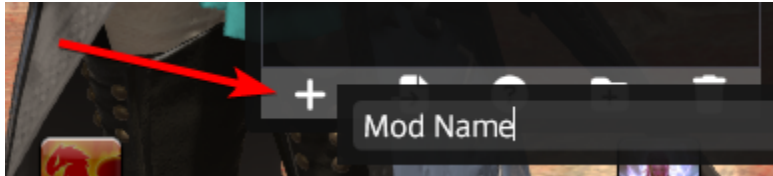


IF YOU ARE VIEWING THIS CONSIDER IT
BLANKET PERMISSION TO REPOST THIS GUIDE
ANYWHERE YOU PLEASE

For best viewing results, under the View menu, make sure 'Show Print Layout' is not enabled

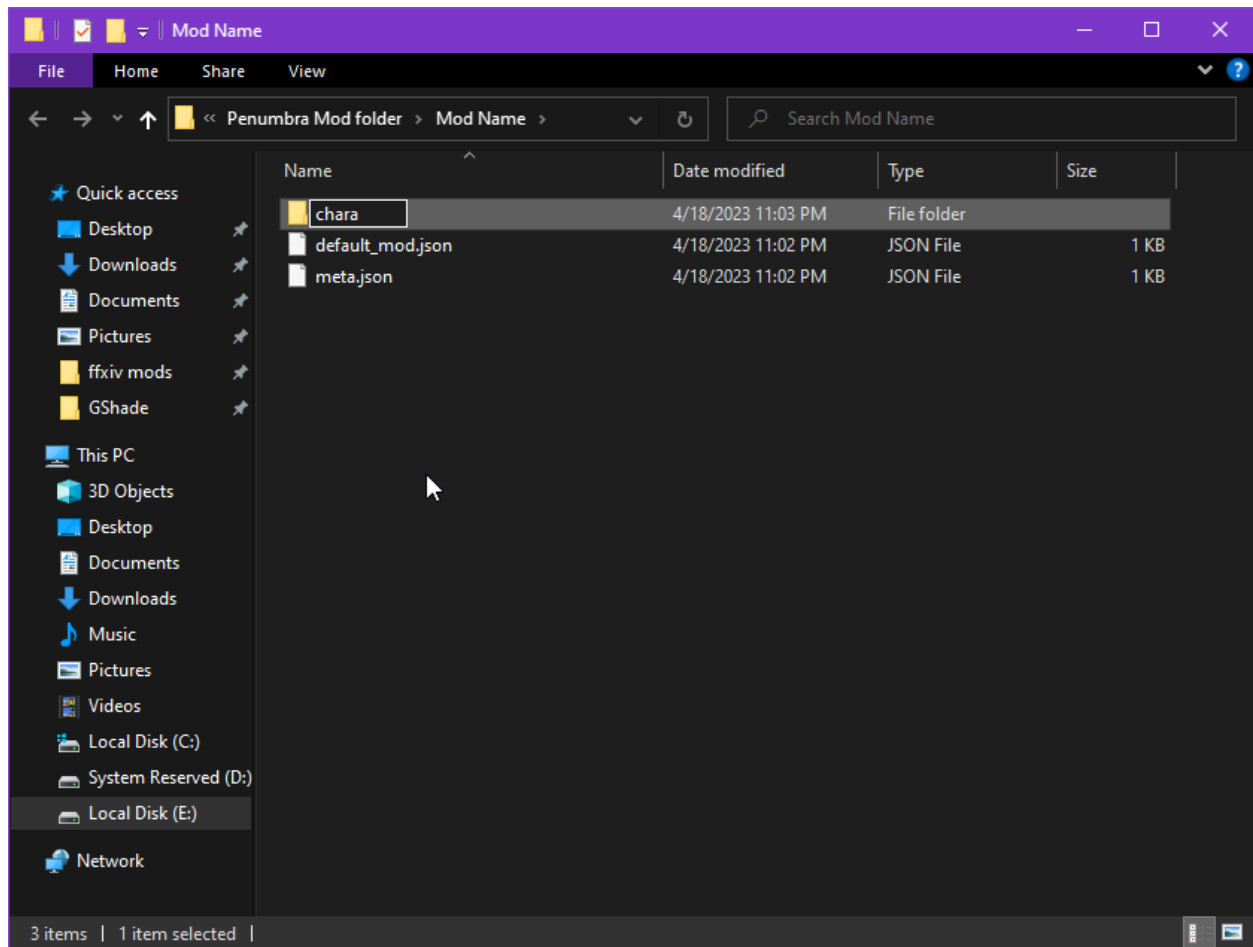
At the bottom of your Penumbra window click the **plus (+)** and type a name for your mod.



Select the mod in the mod list and click the '**Edit Mod**' tab, then '**Open Mod Directory**'



Create a folder in this folder and name it '**chara**' then you can close this window

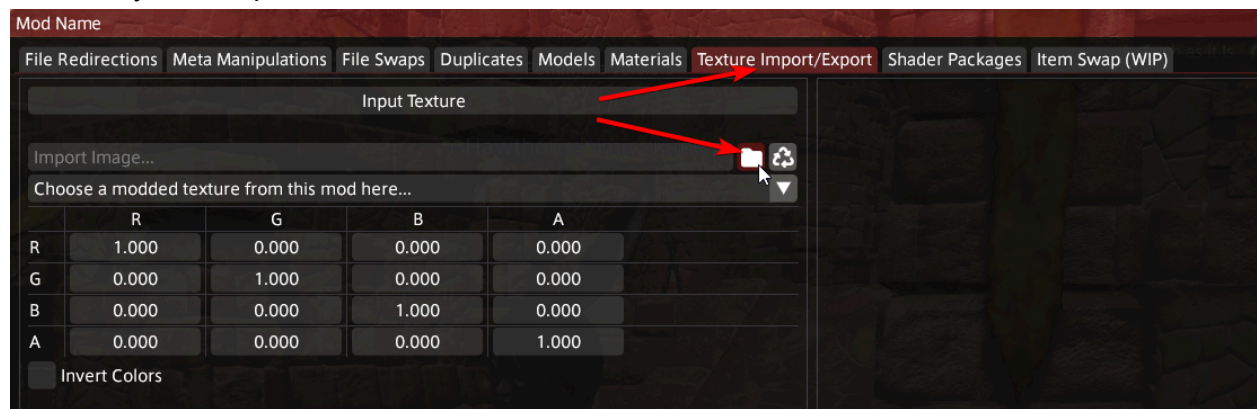


Click on the '**Advanced Editing**' tab, a new window will appear.

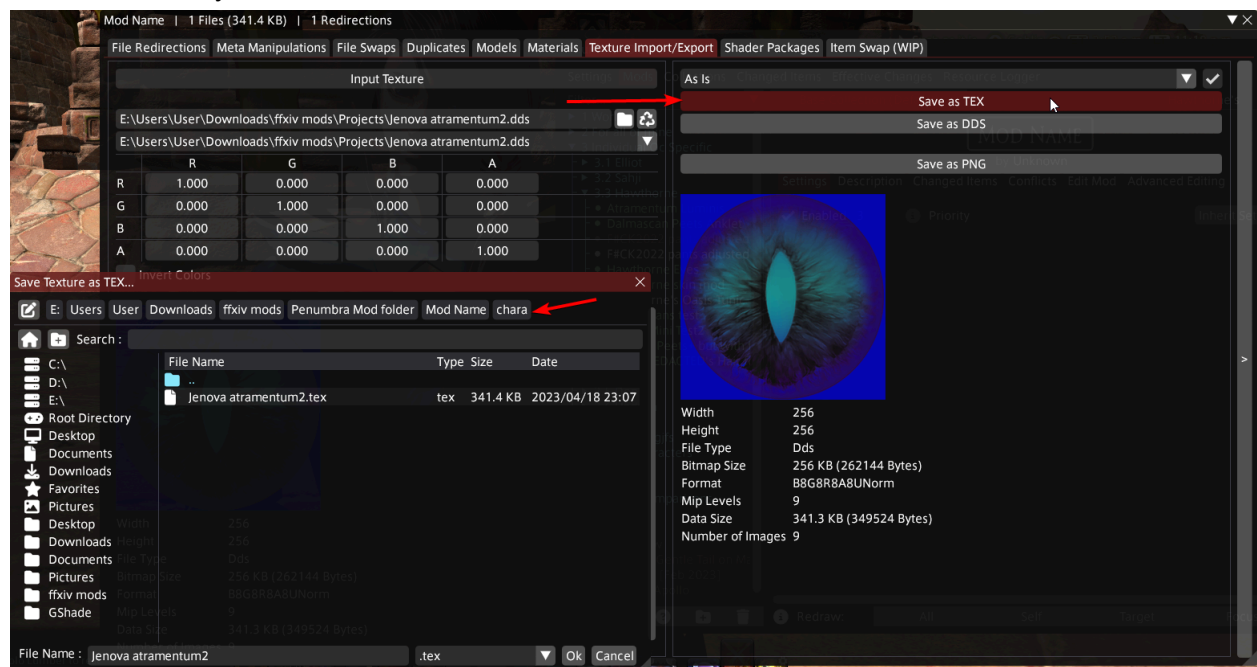


Click the '**Texture Import/Export**' tab, then click on the **folder icon** next to the box labeled 'Import Image'. Assuming you have the texture prepared already, navigate to where you have it

saved on your computer and select it

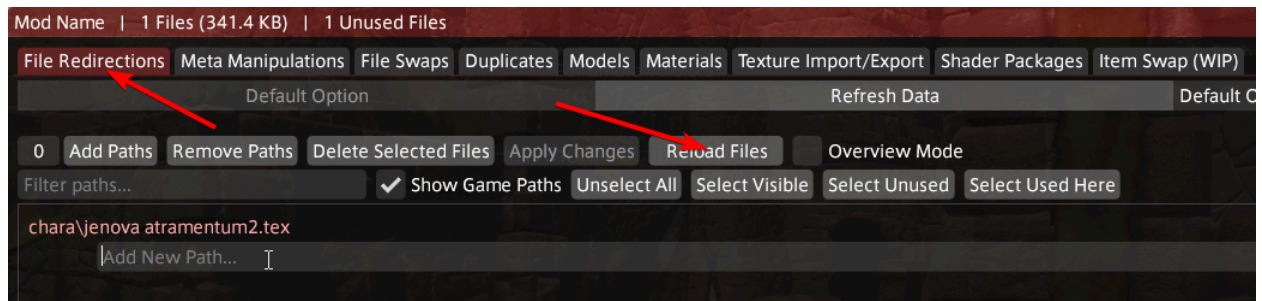


The texture will appear below and to the right with some information, just click **'Save as TEX'** then save it **INSIDE OF THE CHARA FOLDER YOU CREATED EARLIER**. You can give it whatever name you want/need



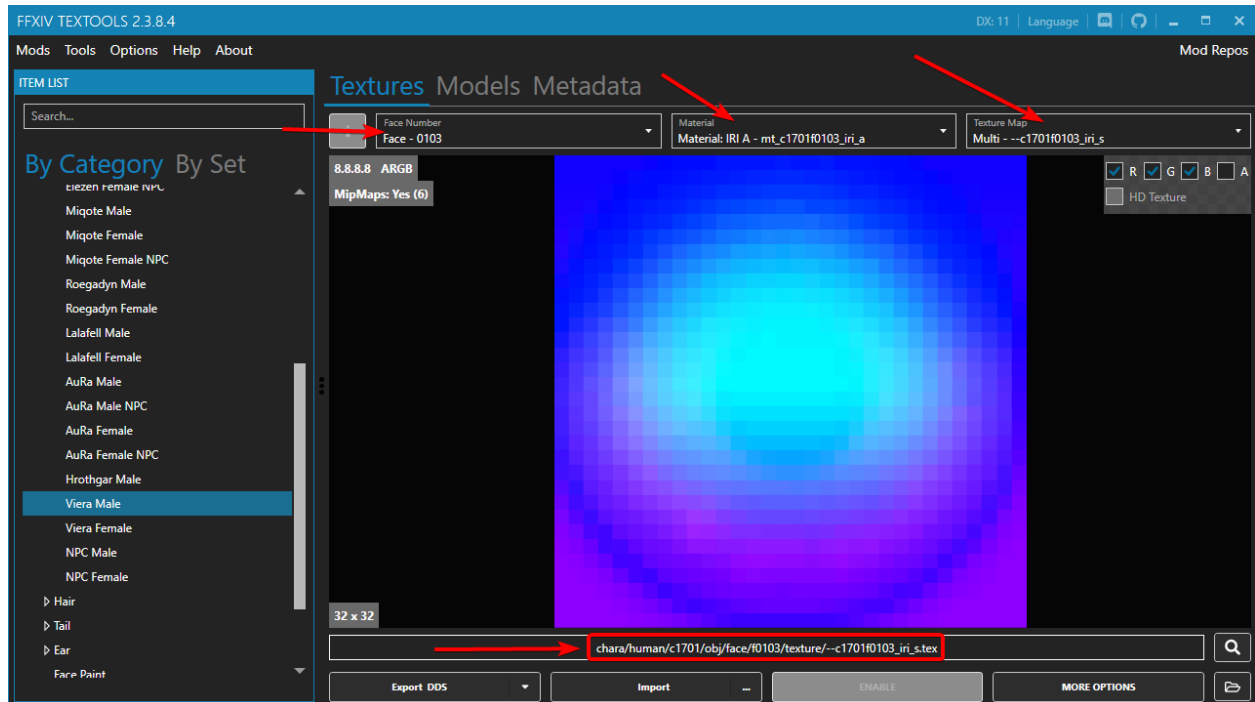
Click on the **'File Redirections'** tab, then click on **'Reload files'** and the texture you just saved will appear in the list below. You now need to input the file path to the texture that this will

replace



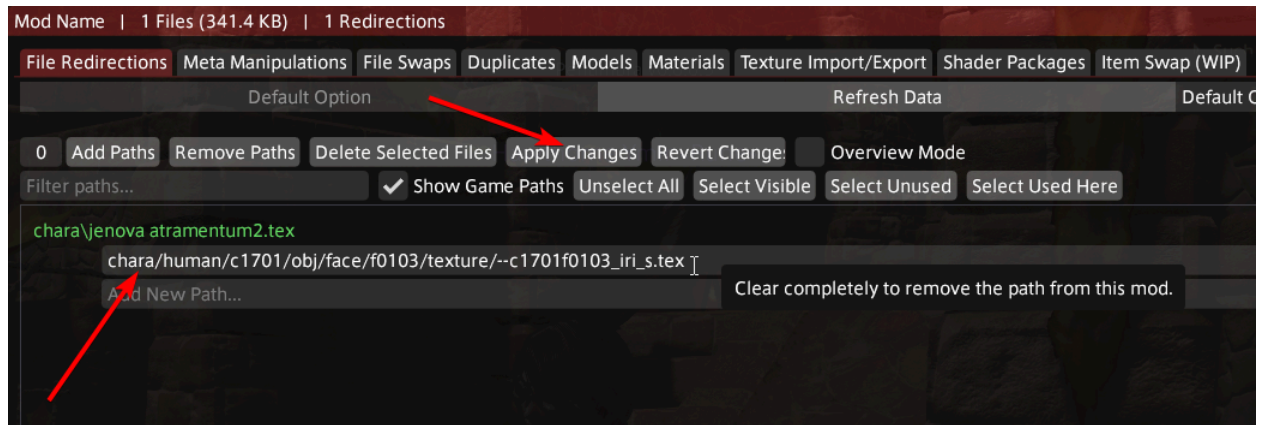
To *find* this texture path you can open up Texttools and navigate to the thing that you are creating a replacement for, then copy the file path at the bottom.

(For the purposes of this example, this is an eye texture, and Hawthorne is a Veena Viera with face 3, so I would select: **Character** -> **Face** -> **Viera Male** in the list, then select **Face 103** in the first drop down, **Material Iri A** in the second drop down, and **Multi** in the third. With the proper file selected, I can now copy the path that shows in the bottom box)



(An easier(?) way is to go through the [texture path questionnaire on the Penumbra guide](#))

Paste this file path into the box underneath your inputted texture. Hit enter. The name will turn green and the buttons at the top will change. Click **'Apply Changes'**



Make sure that the mod is enabled and with the correct priority/in the correct collection, then click **'Redraw Self'** (or type `/penumbra redraw self`)



You are done!