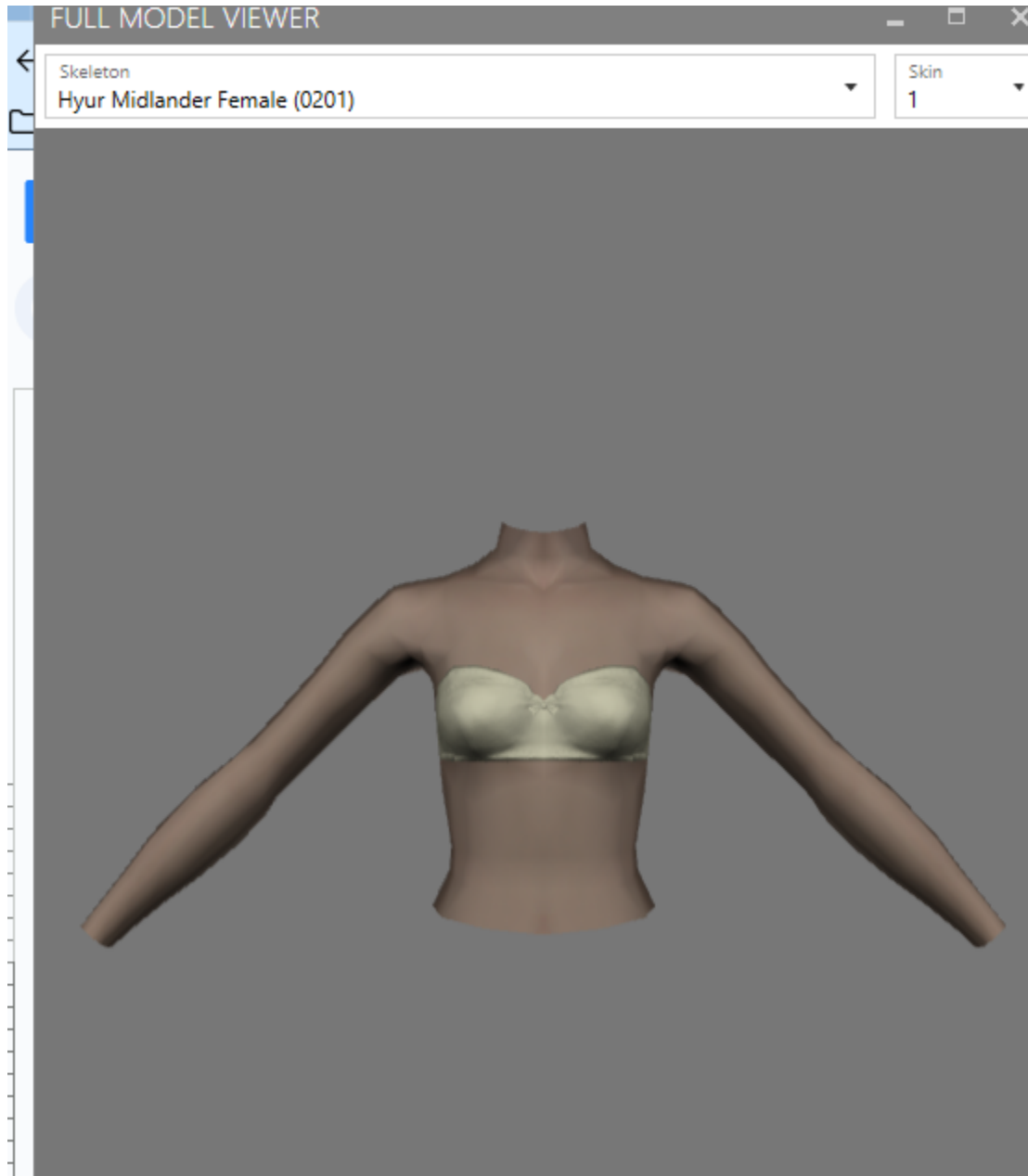
Exporting Models



Smallclothes Body Pieces

Select the model you want from the dropdown list. Not There ? It's likely "Midlander".
Lalafell Share a model. Male Hroth and Male Roe share a model. Almost everyone else
shares Midlander - we'll change it for scaling don't worry :)

Click "ADD TO FMV"



Hit the "Skeleton" Dropdown to change the skeleton you want

Make sure the model fully loads before adding more parts. Simply add more parts by
going to the next piece of gear you want to add and clicking "Add to FMV"

If you do not wait for it to load, it may freeze. If it freezes, just force close Textools and restart from the first “Add to FMV”

Actual Tutorial 1.1

Exporting Faces

Because of model sharing, you may need to import the textures from one face to another. This isn't super hard to do, follow the same process as for the Hrothgar patterns above.

Export the Face Texture you want > Import it onto the “Base” Head (usually Face # instead of Face 10#)

If your textures show correctly, ignore this part.

When you are done, hit “Add to FMV” on the Face Model

Do the same for any Tail or extra Accessories you want to add

Actual Tutorial 1.2

Exporting the Model



happy.

Simply hit “Export” At the bottom when you are

Actual Tutorial 2.0

Setting Up the Model

First Step:

Not sure where your model saved ?

```
C:\Users\cmllin\OneDrive\Documents\FullModel\Cerise Model\
TexTools\Saved\FullModel\Cerise Model
\Cerise Model.fbx
```

It does tell you ! But just in case

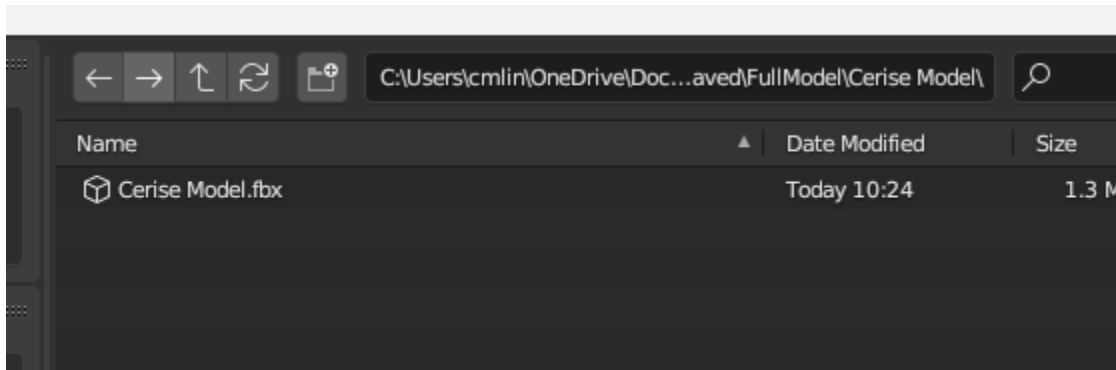


Hit this little folder button on basically Anything in Texttools and it'll take you to where models are exported to. Simply go up to the "Saved" Folder and navigate to "FullModel"

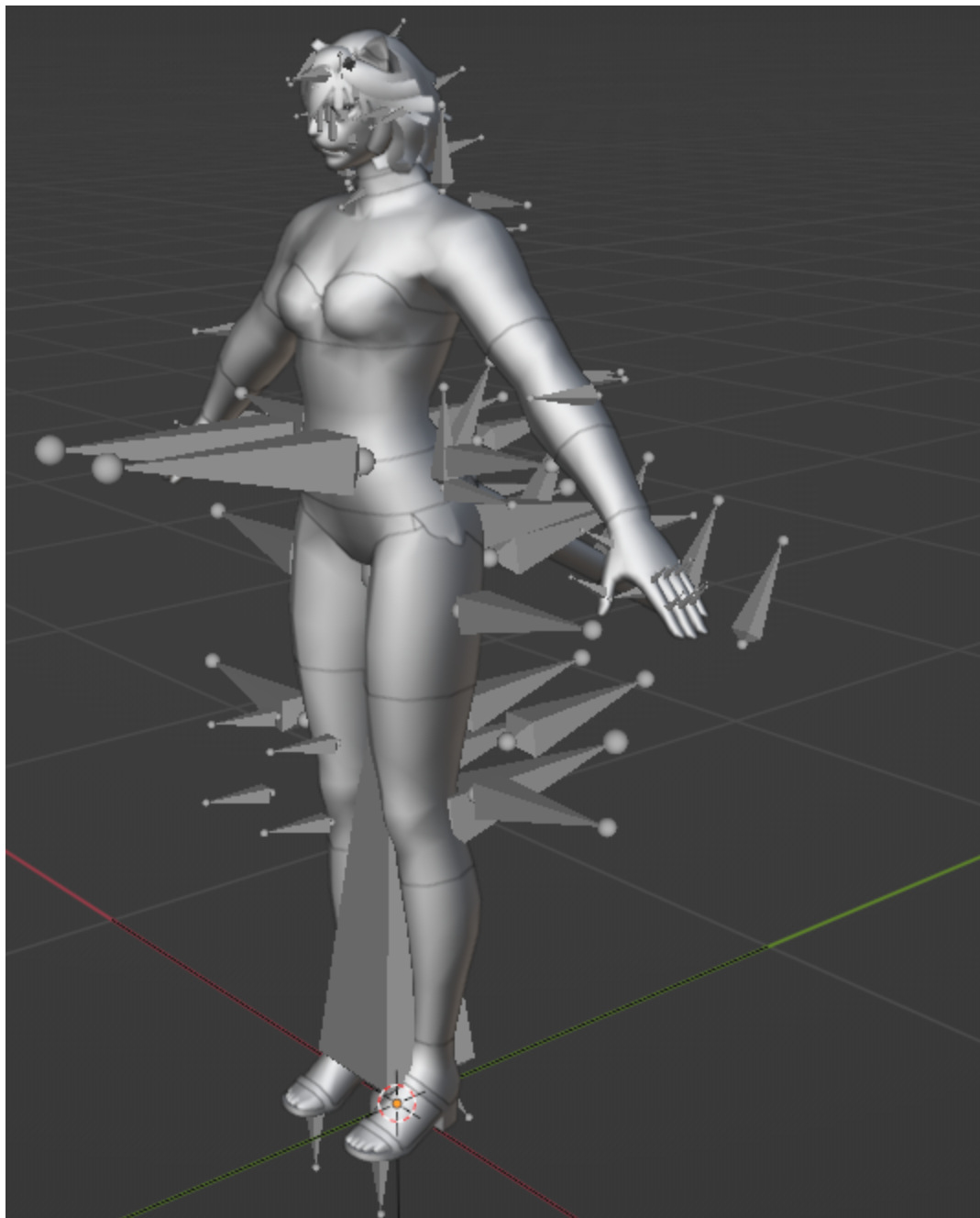
OPEN BLENDER !

Import > Import FBX.

If you don't have an option to import FBX, simply google for a plugin.



Paste in your path and hit Enter. Import your model



We now have our model in Blender :)

Technically, if you want, you can stop here, I recommend adding extra customization but feel free to skip to *This Section* if you want to be lazy.

Actual Tutorial 2.1

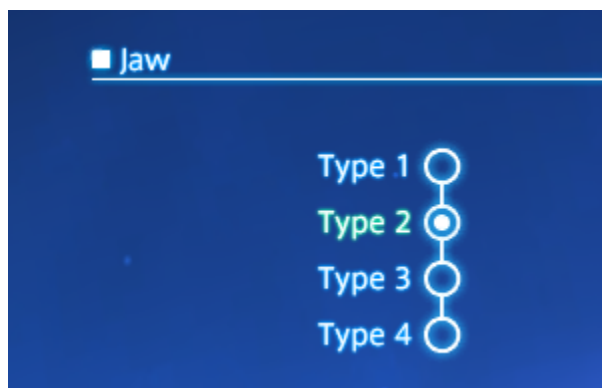
Setting Up the Model - Customizations

In this section we will add our extra customizations, including Scaling and CC Presets.

First, let's do our facial features.

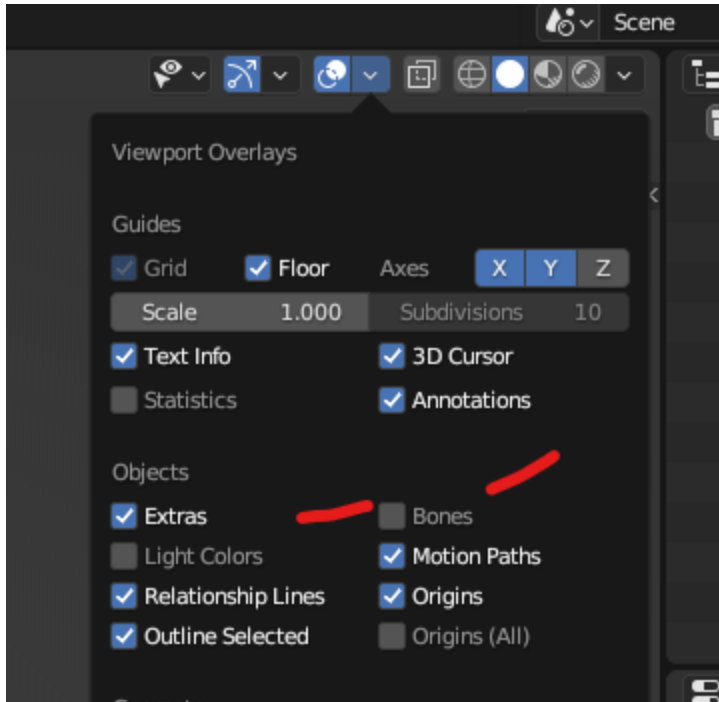
Open the In Game Character Creator, you can do this either in the actual game or the Benchmark.

Load your character's data

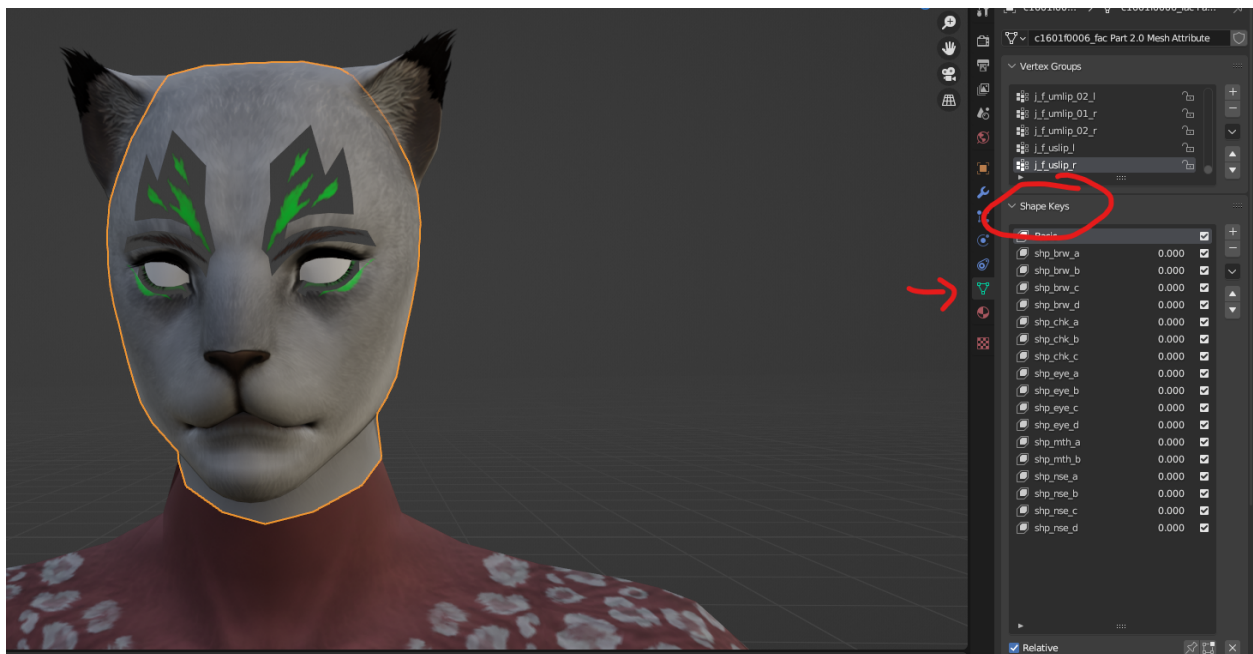


We are looking for these.

First, let's hide the bones in blender with this dropdown:



Then click on your character's Head

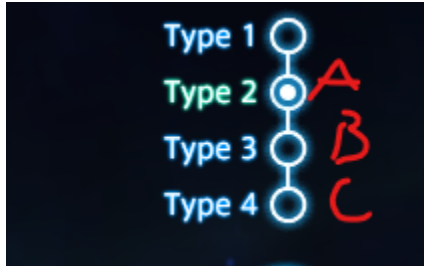


The thing we want are "Shapekeys"

From here, let's learn what they mean.

Option 1 in game is the Default option with no shape key turned on. If you changed one of the numbers beside the shape key in blender you will see the model change shape (wow !)

The options work like this:



Here, I know I need Jaw A.

So I just change the value of the corresponding shapekey to the one I want.

(Jaw is called CHK in the shapekey)

Protip: ! You can do more than 1 shapekey from each section for *Extra Customization* but that is up to you . E.G you can turn on Jaw A and Jaw B.

Before we mess around with shapekeys though, let's set up our head.

I'm sure there are parts of the face (Facial Features) you don't use. Don't want them ? Simply click them and hit 'Delete'

Once you are culled down to your face Settings, let's merge all the face pieces together (ignoring the eyes for now)



(I suggest deleting this extra layer just to save some memory)



Click on the eyes and hit 'H' to hide them

Then, with the head selected (Yellow outline), click and drag a box around the head pieces. They should all highlight up Orange



Hit CTRL + J to join them !

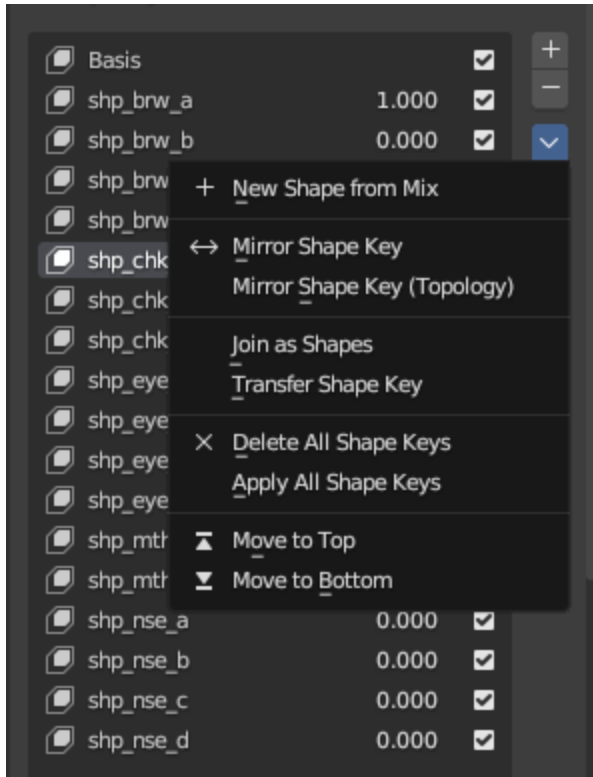


(Didn't work ?? Just try selecting them again. Sometimes it bugs out. Try selecting them manually as well. Make sure your cursor is over the mode, i find that helps)

Hit 'H' Once more to check you merged all the head pieces correctly. If everything is hidden, Good Job !

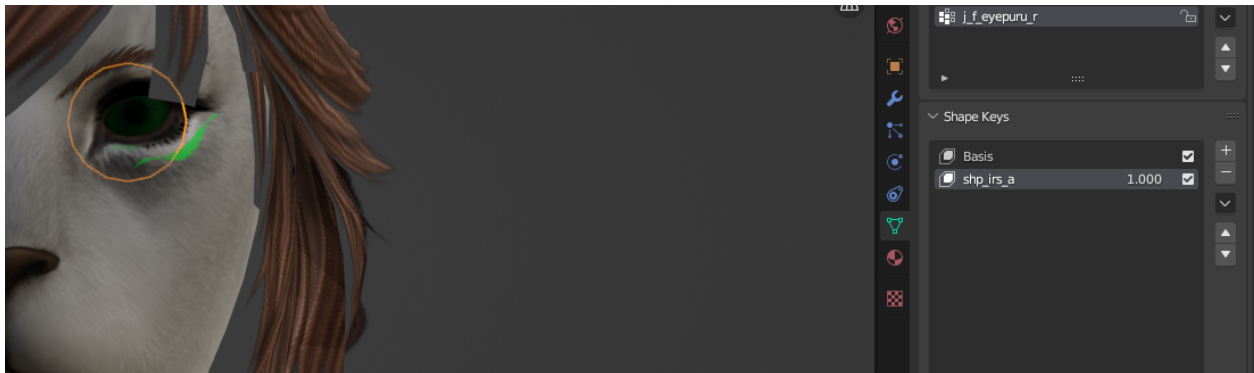
Now you can move onto doing your shapekeys

Simply go down your list and turn on all the options that match your character settings.



Once you are happy, hit this arrow and press “New shape from Mix”
 Then, starting from the top, Delete everything else.
 Your shapekey list should now be Empty !

Unhide your eyes now as well if you want.

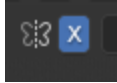


Use small iris ? turn this one on and Delete from the top

From here, join similar pieces together as we did before. Delete any shapekeys **From the Bottom !!**

Scaling time !

Turn your bones back on and Select them

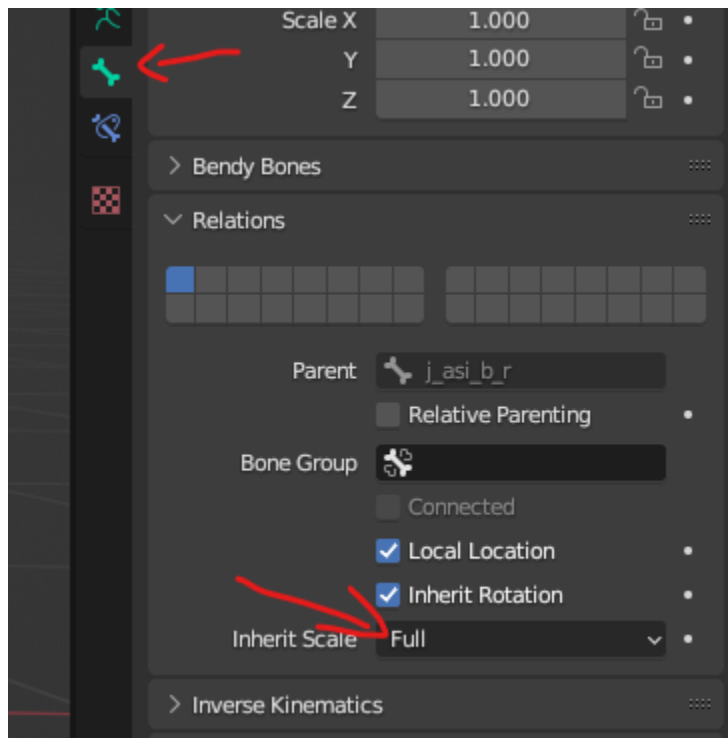


Hit this button to Mirror Scaling

(if you want to hide a bone, just select it and hit 'H')

This next part is a little annoying.

Blender will scale all bones that are 'Related' (Linked. Feet will scale with your knees. Etc) so we need to unlink them

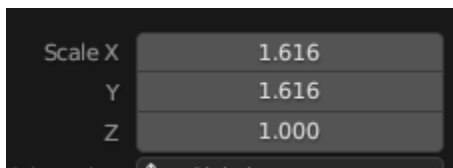


Select a bone. Change 'Inherit Scale' from Full to None. You will need to do this for each bone individually as far as i know, sorry :(!
You will also need to do this for each SIDE as well.



This is what it'll look like if you don't turn it off. Have fun lol !

To import scaling, though. Select a bone. Hit 'S' to scale. Make sure to put the Z value as 1.0 unless you specifically don't want it to be for some reason



And then change X and Y so it matches your scaling in game

Do this until u are happy

Actual Tutorial 2.2

Reweighting - Optional

This step is optional and recommended for more advanced users, but feel free to give it a go ! **make sure to save a backup before you do this step**

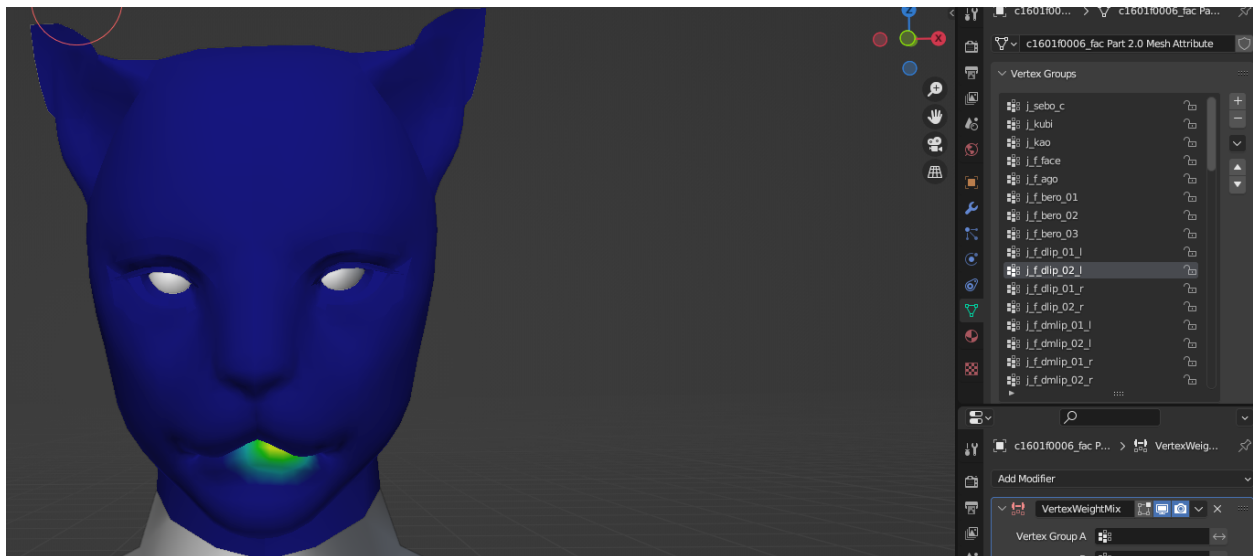
I recommend saving this step until AFTER you finish the tutorial. Just save in case you mess up, and come back to it after so you know what a useless bone is.

We are going to merge similar bones together to help make posing easier
This step will take you some time and can be a bit tedious. Be sure to do Tests as you go so you don't merge stuff incorrectly, and make sure to save a lot of backups.

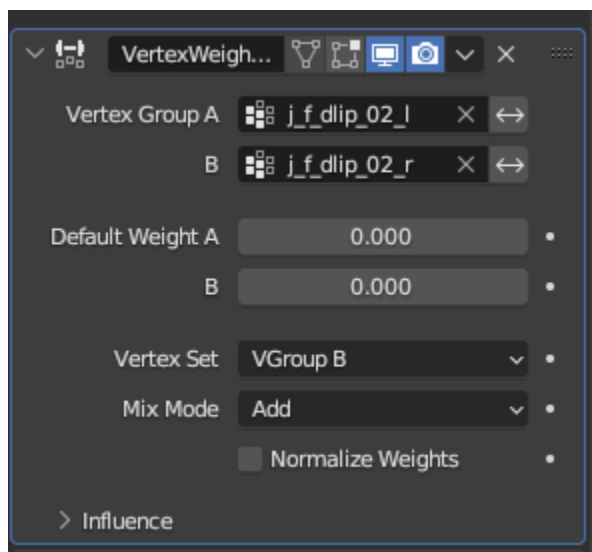
Suggestion: make a collection of your "base" model before you do this step. Select your model with right click > Select Hierarchy. Copy paste it into the new collection. Hide the model.

What we are going to do is combine the weights (called Vertex Groups) together
To do this:

Select a group in Weight Paint mode



In the modifiers tab, create a "Vertex Weight Mix" Modifier and do the settings like this



We want to **Add** the weights from B to A, so that's what we select
Generally, we will want to group together weights that are similar (eyelid weights, as an example)

What i do is. Look for similar weights > combine them > Delete the weight that was Added (Weight B)
This way, you don't have duplicates

I at the Very Least recommend joining Dago into Ago, otherwise you will not be able to move the jaw correctly.

No, I'm not sure if there is a way to make this process faster, combine multiple weights at once, etc. If you do know, **PLEASE** let *me* know :D

Remember: this is for using as a drawing base, so it doesn't need to be perfect. Mostly what we are doing here is removing extra bones that would get in our way or make posing Harder 😊

I Ended up with this when I was done, But you may vary

Vertex Groups

j_sebo_c	
j_kubi	
j_kao	
j_f_face	
j_f_ago	
j_f_bero_01	
j_f_dlip_01_l	
j_f_dlip_02_l	
j_f_hagukidn	
j_f_dhoho_l	
j_f_dhoho_r	
j_f_dmemoto_l	
j_f_dmemoto_r	
j_f_dslip_l	
j_f_dslip_r	
j_f_hagukiup	
j_f_hana_l	
j_f_hana_r	
j_f_hoho_l	
j_f_hoho_r	
j_f_mabdn_01_l	
j_f_mabup_01_l	
j_f_mabdn_01_r	
j_f_mabup_01_r	
j_f_mayu_l	
j_f_mayu_r	
j_f_miken_01_l	
j_f_miken_01_r	
j_f_mmayu_l	
j_f_mmayu_r	
j_f_shoho_l	
j_f_shoho_r	
j_f_uhana	
j_f_umlip_01_l	
j_f_umlip_01_r	
j_f_uslip_l	
j_f_uslip_r	

Actual Tutorial 2.3

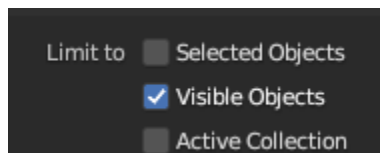
Exporting the Model

Yayy we got this far

From here I recommend doing the following when Exporting:

Export both a Bald and Haired Version of your model. If your model has clothes, export a naked, bald, and clothed version, etc.

Press Alt-H to make sure everything you want showing is Showing. Hide anything again with H



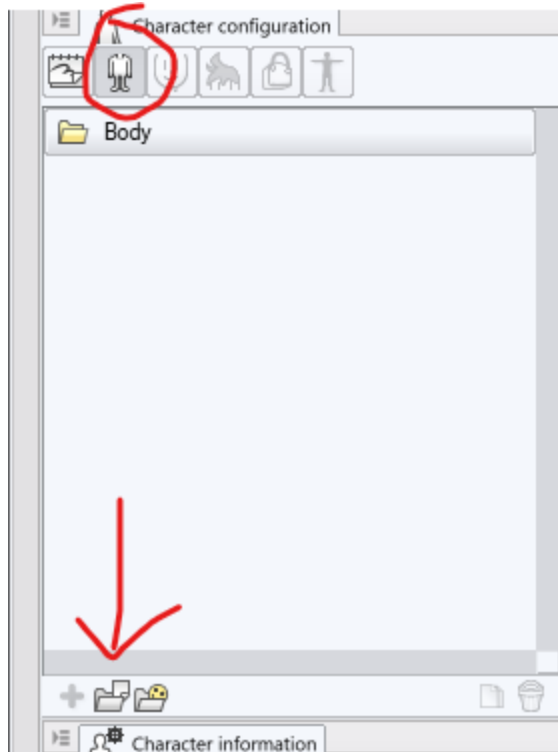
Export with this Selected

Then Hide whatever you want to hide (hair, etc) and export it again with Visible Objects selected, and make sure to name it something different

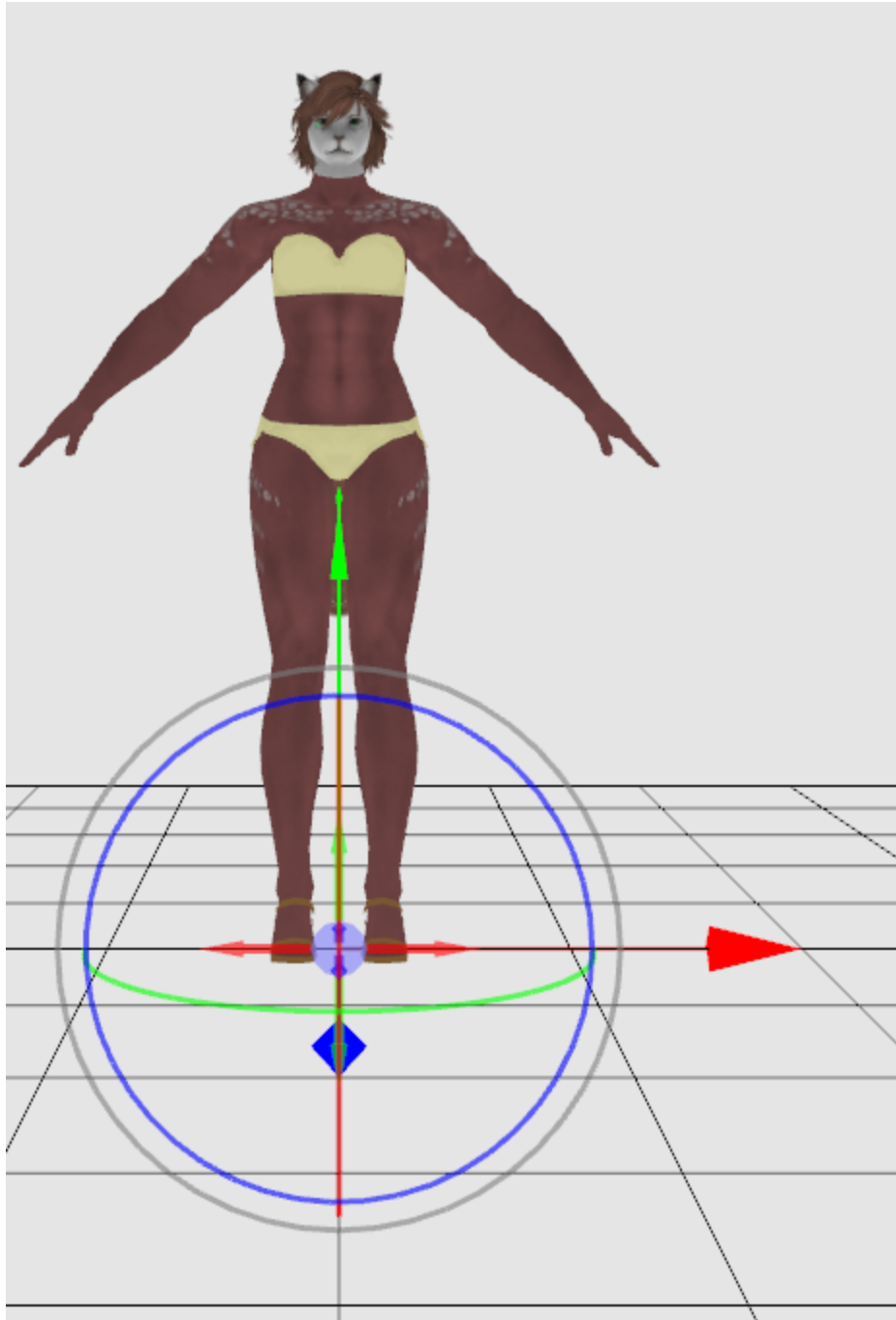
Now, we open up CSP Modeler



Make sure to select it as “Create 3D Character”

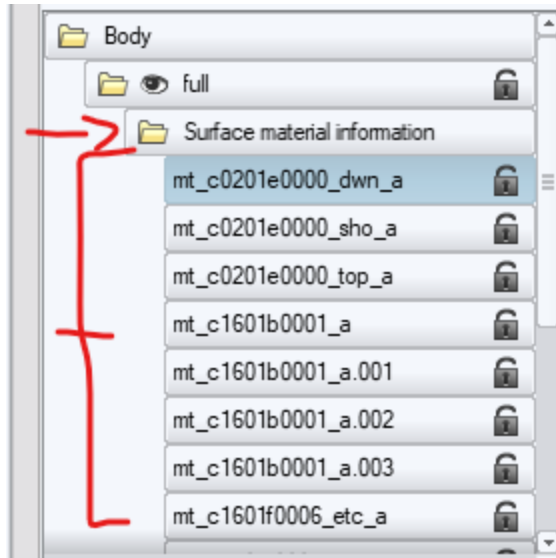


Go to the Body tab and hit this button to import. Import either of your models



Now we need to set everything up !

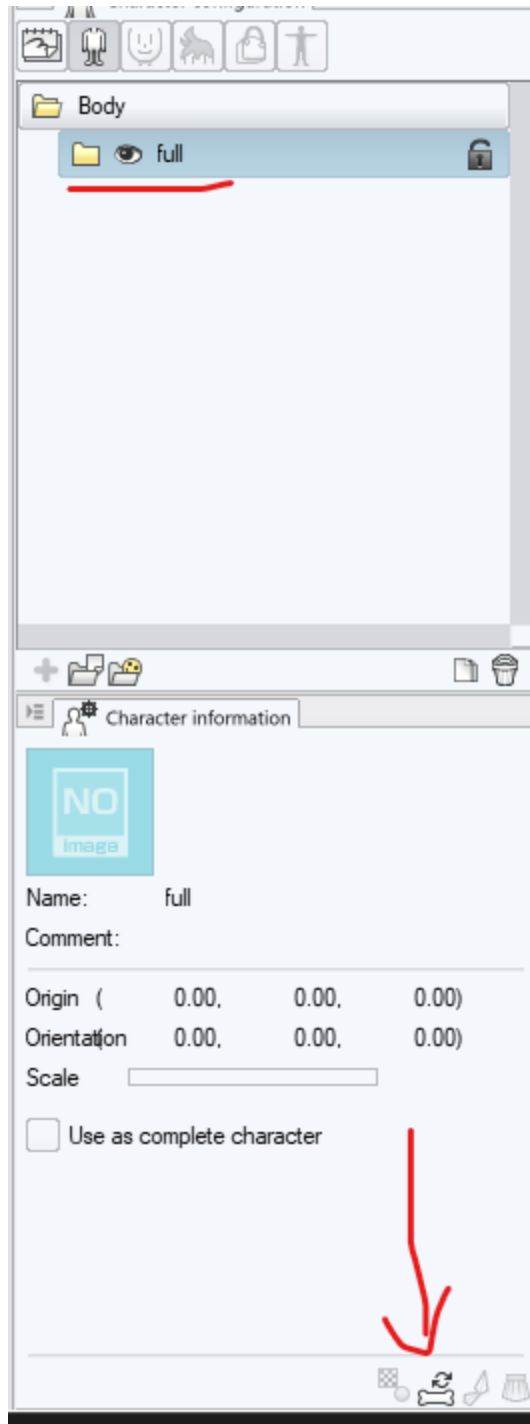
If you have any texture edits you want to do still, you can do them now.



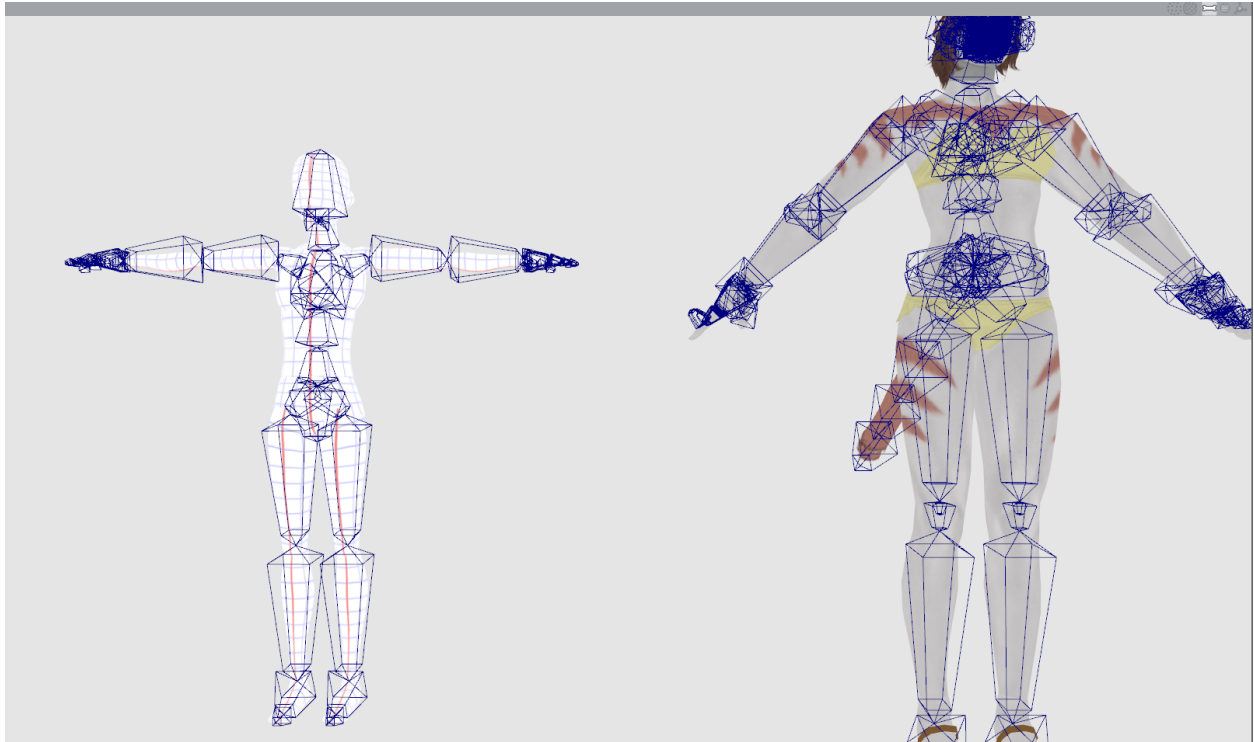
Hit the folder button and go through and do your edits. You will need to do them for ALL the models individually, so make sure to have backups so you can simply copy paste textures.

Remember, your textures do not need to be perfect, as that's not what this is for ! But having tattoos/markings correct may help you draw your character easier.

I also recommend a smaller file size just to help with lag (they can be crunchy that's fine)



Once you are happy, click on the model again and then hit the “Perform Standard Bone Mapping” Button

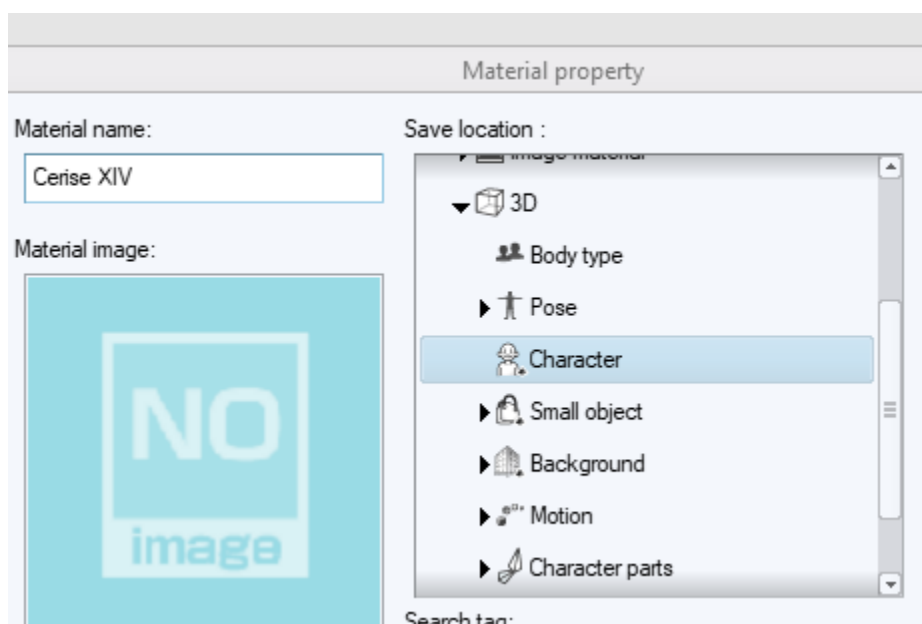


From here you can just follow the instructions.

Make sure to adjust the arm position. I find that around halfway on the slider is best - It doesn't need to be EXACT so don't stress too much about it.

Anddddddd Do it again for any Extra options you want

From here you can just export it into CSP



File > Register as New Material. Name it whatever you want, put it wherever.
I suggest saving your model as well as the CSMC format just in case



And. From here. You are done !

Import your model into a canvas and have fun !

You can swap between your options under the little Body picture. Import poses by

dragging them on top of your model. You will probably need to edit the poses a bit, but that's fine

LMK if you have issues !!!!!!!!!!! all done !