Illyriana's "Dyeable" Lashes Guide

A guide about quickly making your lashes match your hair!

What do I need to be able to do this?

1. **Textools installed**
2. **AssetCC2 installed (Found Here)**
3. **Photoshop plugin.**

More information on the plugin required and general texture editing can be found Here!

Texture Modding Basics

Required Tools

- Adobe Photoshop CS6 or newer.
- Nvidia Texture Tools for Adobe Photoshop
  - https://developer.nvidia.com/nvidia-texture-tools-adobe-photoshop
- Intel Texture Works Plugin for Photoshop
  - https://gametechdev.github.io/Intel-Texture-Works-Plugin/

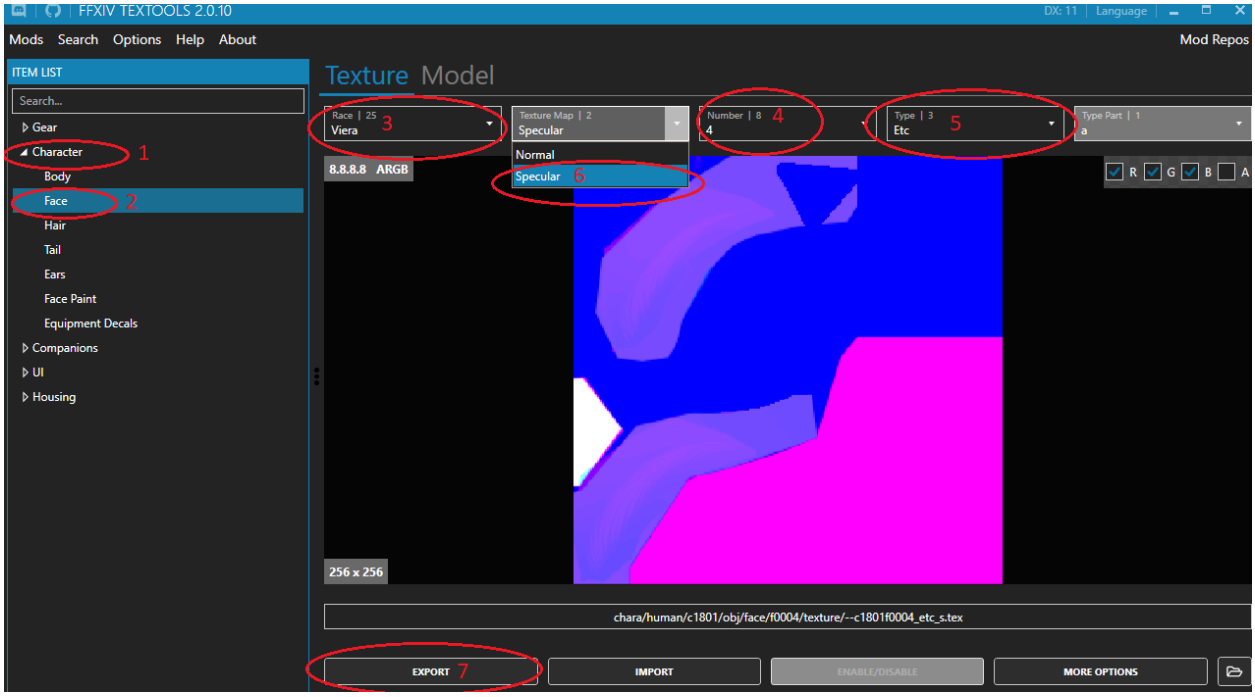
Alternative:

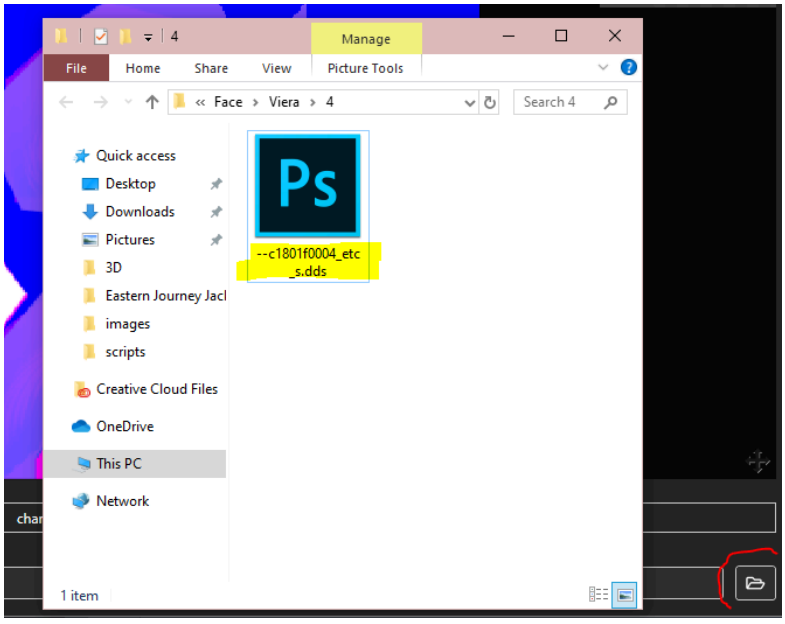
- GIMP
  - https://www.gimp.org/
- gimp-dds plugin
  - https://code.google.com/archive/p/gimp-dds/downloads

These plugins MUST be installed with the program you are using or you will be unable to edit the textures! *Gimp no longer needs the DDS plug in

The Basic Steps

1. **Open up Textools and select 1. Character -> 2. Face -> 3. Select your Race from the drop down -> 4. Select the face number you use -> 5. Beside face type select ECT from the drop down -> 6. From the addition drop down select SPECULAR -> 7. Click EXPORT + EXPORT DDS**

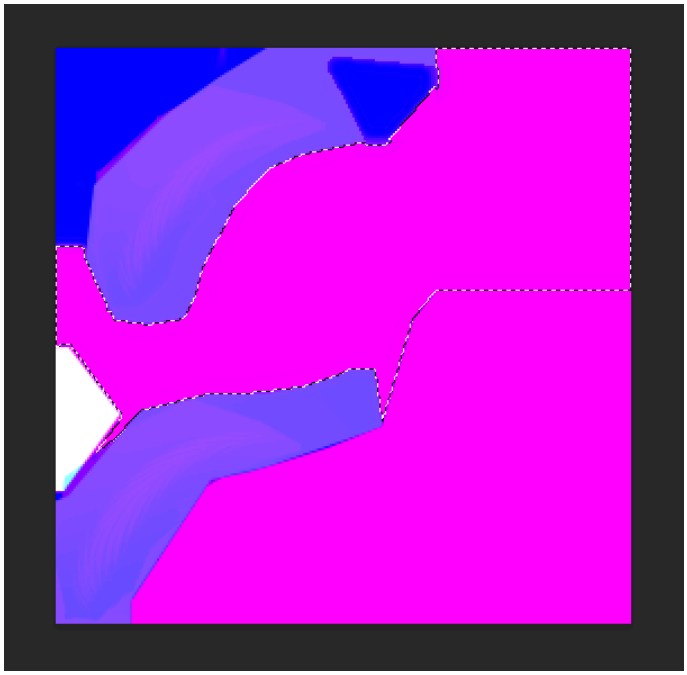




2. **Click the folder in the right hand corner and to open the file location and open the DDS file with photoshop or gimp.**

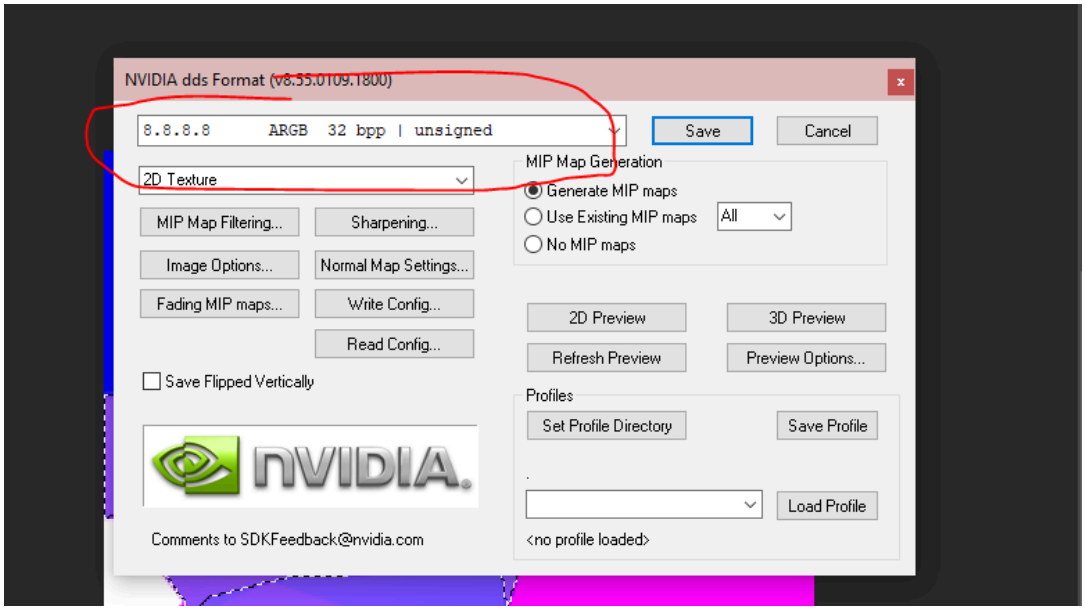
(Please remember to check the texture tutorial guide above if you get stuck)

3. **Select the section where the lashes are (this can be double checked via looking at the normal map. The brighter the color, the brighter the color will be so if you want lashes that pop steal the bright pink color and paste it in should you really want the lashes to be vibrant (or adjust to taste.)**





4. **Save your file as a DDS file and when asked for settings select 8.8.8.8 ARGB and replace the existing DDS file you opened. (This will overwrite it!)**



5. **The final easy step: On your specular click IMPORT -> Import DDS (you can also select import from if you saved your dds file in another location) and your file will change to match the edit you did.**



6. **I lied! One final step! Check your modification in game~ Adjust the color of the specular as you desire if you want them more or less pronounced. This will work with all hair colors as well! Thank you for reading and enjoy!**





USEFUL RESOURCES

Bizu's Guides: https://www.xivmodarchive.com/modid/3182

Mod Conversion Guide (Automatic Model Swapping):
https://docs.google.com/document/d/17A2uxlJ6NOB4Tg90dkwQk4KAjup3BqdvJCRp45Y496E/edit#

Bizu's Model Swap Guide for 2.0:

https://docs.google.com/presentation/d/17LA1XTPqs3it1JHW4vxl-MQ4Uq6hZTeDPIhq9CbPP00/edit#slide=id.g6369a403c7_2_59

Material Additions Guide:

https://docs.google.com/document/d/1iHtXbW-GI_UYCKn32JW2bFiYVB00cdzBBMlPERbTTXM/edit#

Textools Reference Info:

https://docs.google.com/spreadsheets/d/1kIKvVsW3fOnVeTi9iZlBDqJo6GWVn6K6BCUIRldEjhw/edit#gid=1284957358