

Illy's Mouth & Teeth Overhaul Guide

A guide to better chompers

What you need:

1. Textools
2. 3D Editing Program (3ds/Blender)
3. The Mouth Overhaul Resources of your choice

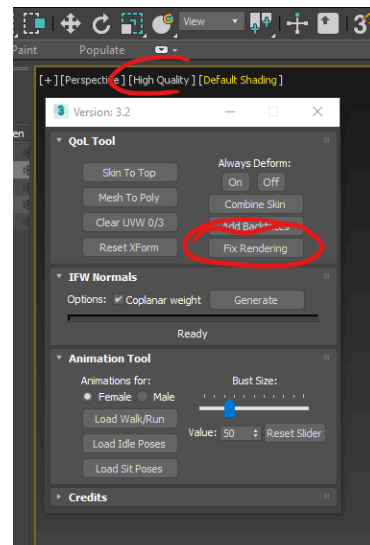
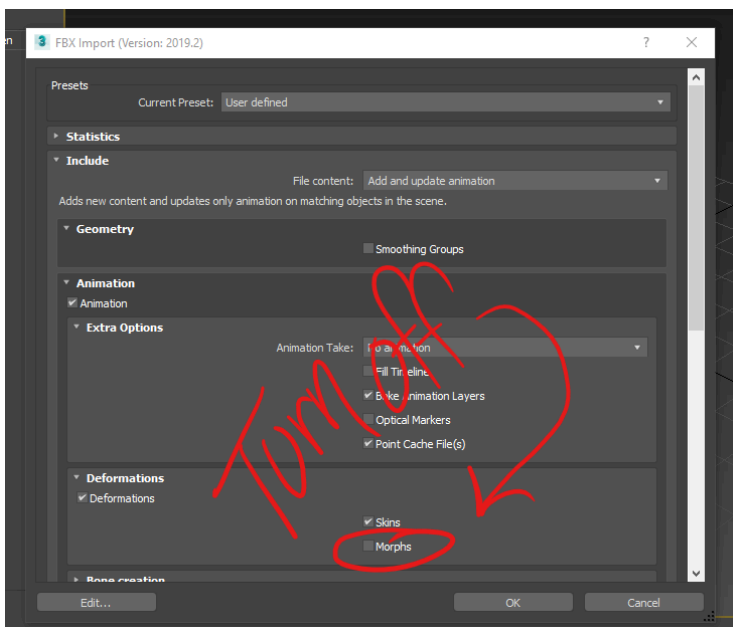
The 3D Part of this guide is made with 3DS Max. I do not understand Blender, it's menus & names ect. The processes are slightly different between programs. I apologize. For Blender help please feel free to reach out to workshop channels and creators who may use the program. I will be referring to the 3DS Processes by 3DS Names. Ty for understanding.

Should a Blender Guide be written I will Link it here!

Step 1: Set Up Your Head 3D Model

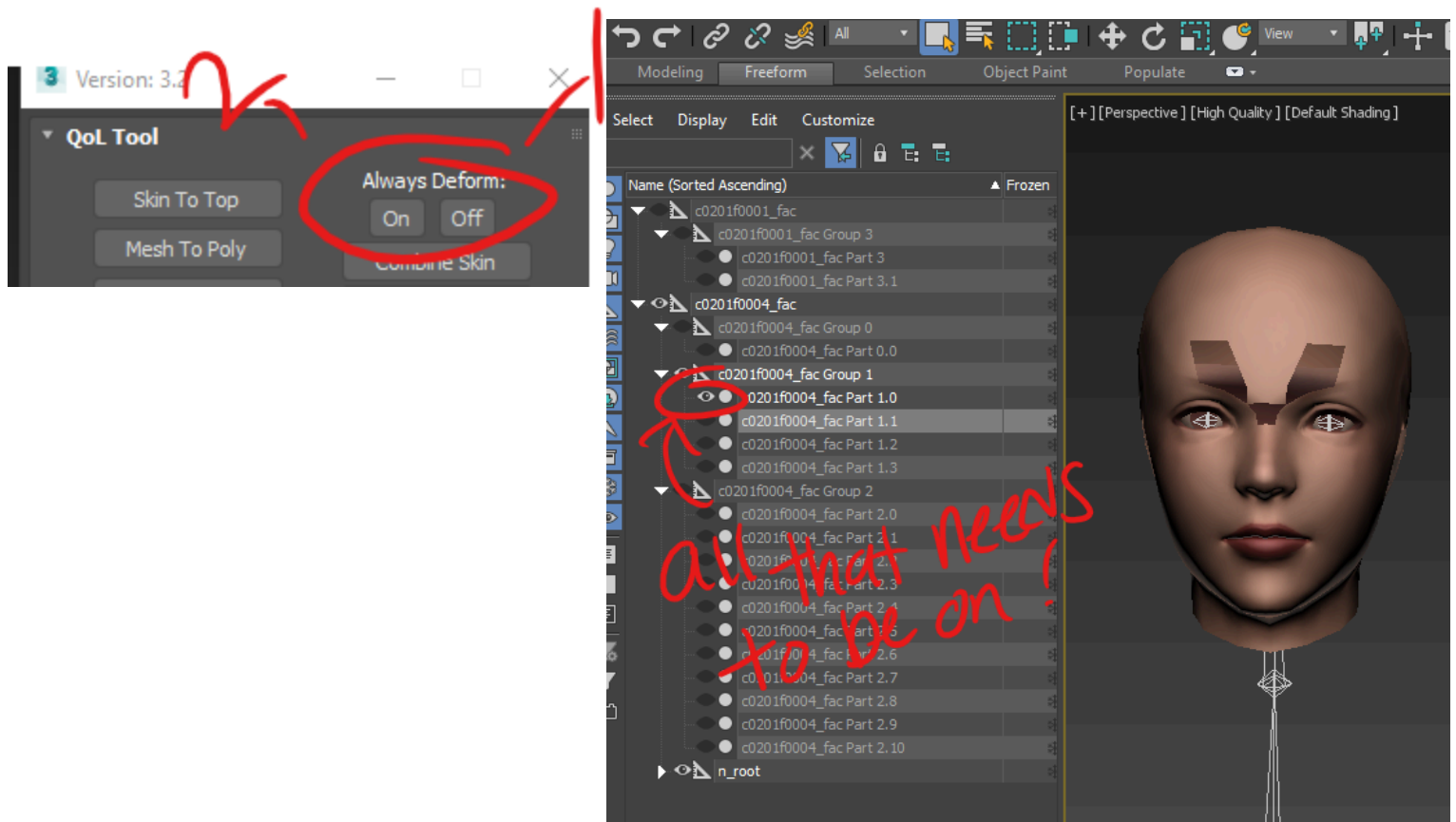
After Downloading the Mouth Overhaul of your choice, Import the face of your choosing

-> Be sure when importing your face your turn off the morphs toggle. If not done your normals will break. As well turn view to "High Quality" and hit "Fix Rendering" on the [3ds modding script](#).



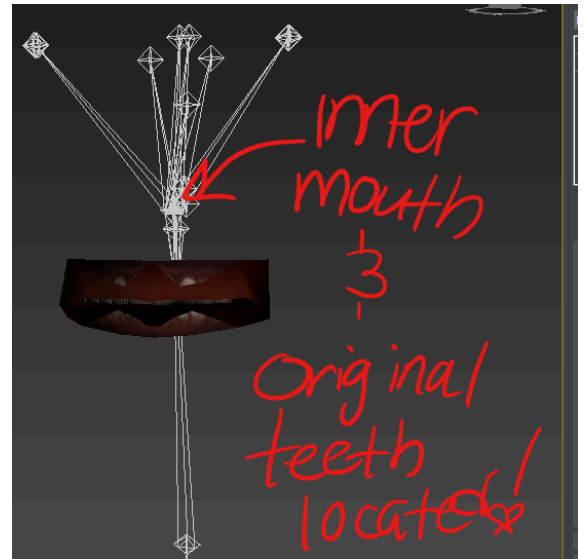
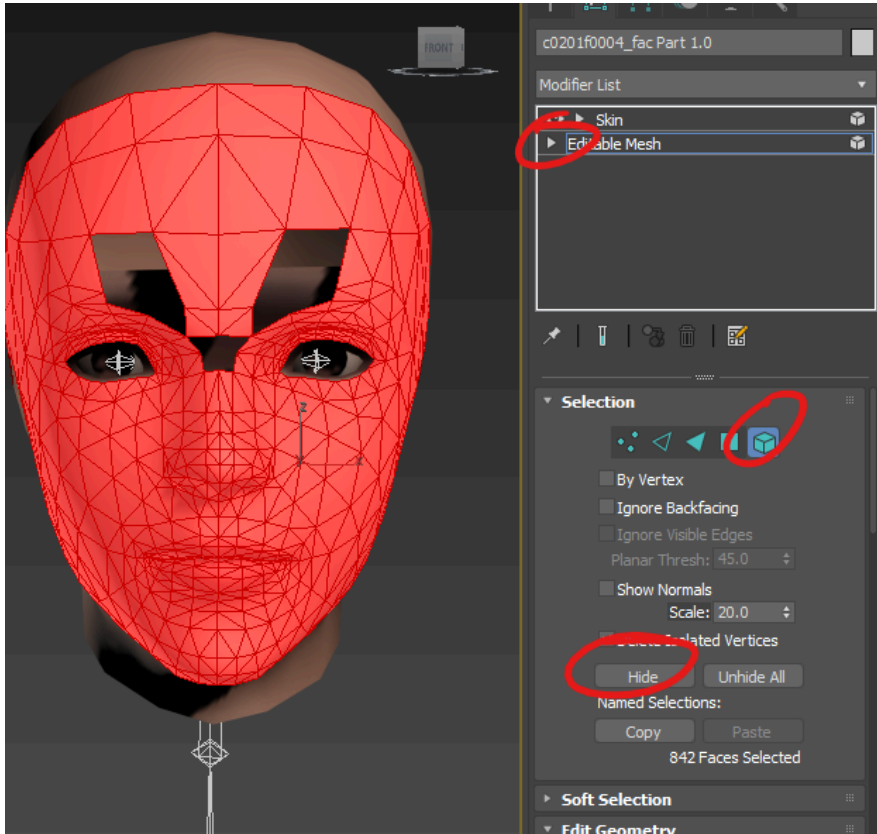
Import the Teeth FBX of your choosing then prep your model -> After loading in your teeth be sure to toggle deform off and on. Teeth are sized to midlander females and may read incorrectly if this is not done.

Next turn off everything but your face, locating which group is just your skin. Close out everything til you have most of what's left of your face. Be sure just to turn them off. **Do not delete anything.**



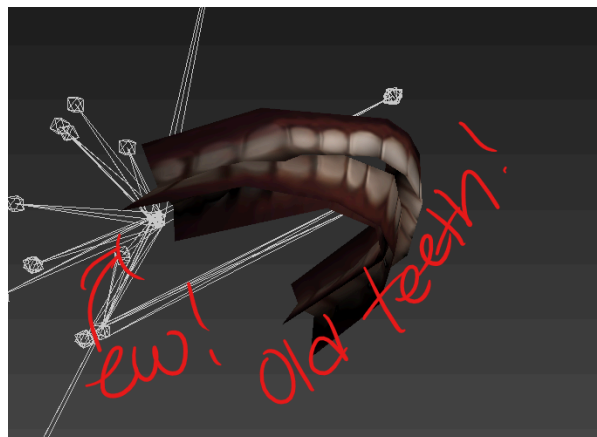
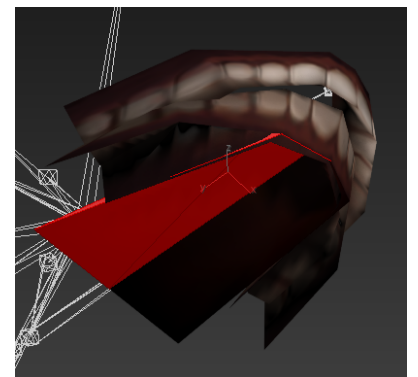
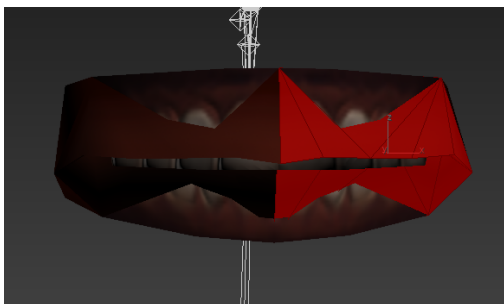
And now we hide the skin temporarily so you can see the original teeth! We need to locate them, isolate them, then shrink them into the head so they don't cause issues.

Hiding Skin and isolating original teeth) -> On the one layer of skin left select “Edit Mesh” and hit the Element Select box. Once the face is selected, click “Hide” do this til you get down to the inner mouth lining and teeth.



From here, carefully hide the inner mouth with “Hide” til JUST the original teeth remain.

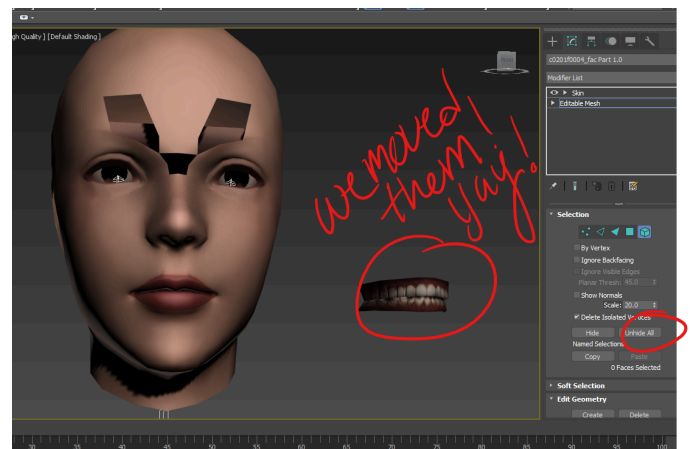
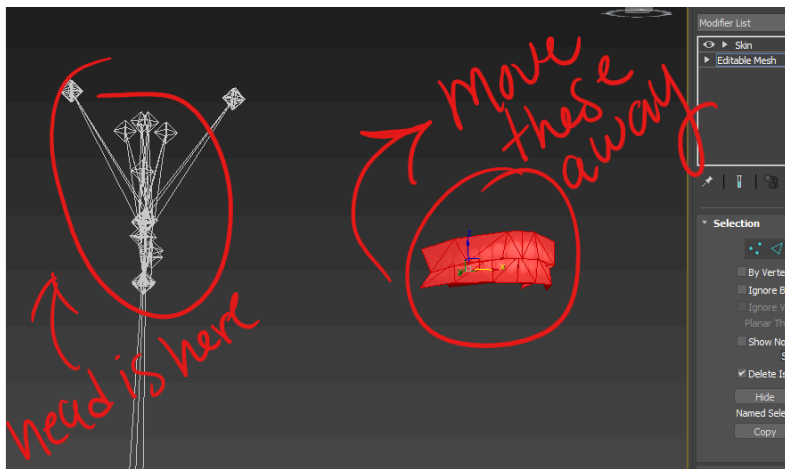
After that is done we move on to isolate just the old ugly teeth!



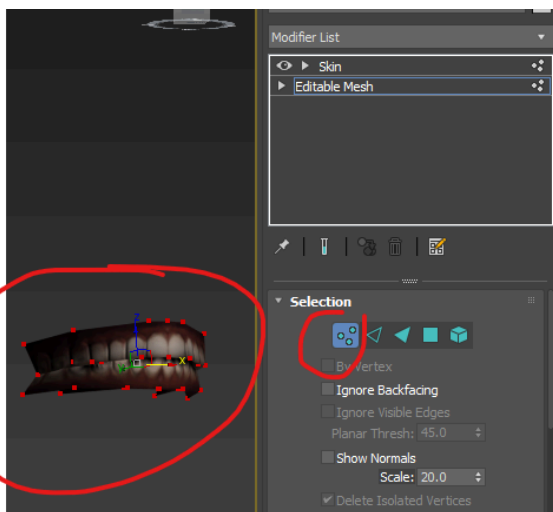
If you are moving teeth to another race or gender:

This is the time where you would move the new teeth into position to match. Depending on your race, this may require you to slightly scale the size of your teeth up or down. Size them closely to the original teeth for best results. Once shaped to preference, turn off the new teeth to hide them and go back to the old head/teeth for the final part.

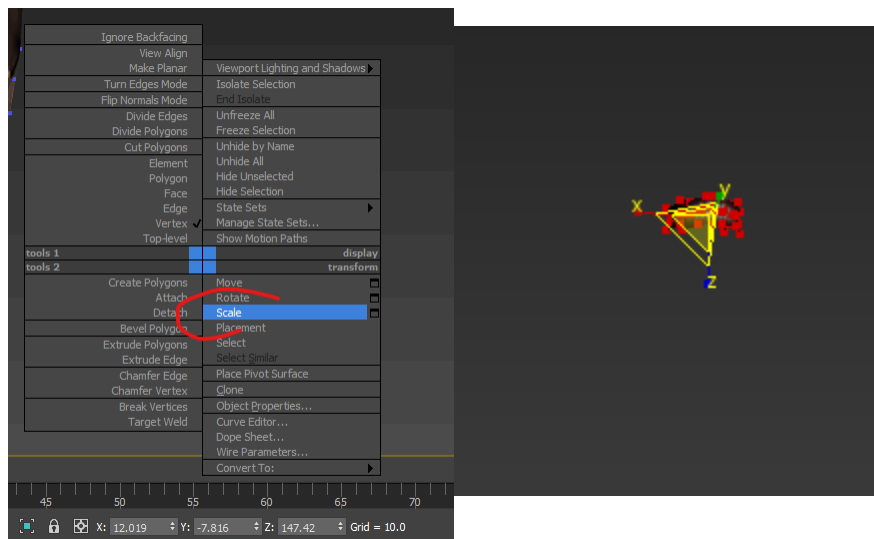
Moving and Hiding The Teeth -> With the old teeth found, select them all with Element and move them to the side and out of the way. Then hit “Unhide All”



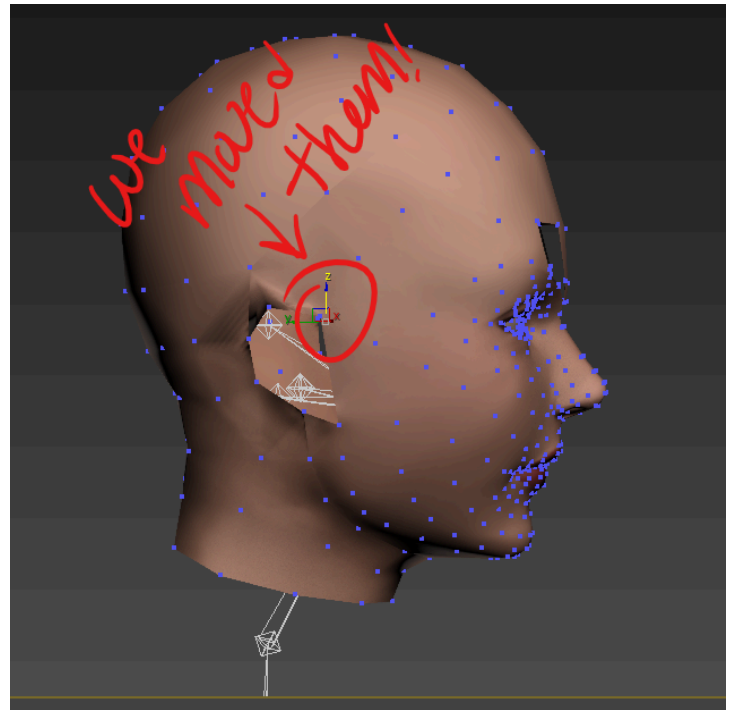
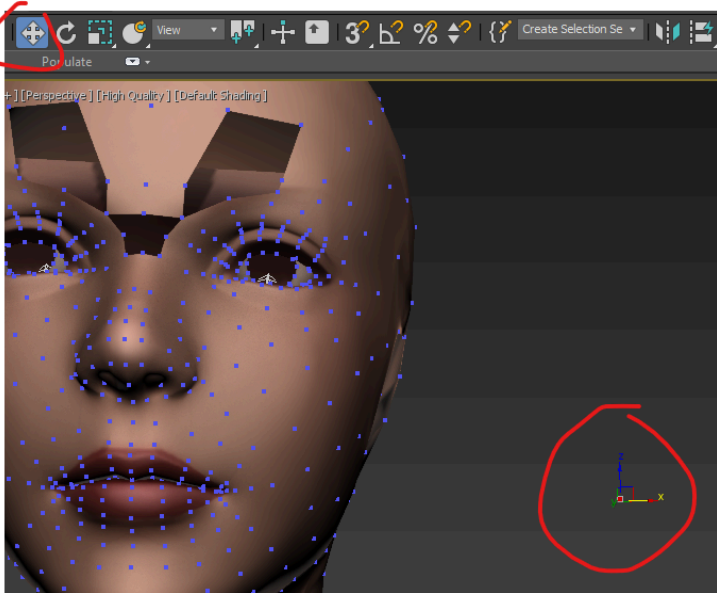
From here we will select the old teeth via “vertex” selection and then proceed to shrink them down. **Remember when working on faces, never delete any part of the original face or it will break. Shrink & hide~**



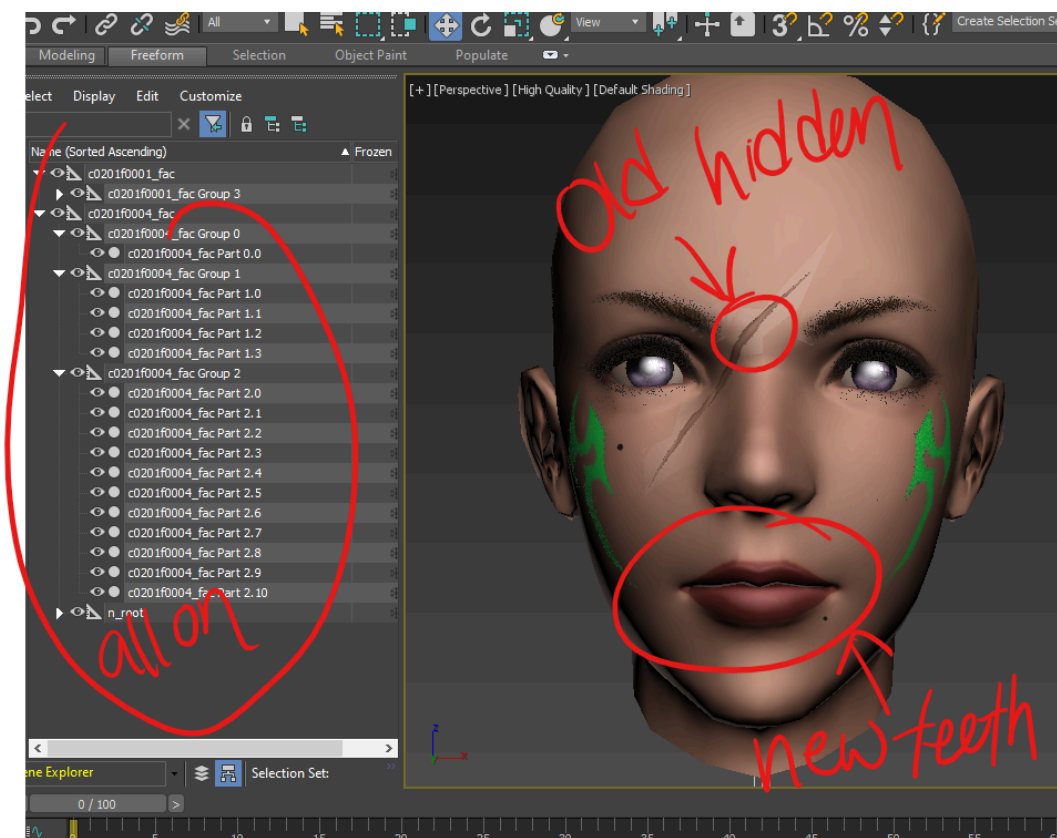
Right click the teeth then select “Scale” and shrink the teeth down. You basically want to turn them into teeth for ants.



One your teeth are shrunk down, select the move tool and then move them back into the head.
Place them anywhere in the upper skull where they wont be in the way.



Almost done! Now Turn all of your face elements back on so you have a normal face again!

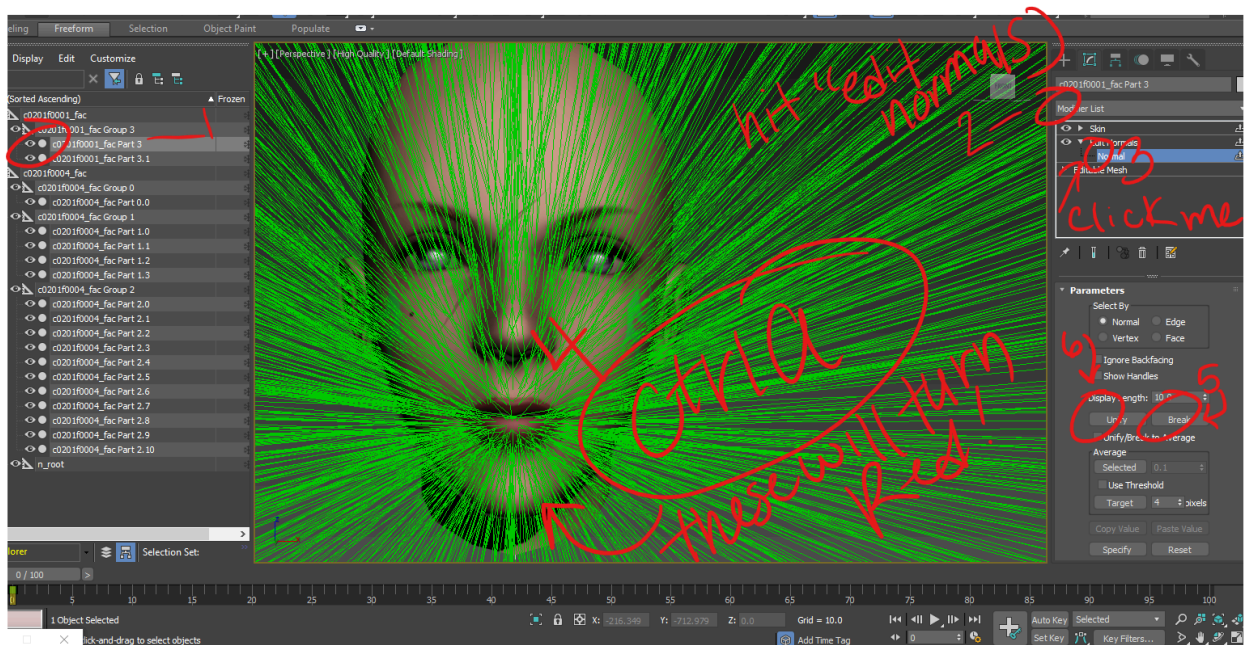


The Final Stretch before textures! -> You're almost done with 3D Work! Now we check the groups, fix normals and clear vertex paint just to be safe.

Step 1: Clearing Normals.

Find the group with the new teeth. (I have them preset to group 3 but if you've moved them select whatever group you moved them to)

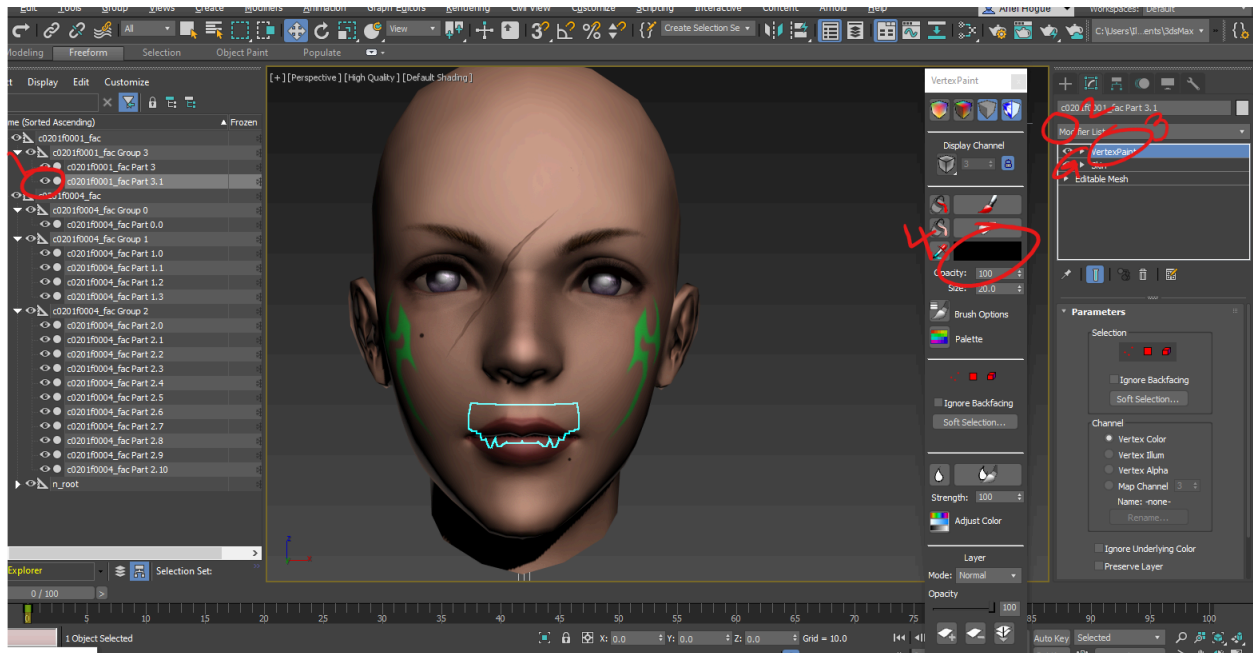
(This screenshot may look like a lot but it's not, I promise!)



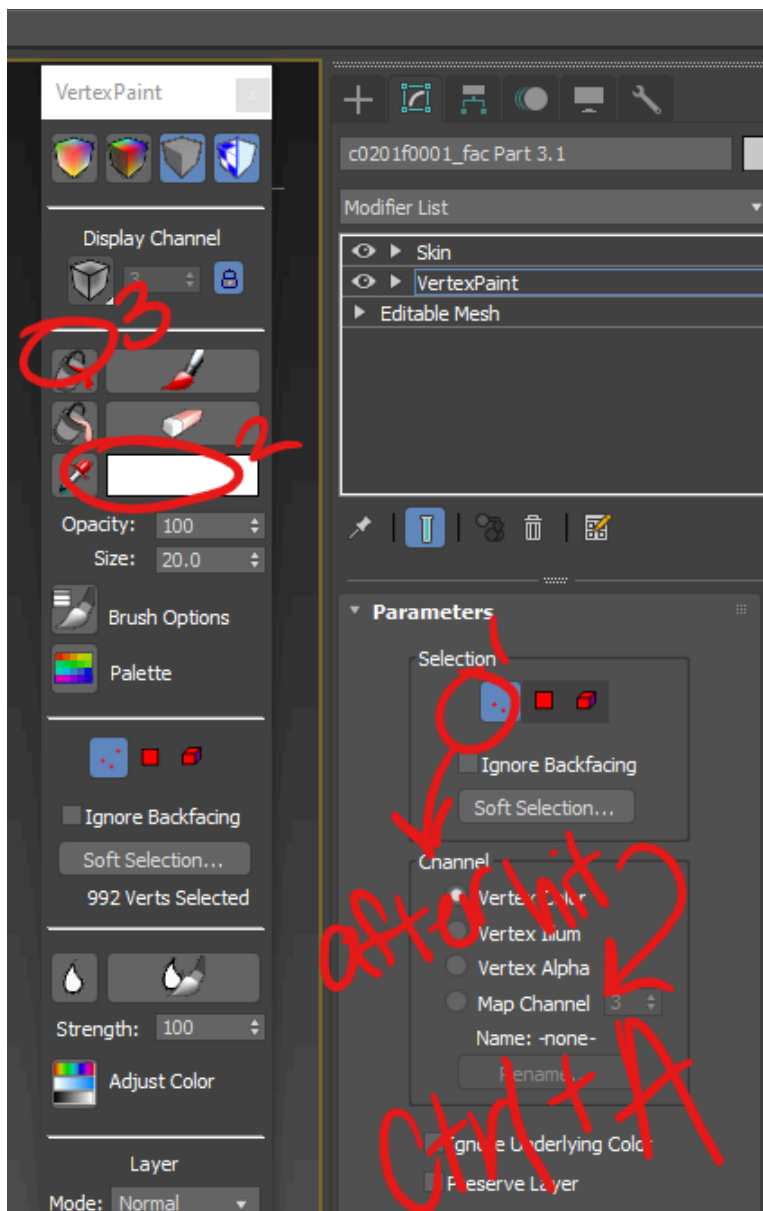
1. Select Part one of the teeth
2. Click the modifier list and add "Edit Normals"
3. Drag Edit Normals Under the Skin then click "normals"
4. Ctrl A and all the green lines will turn red
5. Hit Break
6. Hit Unify
7. On the "Edit Normals" modifier, make sure it is **under skin** then right click it and **Collapse To**
8. You're done! Now do that for the other section of the teeth! Top and bottom~

Step 2: Clearing Vertex Paint

Textools gets fussy with vertex colors/paint and it needs to be manually. Here's the quick speedy guide for how to clear it to white. (If not set to white the teeth may appear pitch black in game!)



1. Select Part of the new teeth
2. Click Modifier list and add "Vertex Paint". A window will pop up.
3. Drag "Vertex Paint" modifier below the skin.
4. Check the color. If its set to black it will cause issues and needs to be fixed. If not, skip the steps below.



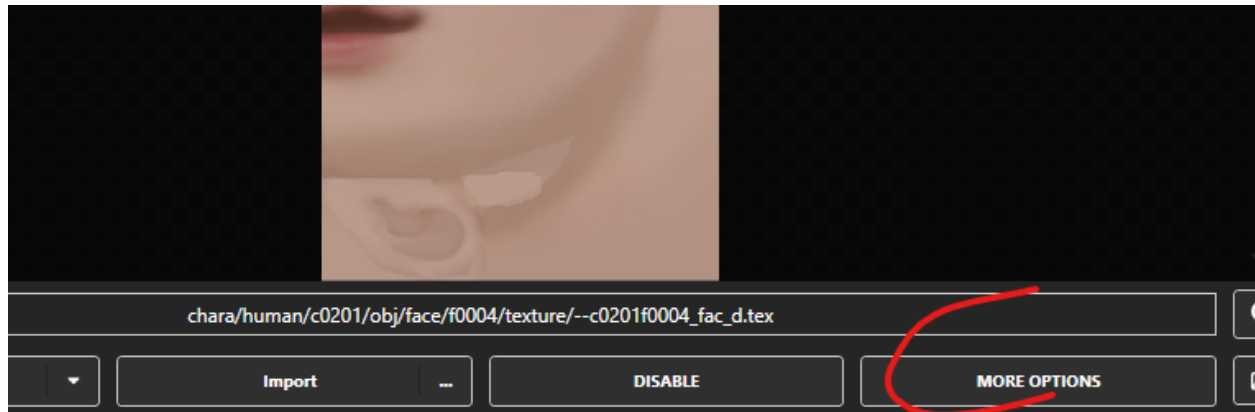
1. Select the little dots and hit Ctrl+A to select all of the mouth verts
2. Click the black box and change it to white.
3. Hit the paint bucket to color all the mouth vertexes white. (You will see no visible change.)
4. Right click "Vertex Paint" and Collapse to. **Make sure it's under the skin.**

Do this for both top and bottom jaw~

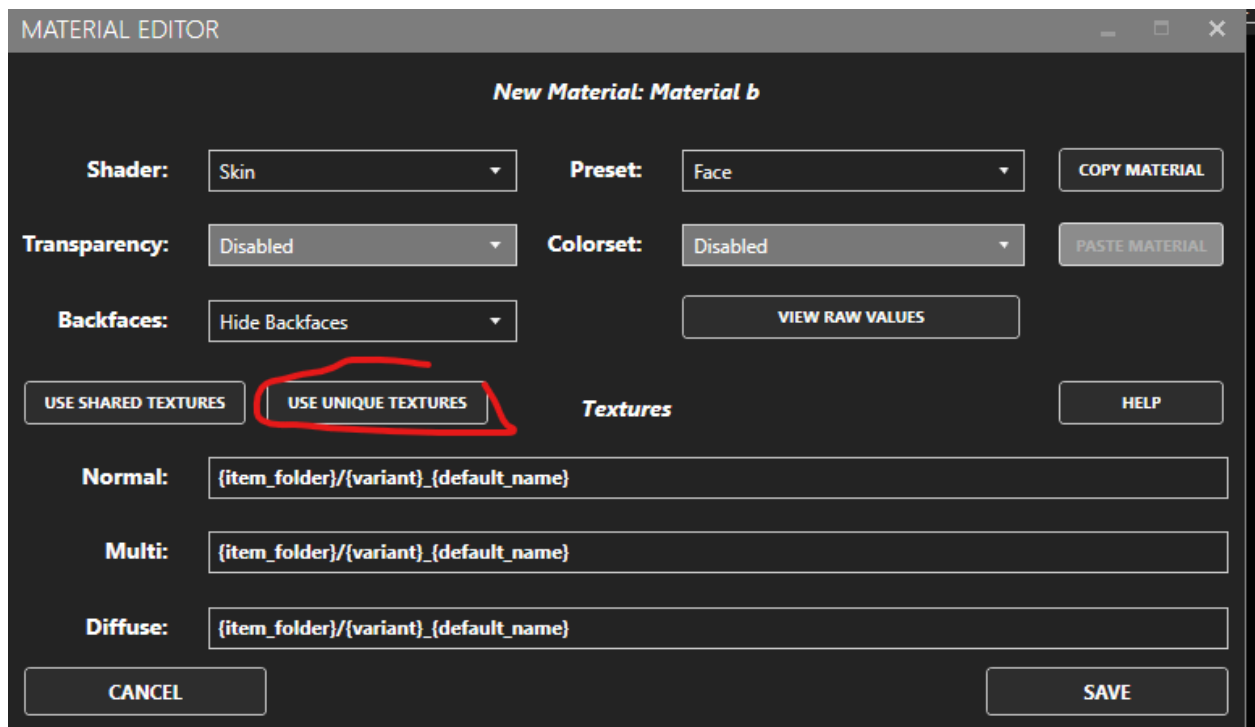
Now your face should be all set and its time to export and do textures!

Export -> Save as (whatevername) FBX

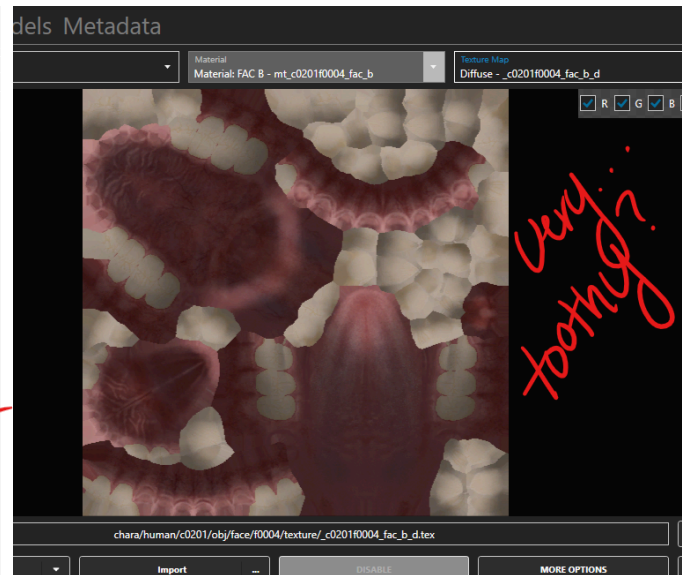
Texture time -> Navigate to your face texture. Go to Face Diffuse and hit “**more options**” and “**add new material**” a menu will pop up. Make sure you do this under **Face** and not ECT or Iris.



Hit “Unique” then save. This will generate new textures for “Face Material B”

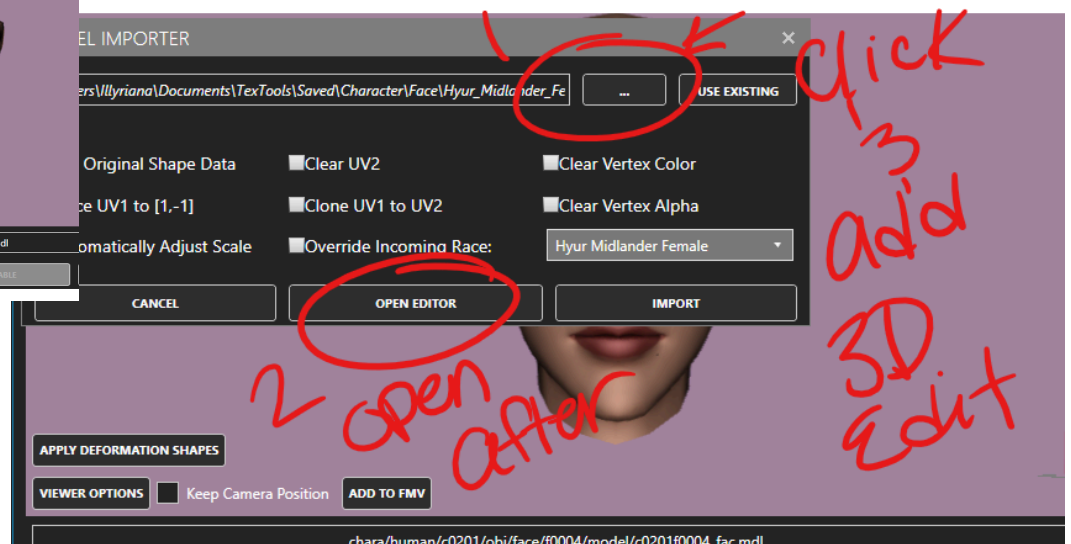
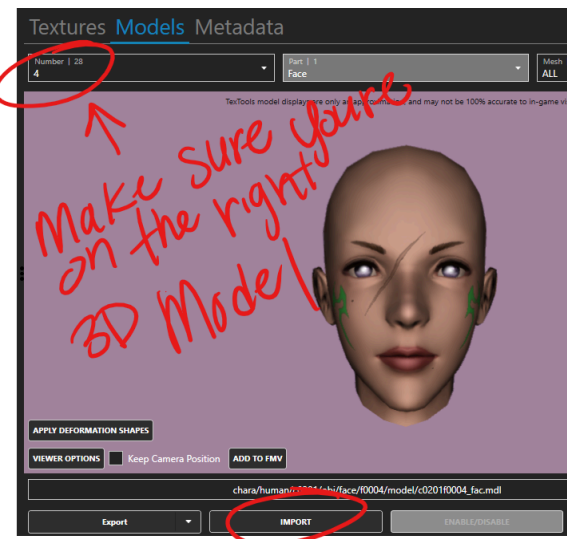


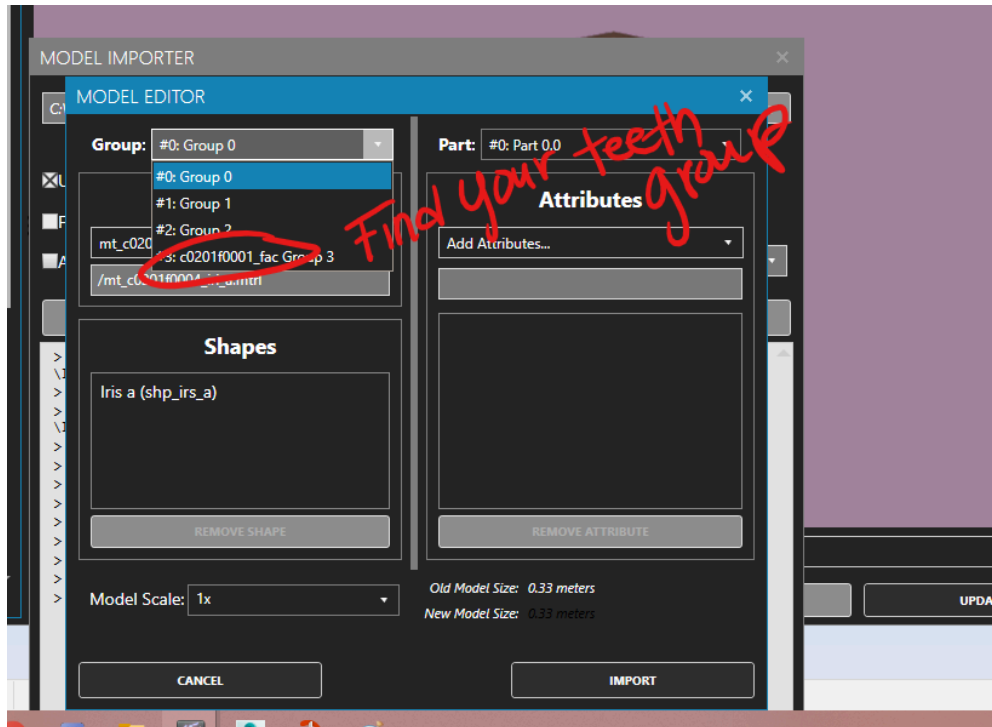
Add the textures from the Modding kit. Diffuse to Diffuse, Normal to Normal, Multi to Multi



Go over to your 3D model and prep your import!

Import -> Select your FBX File -> More Options

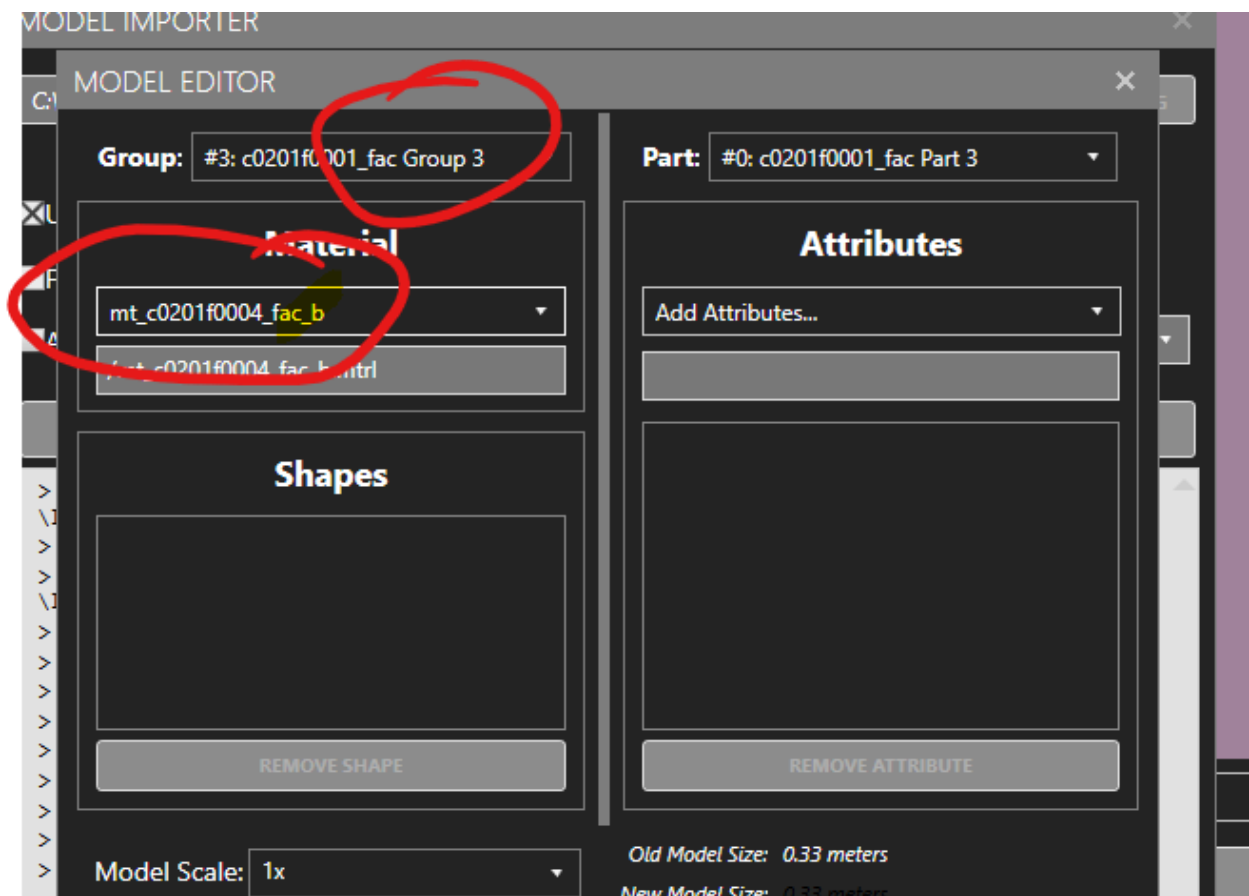


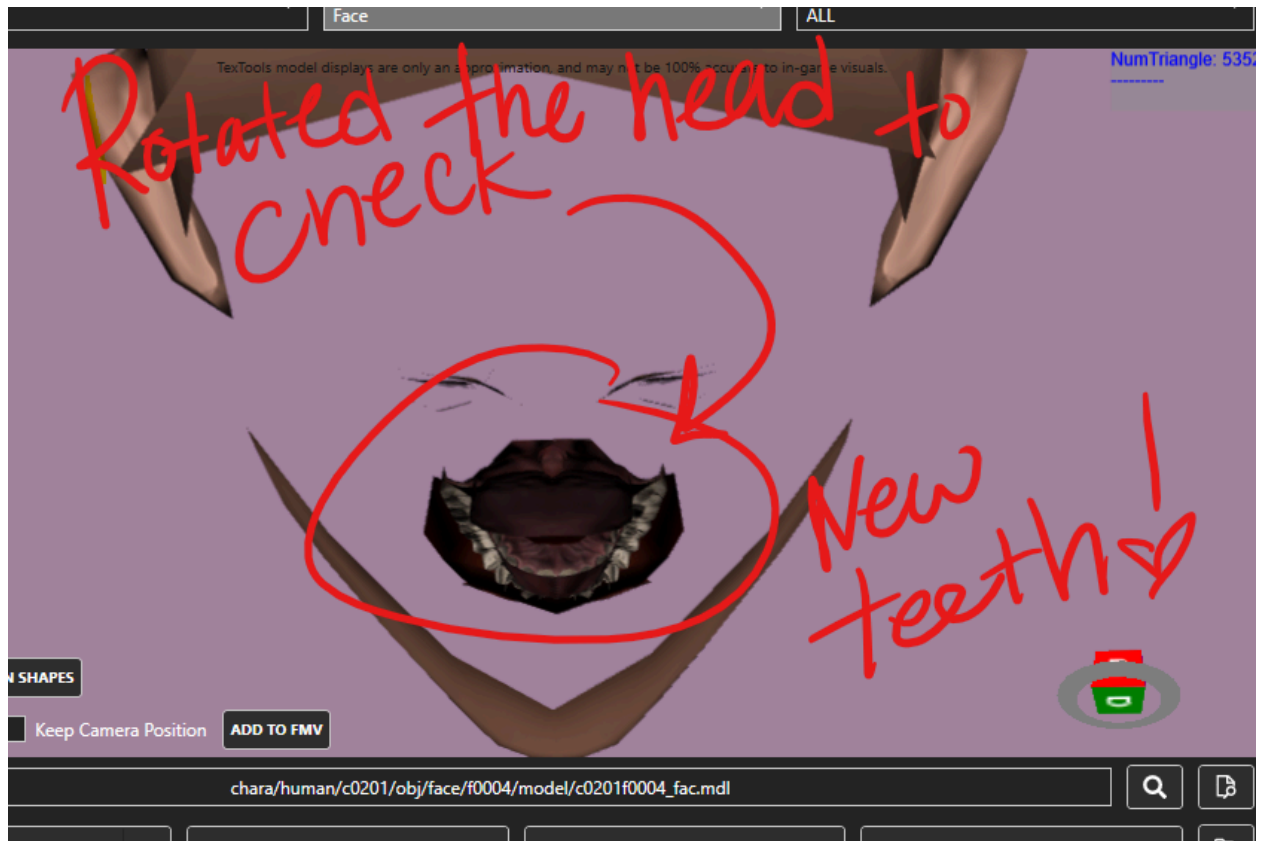


Find the Teeth Group
(Preset is group 3. If you changed it, assign the group you changed it to.)

Then Assign it the material you added. For this Example, I've used Face B.

Hit Import





You can rotate the view in texttools to check and see if the teeth are there. These are Lorfangs so you should be able to see the uvula, tongue, and teeth a bit. And now we check ingame!

And there they are! With all the hard work done, if you need to go back and adjust them any you can. Play around til you get them just how you like.

Hopefully this guide was of use. Thank you for reading!





Things to note:

1. Teeth are made for Material Addition, however if you are using a horn swap or a face mod that already uses material addition, you will need to atlas your textures. (There may be an old guide around for this though I am unsure)

This means combining two textures into one stand alone texture with the two textures and UVs side by side.

2. Should you accidentally delete the skin on your teeth: Top Teeth = Kao Weight to Red (100%) and Bottom Teeth to Ago Red (100%)