

Introduction

NOTICE: This guide assumes basic familiarity with the Blender program. If you do not know how to use Blender at all, please start with some tutorials until you can at least use the interface and know how to grab / scale / rotate stuff.

It also assumes some basic familiarity with FF modding itself. You should know how to import/export things into TexTools.

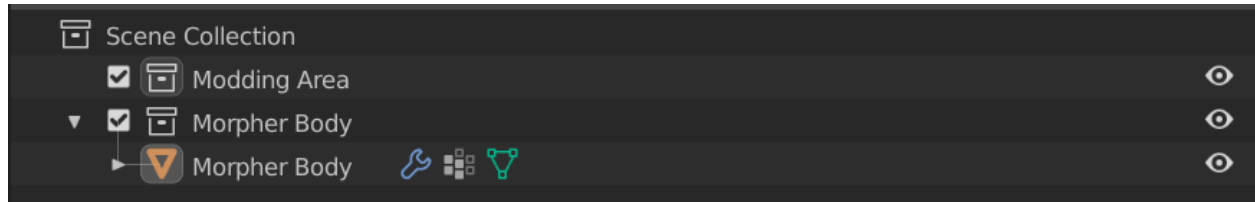
Using the Blender TB 2.0 Modder's Kit is pretty straightforward. If you didn't already download it, it can be found here

<https://drive.google.com/file/d/18TJdsdgFXyGEwiQseGP-cgqieFTtb040/view?usp=sharing>

VERSION UPDATE: After receiving some bug reports and working with it, I've rebuilt things from the ground up. Some of the locations of things will be changing, but the basic process is the same.

Getting Started

Once you open the Blender File, you'll notice two collections



Modding Area is where you should put the clothing item you are trying to mod. Import your .fbx file while this collection is highlighted.

Morpher Body is where the morphing body is stored. *Do not edit* this at all. (This piece is only used to morph your clothing and will not work with TexTools or FF14.)

The blender files in the subdirectories store the individual body pieces you may want to help create gear. You can pull these into your armature later as you produce your gear. The best way to do this is to just open a second Blender window, open the file with the body you want, then copy parts out of it and paste it into your modding area.

 AndroFirm	File folder
 hrBody	File folder
 The Body 2.0	File folder
 TitanFirm M_M	File folder
 Blender FF14 Modding Kit - Mark 5.blend	Blender File
 Blender FF14 Modding Kit - Body 1.blend	Blender File
 Blender FF14 Modding Kit - Body 2.blend	Blender File
 Blender FF14 Modding Kit - Body 3.blend	Blender File
 Blender FF14 Modding Kit - Body 4.blend	Blender File
 Blender FF14 Modding Kit - Body 5.blend	Blender File

You may also note that the body parts are bright Magenta. This is fine, this is not how it will look in game. This is simply Blender not having all the texture files in the same directory to actually shade the body, but finding clipping and working with it is much easier like this.

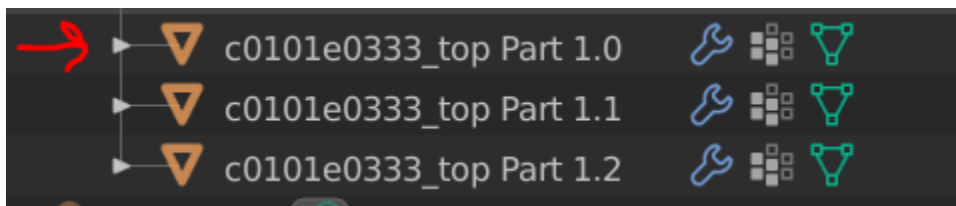
To start, Import your gear you want to work on into the **Modding Area** collection. Since we're assuming you're going to be switching bodies around, delete all parts that deal with body or body hair, you can get those out of the other included .blend files later.

Decide What Will Morph

Now that you're looking at your pieces of clothing, you've got a couple options to take. Your first option is to let everything shift as the body does. This is usually fine for any piece of gear that's self contained within its area.

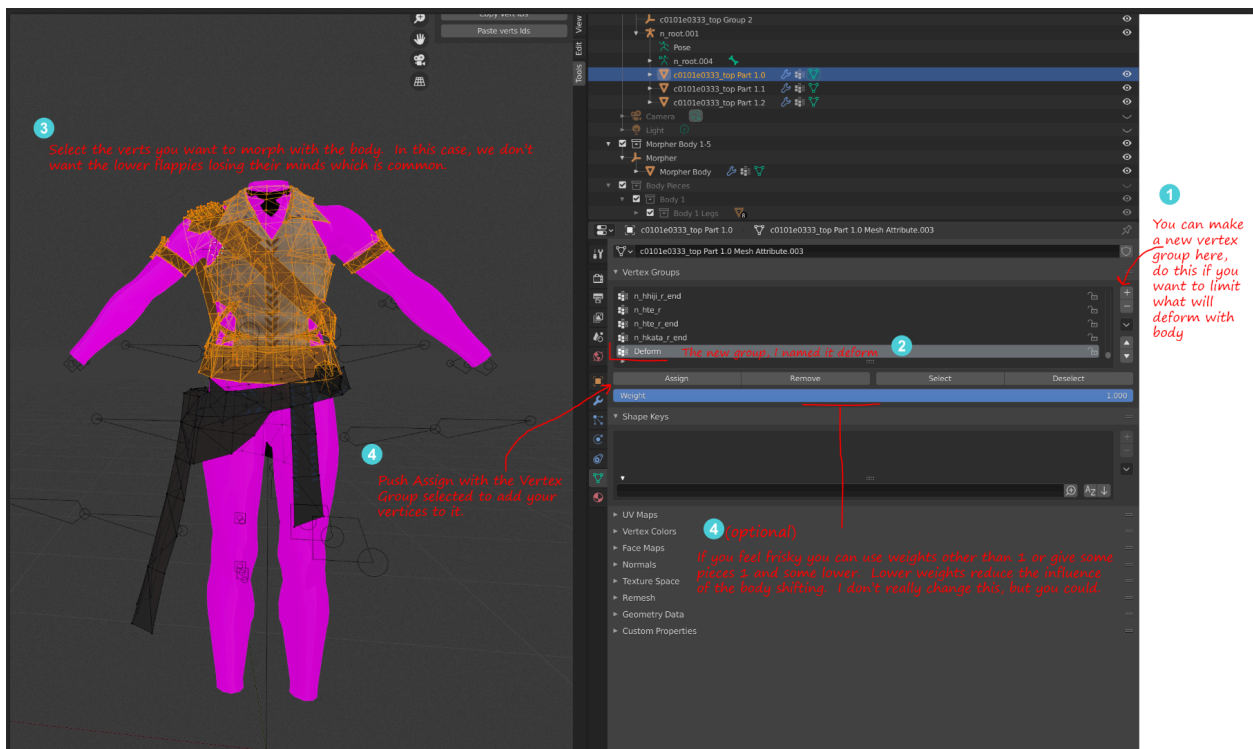
Your second option is to limit what will be deformed using a Vertex Group. This is good for any piece that involves parts that go outside the normal bounds of the body part. So a chestpiece with a dangling flap, for instance.

Start with the first part of your clothing/gear:



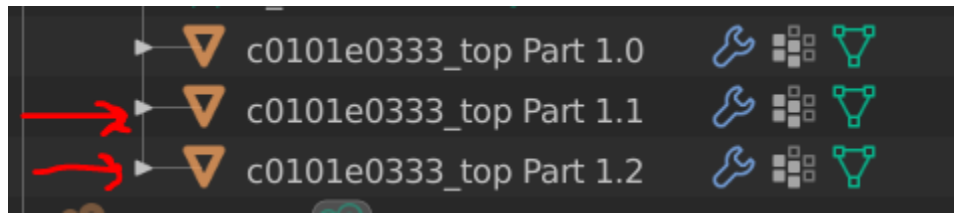
VERSION UPDATE NOTE: The morphing body looks more like blue play-doh now instead of magenta, but I'm not going to update the images because they're still right otherwise.

For this and all other images with small text, I've included a link below where you can get a bigger image.



<https://drive.google.com/file/d/1CqGRipU37awYLPYmCJII4VuxcLv1gTCO/view>

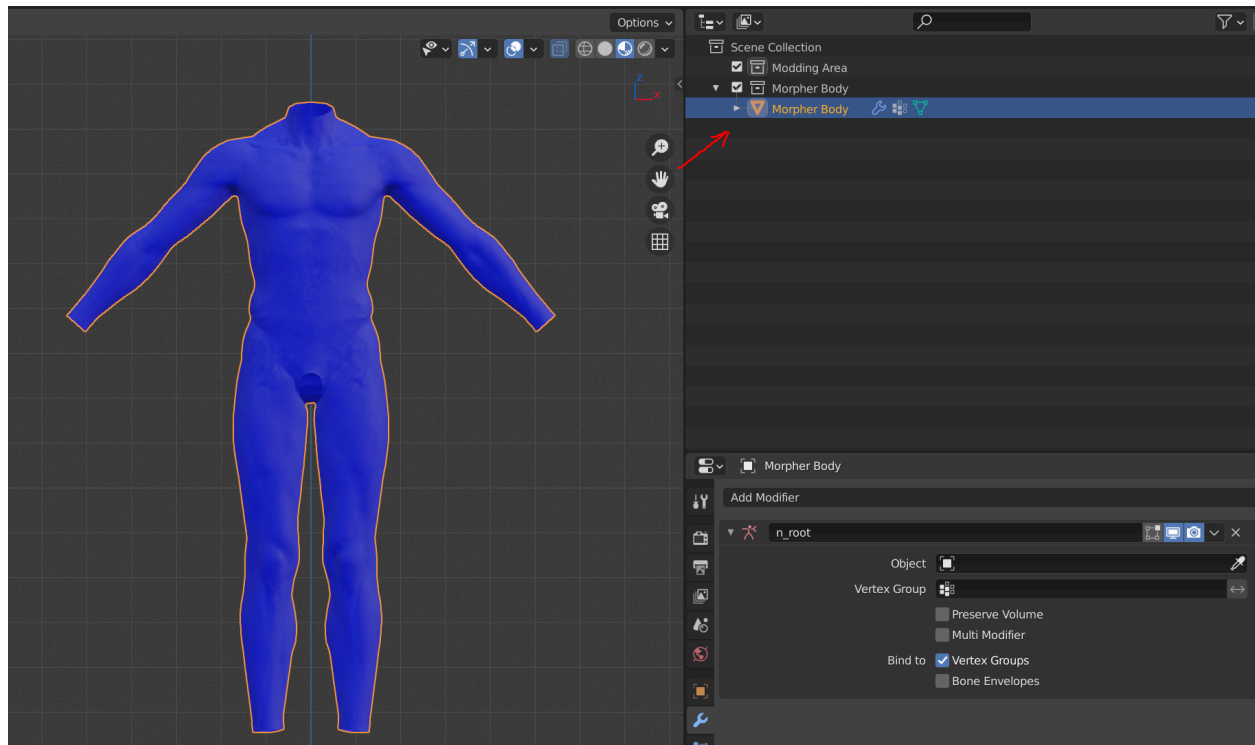
Repeat this process on all parts of your clothing/gear until they are done.

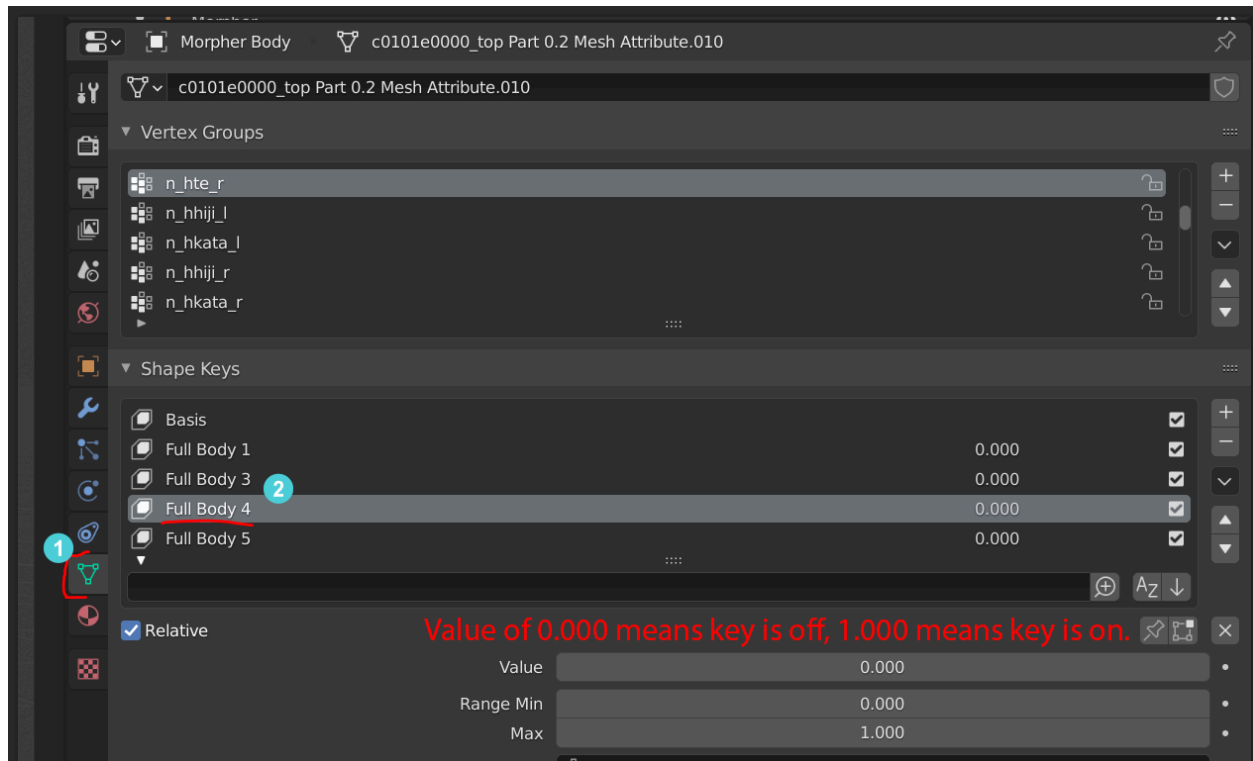


Body Check

Before we set things up to morph, it's important that the Morpher Body be changed to the body type currently matching the clothes. For Vanilla pieces of gear, this is Body Type 1. For The Body 1.5, it is closest to Body Type 2. If this is an already converted piece of gear that you're adding more options to, it might be something else.

By default on first open, the Modder's Kit starts at Body Type 2. If you need something different, go find the **Morpher Body** part inside the Morpher **Body** collection.

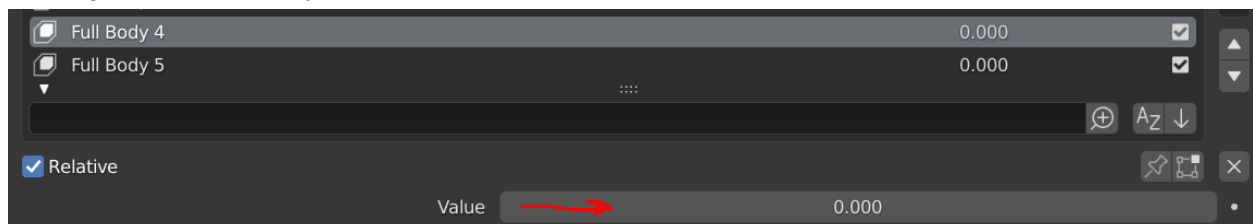




In order to change which Body Type is displayed, we need to use things called **Shape Keys**. **Shape Keys** are what Blender calls morphs.

In the **Shape Keys** section of the **Vertex Group** tab (the green triangle), you'll want to look at the 4 Shape Keys titled 'Full Body 1/3/4/5'. There is no Full Body 2 because that is the base / standard of this kit. If all Shape Keys are inactive, you are at Body Type 2. A shape key can have a value between 0.000 and 1.000, which tells you how morphed you are towards that target. So if Full Body 4 was at 0.500, you would be halfway between Body 2 and Body 4. For modding, we do not care about any values except 0.000 (not morphed) and 1.000 (fully morphed).

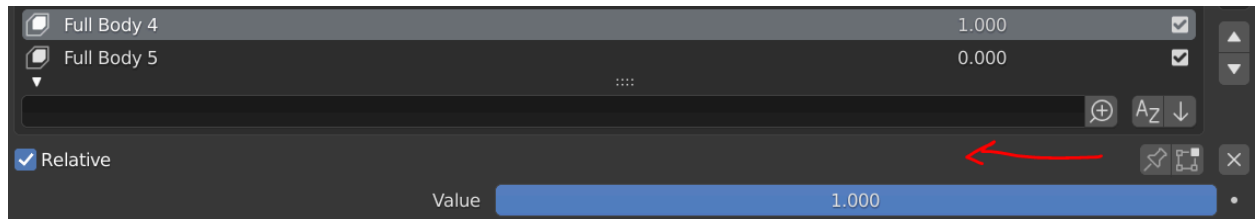
Turning on a Shape Key



To switch bodies, click on the shape key numbered with the body type you want to go to, then click on the Value box and drag rightwards to change the Value of the key from 0.000 to 1.000.

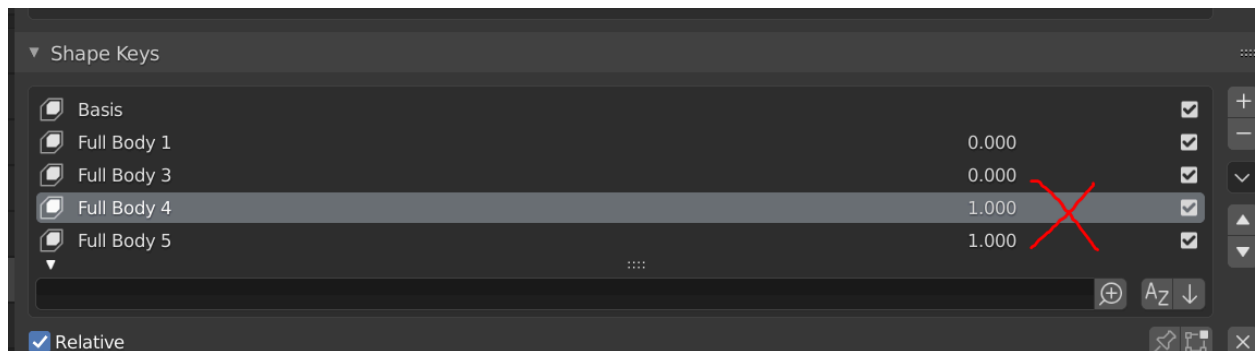
To return back to Body Type 2, simply click again and drag leftwards to get 1.000 to 0.000. If clicking and dragging gives you trouble, you can also type in the value manually.

Turning off a Shape Key



DO NOT HAVE MORE THAN ONE BODY KEY ACTIVE.

It doesn't break Blender or anything, but you will not be at a correct body



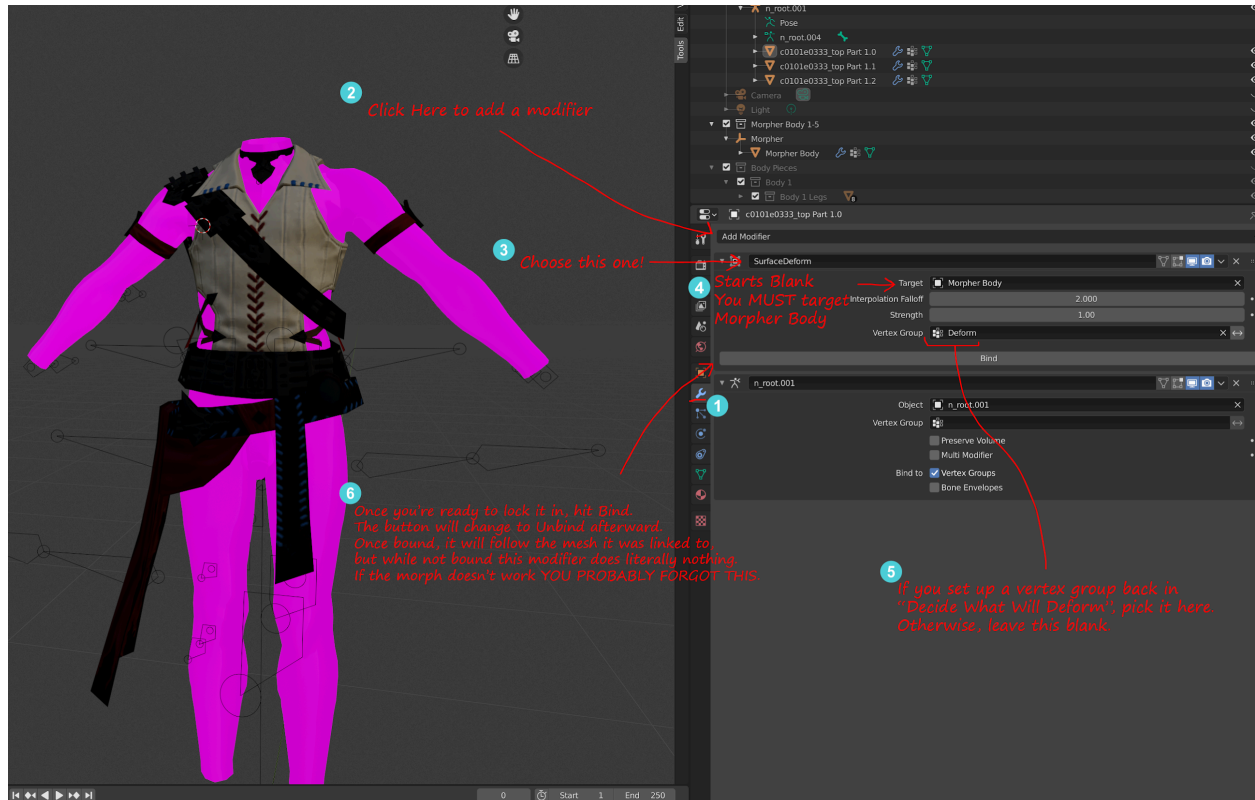


This body is bad, and will not be useful to you in any way.

Setup Surface Deform Modifier

After you've decided on how much of the clothing should deform, you will need to go to the modifier (wrench) tab for each piece, and add a SurfaceDeform modifier.

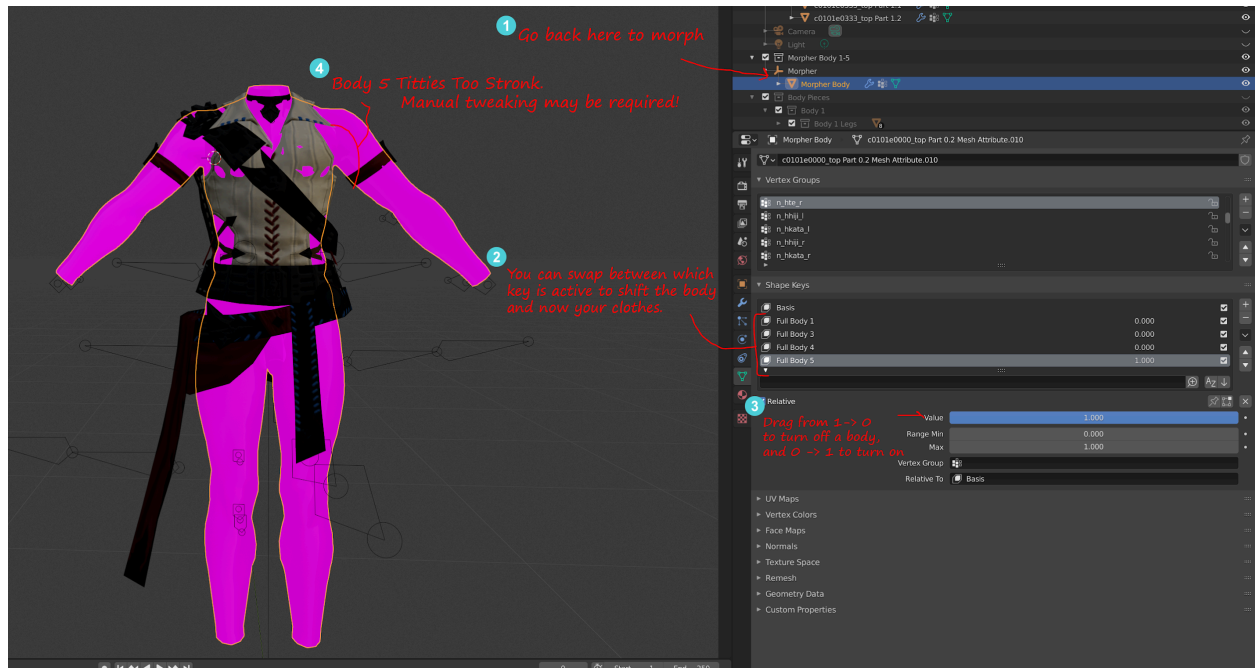
Again, every piece that is going to morph with the body needs this modifier.



<https://drive.google.com/file/d/11D8JBh2mbo2xH6jD1Q-9bo4KtaY1ipiT/view?usp=sharing>

Perform your Morph

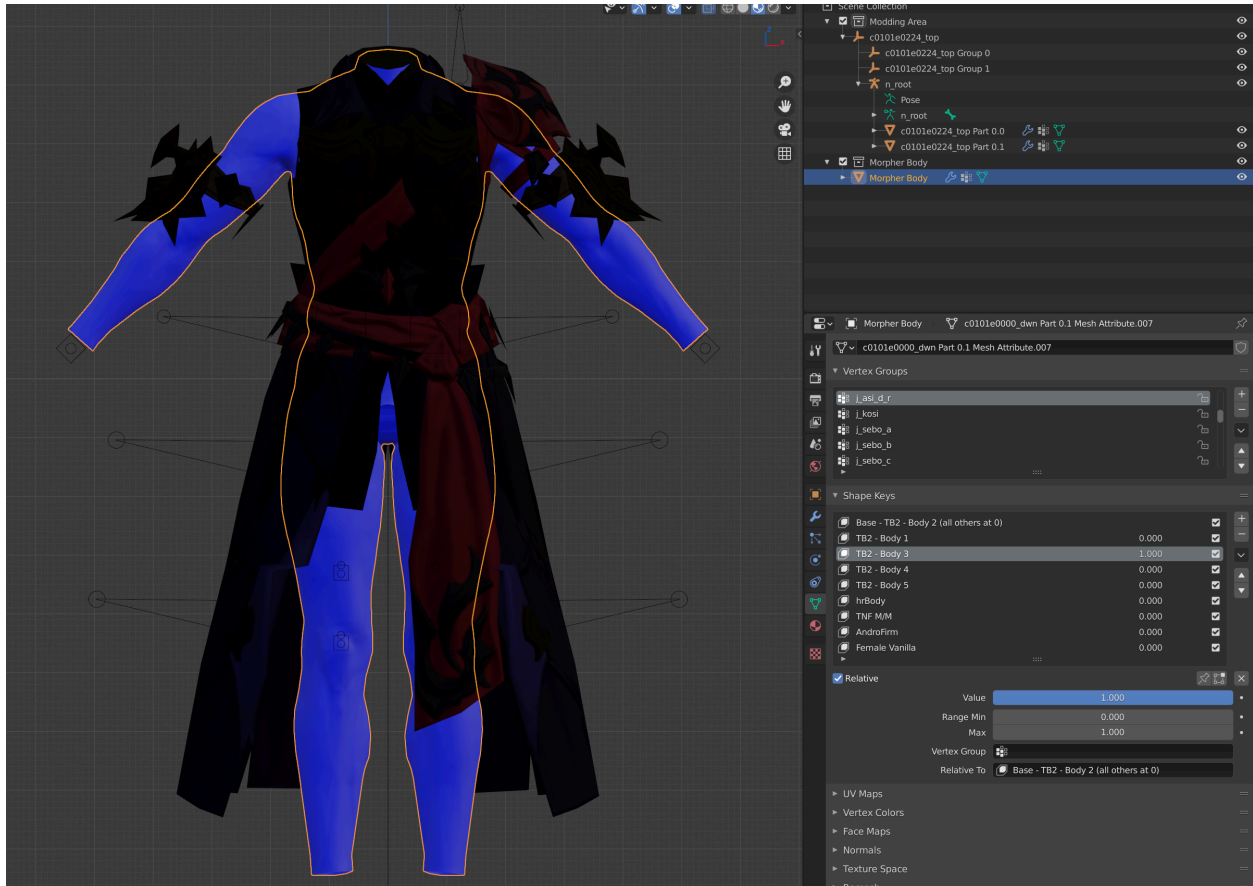
Now that you're all set up, head back to the Morpher Body and use the morphs to change things!



<https://drive.google.com/file/d/1xIRQc5cPqcy55z6RPae63Oy266po141d/view?usp=sharing>

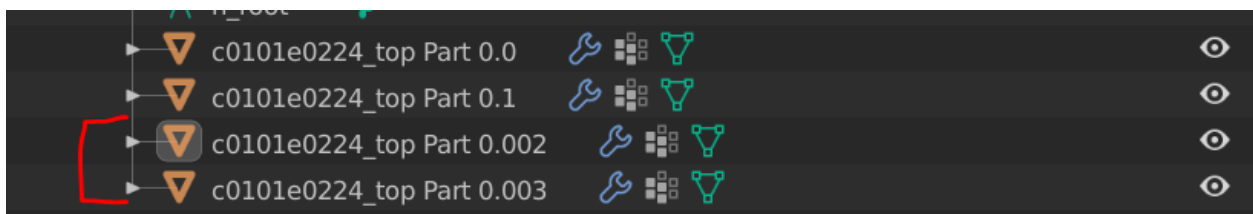
But I Want to Morph To Multiple Bodies

I've told you how to morph once, but if you're trying to do a release with all 5 bodies in TB2.0, you might need more than that.

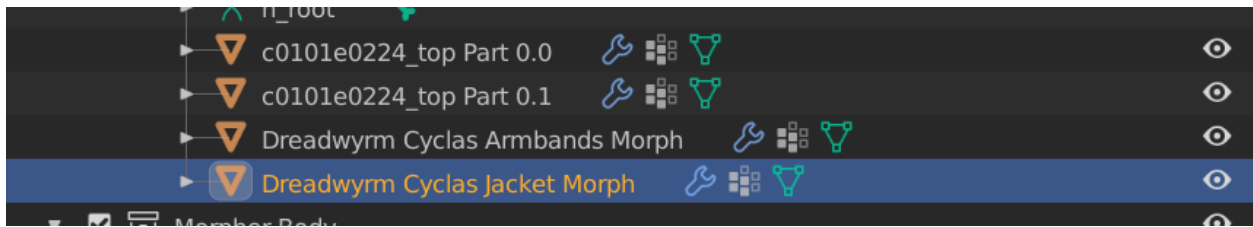


I'm at body 3, but what about 4, 5, and 1?

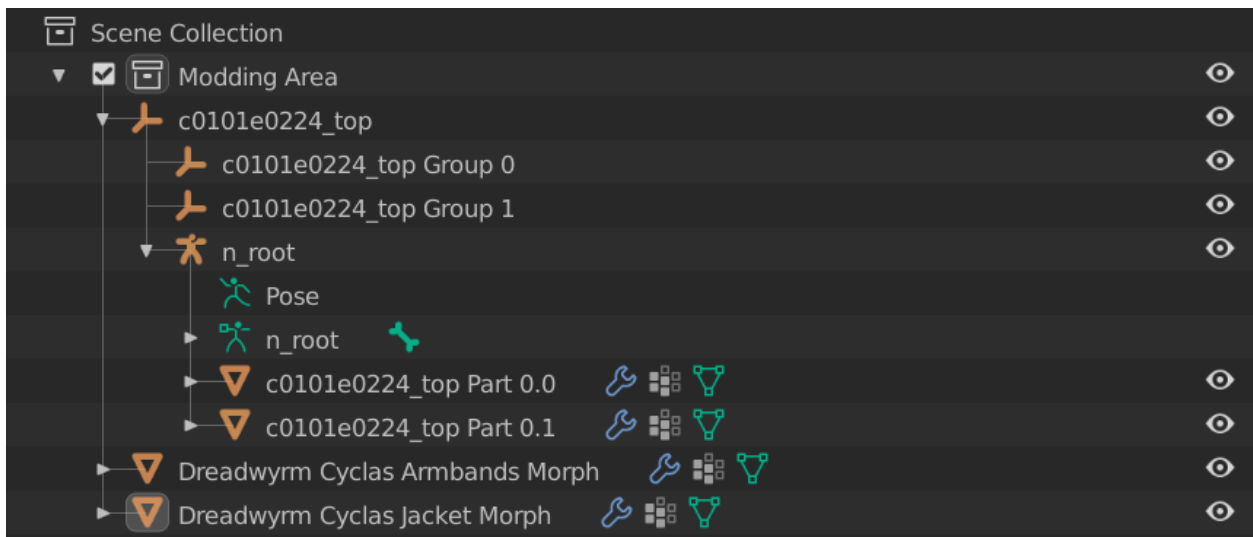
In this case, what you want to do is to take your parts with the SurfaceDeform on them, and duplicate them. Be careful when you do, the part naming will get funny. You can duplicate by selecting both parts in the list and using Shift-D to duplicate (if it doesn't duplicate, hover your cursor over the main view area first and try again). Once you have your duplicates, right click to let them snap back to exactly where they were.



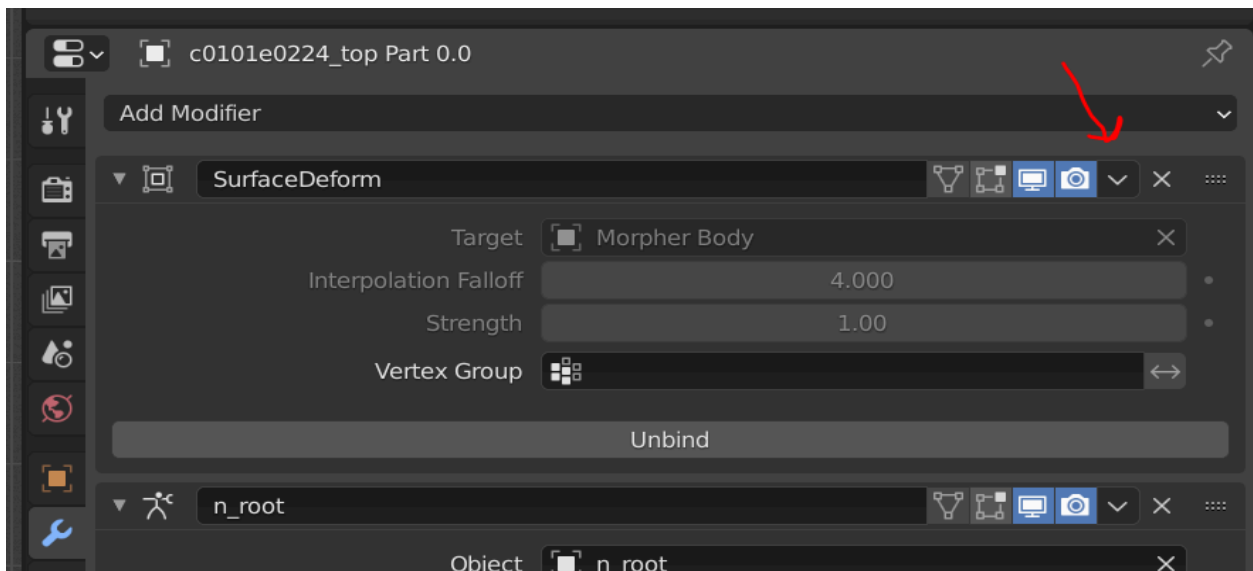
Let's rename these to note they're going to be our morphing parts.



Now we're going to move them out of the armature and out of the way. With both of them selected, drag them to **Modding Area** while holding SHIFT + ALT. If you forget to hold ALT, your clothes will fall over. Just undo and try that again.



Now that you've got your spares, you can go to the parts still there, and go to the Modifiers section (the wrench)

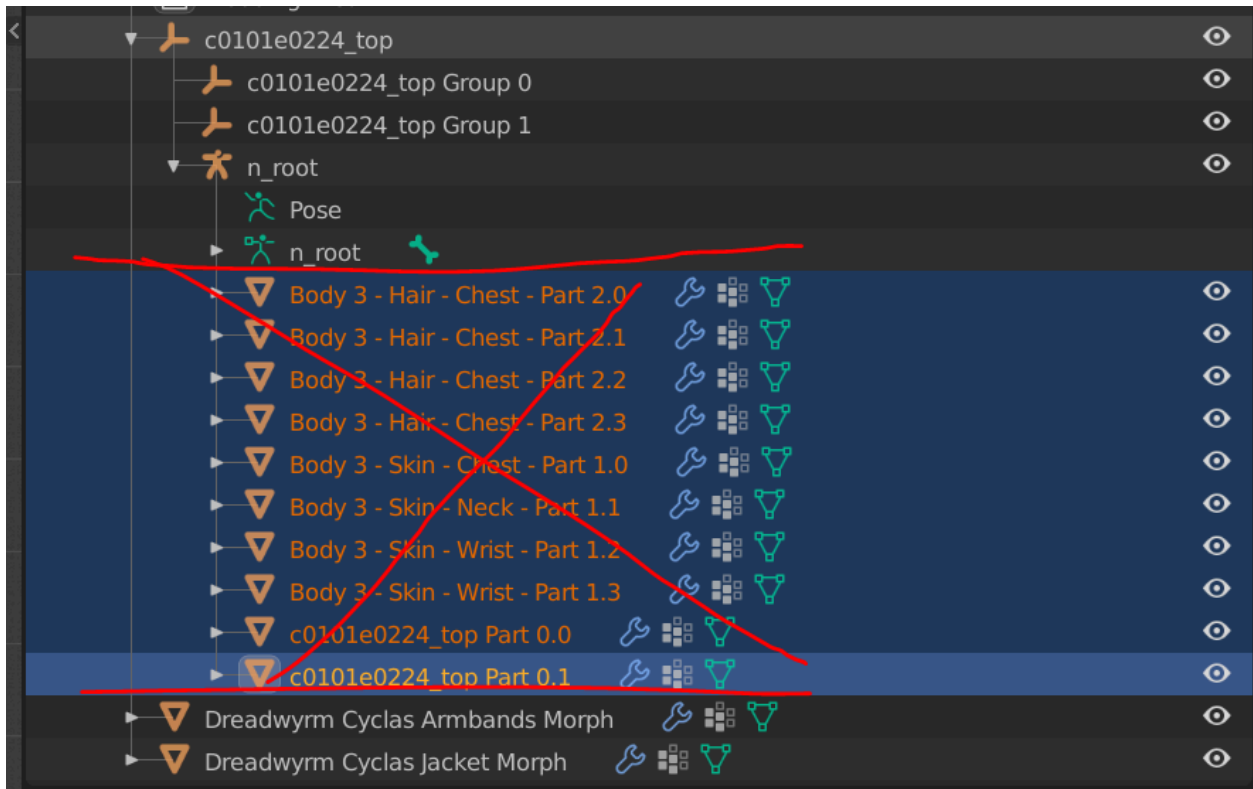


Click that little dropdown arrow and then hit **Apply**. Repeat that for any other parts. This will finalize the morph on them and you can hide all the morphing parts and can move to **Finish Up** section for that part. Come back here when you're ready to morph again.

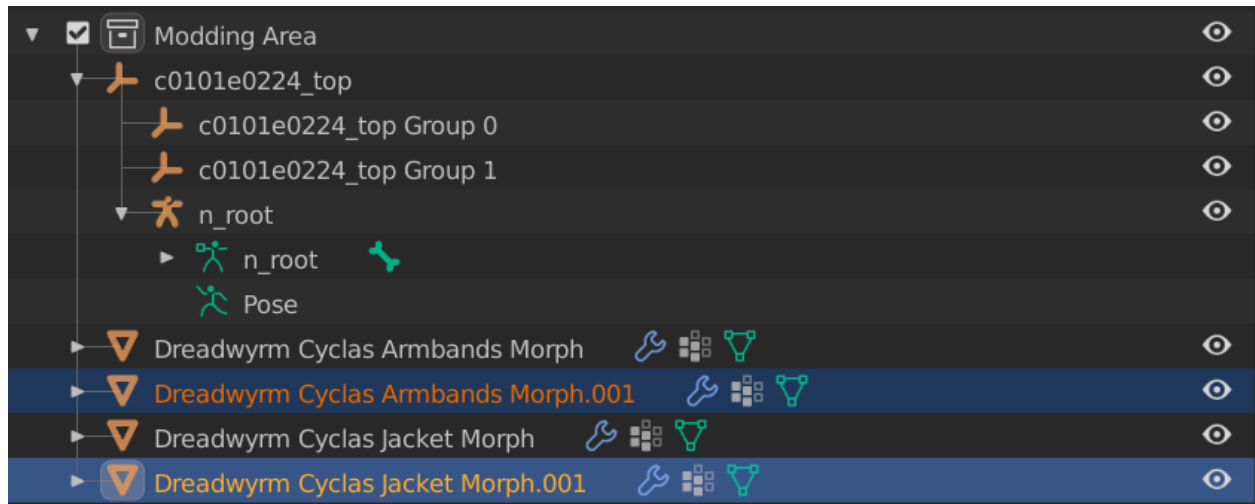
Once you're done with that particular body and have saved it off into its own file or exported it as a fbx (please make sure to save this somewhere so you don't lose it!), you can use the morpher again to switch to your next one like before



Then, delete the pieces on your armature (last reminder to have please saved them somewhere!), duplicate the pieces that are morphing again, and put the new pieces back on the armature.

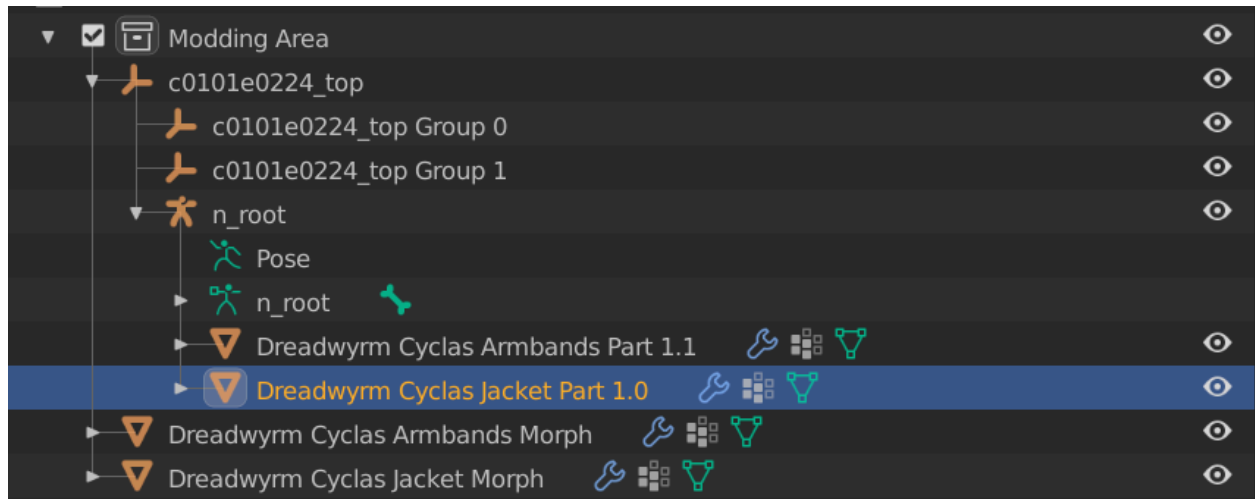


This is what should be deleted. Do not delete the Morphs below or the armature itself.



We've now duplicated them again.

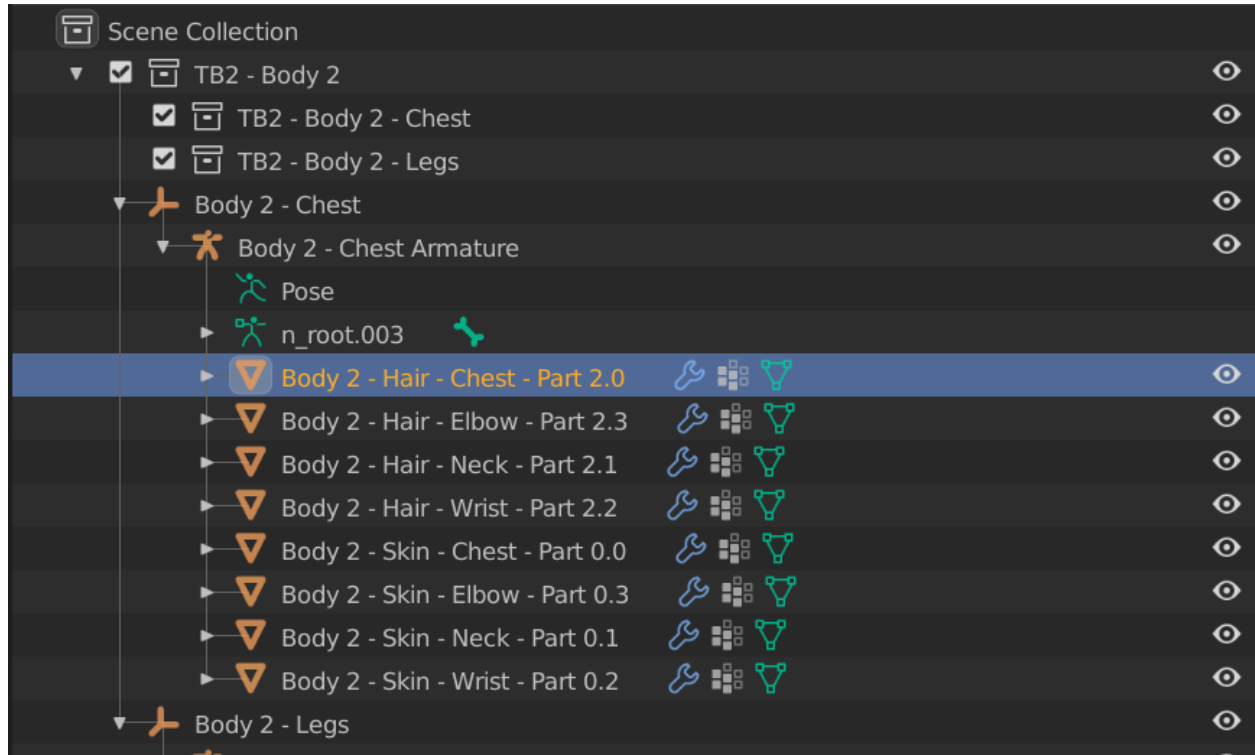
Put them on the armature now (remember, SHIFT + ALT as you drag them), and rename them.



Now you're ready to add a new body in and repeat the process.

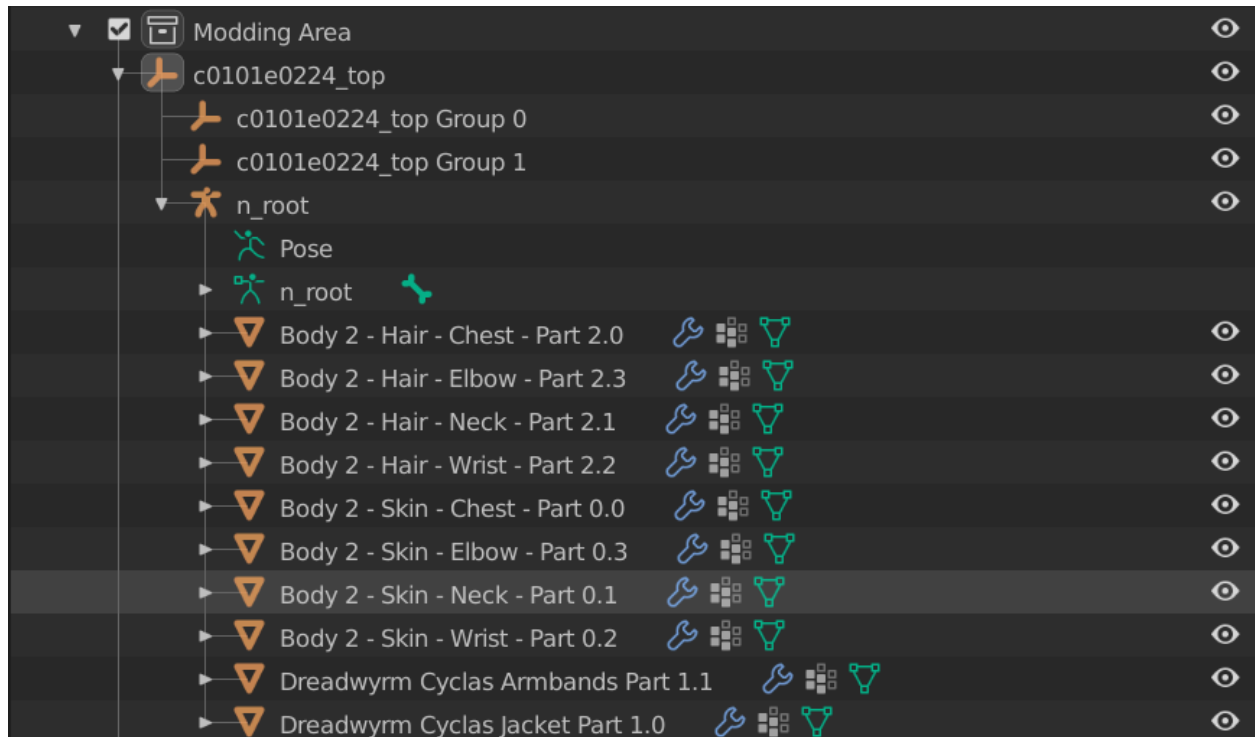
Finish Up

Now that you've performed the morph, you can pull in the body pieces you need from the blender files in the subdirectories, rename their parts as necessary, and perform any manual tweaking you want to do on the clothing in case of clipping problems. You may need to check the section below on body pieces falling over, as well.



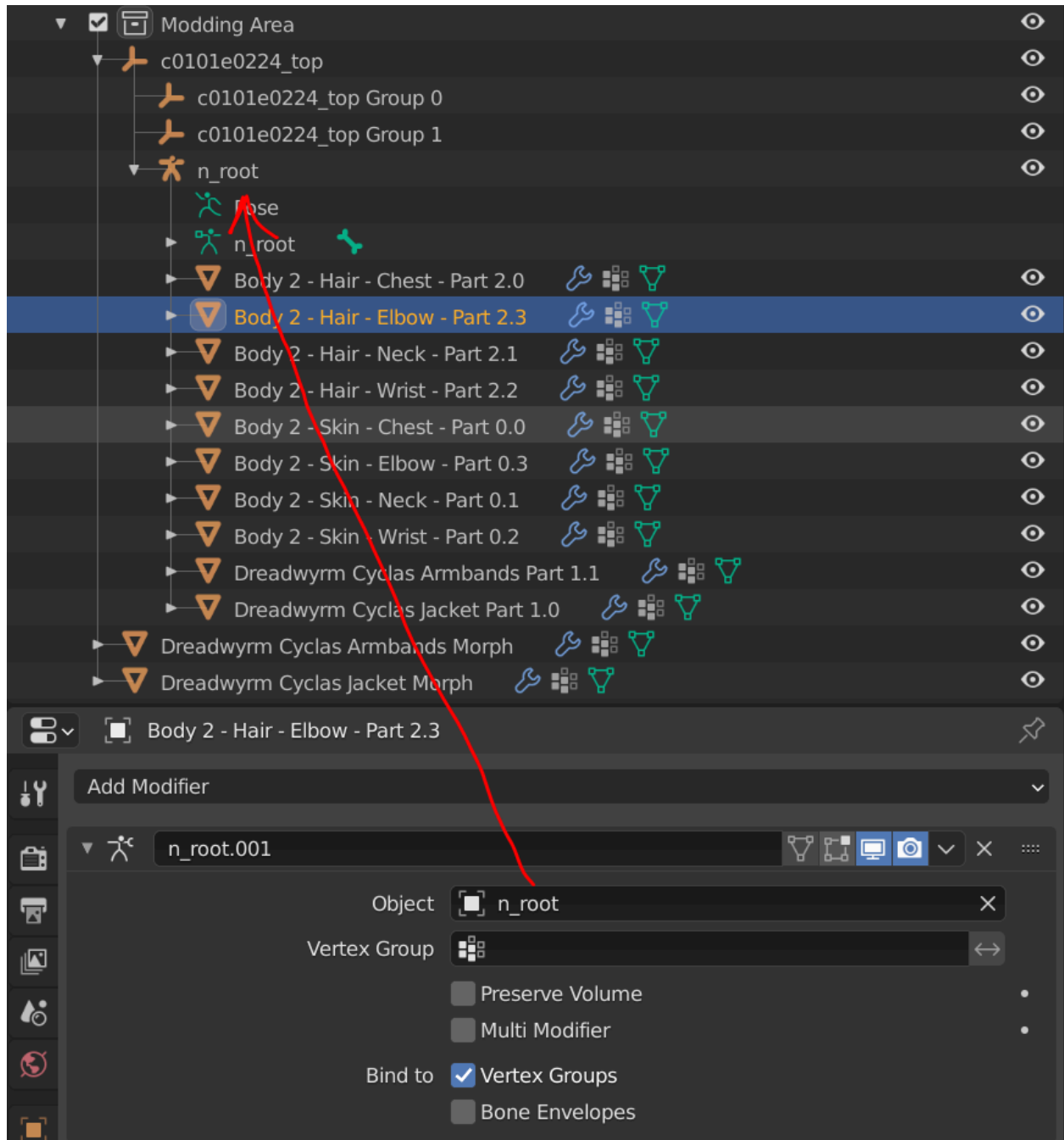
Example: If you want the Body 2 chest, you'd take these 8 pieces, copy them, and paste them in the other file. They will come along with their armature and probably fall over, I haven't figured out a way around that yet.

Place them on the other Armature with the clothing parts so it looks like this



Depending on the piece you're working with, they may need to be renamed.

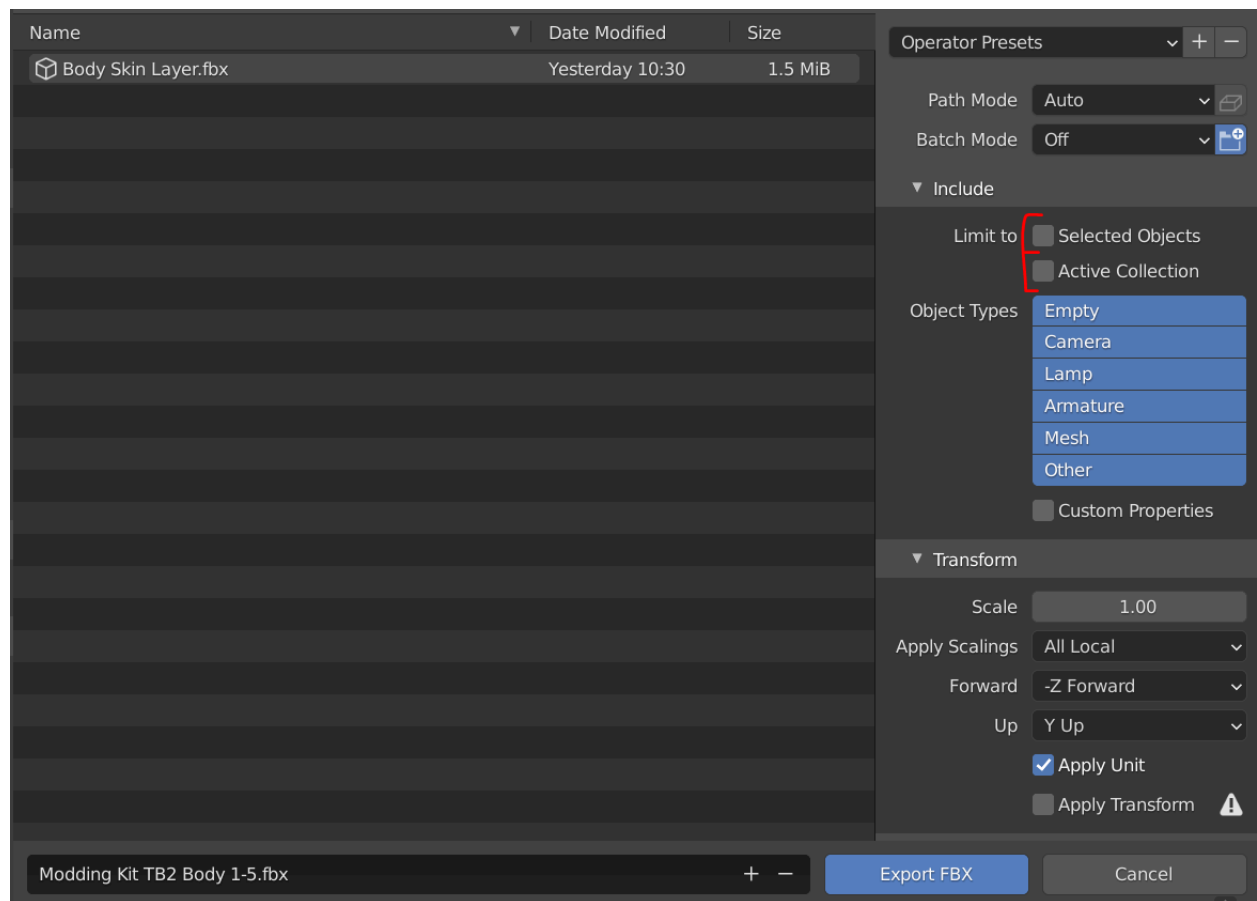
After you move them onto the armature, go to their modifiers section and make sure the armature modifier's object is set to the appropriate thing.



That Object field should match the armature it is inside of! Otherwise TT will say you have no skin.

Then once they're named properly, check your piece for any parts that are clipping, and fix them by whatever means you like. You may also need to reweight. This guide will not cover doing either of those things.

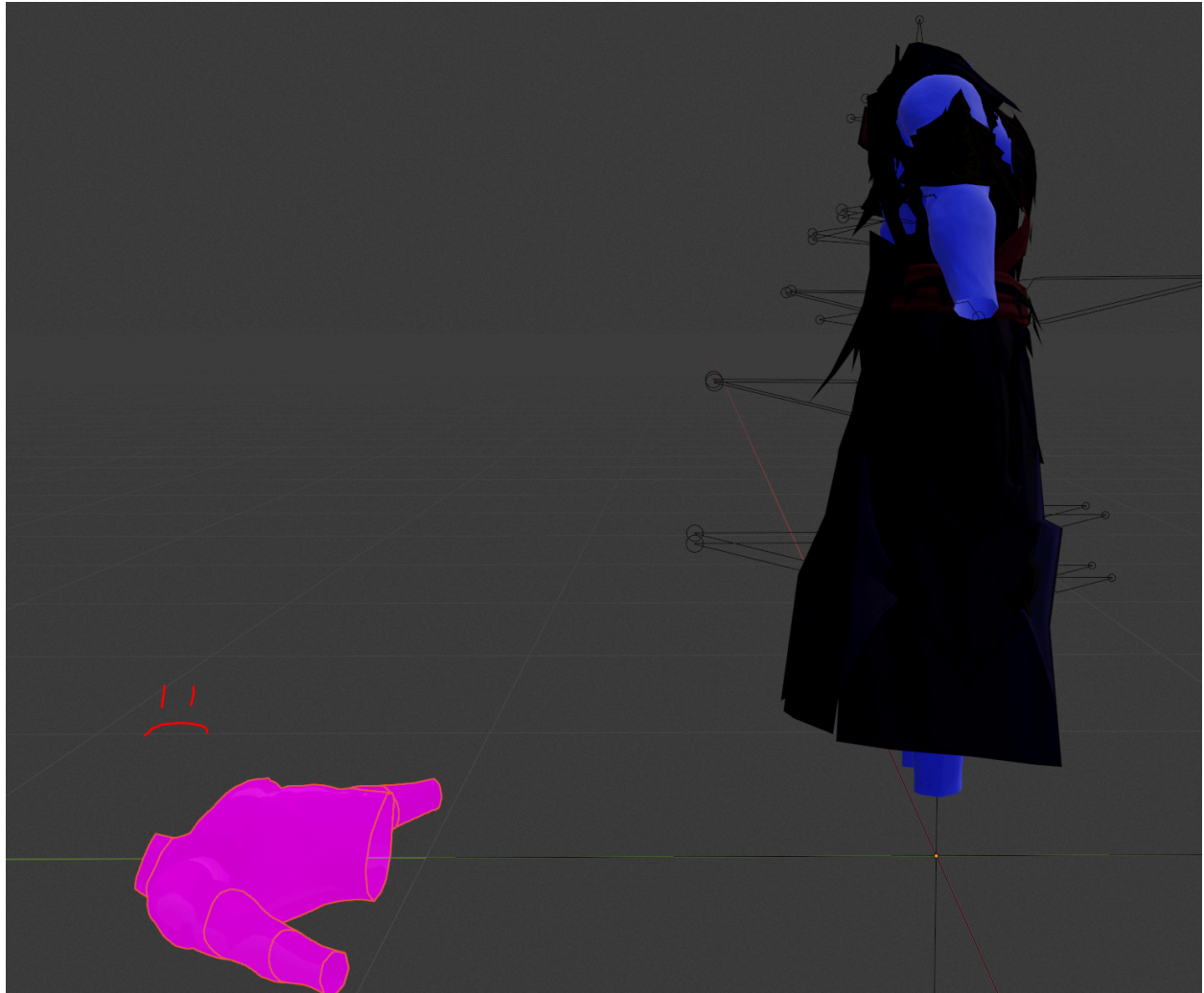
Finally, export the file to fbx (I recommend doing it by selection)



After exporting, continue morphing if you want more bodies, or be happy that you're done!

Help, Something Went Wrong!

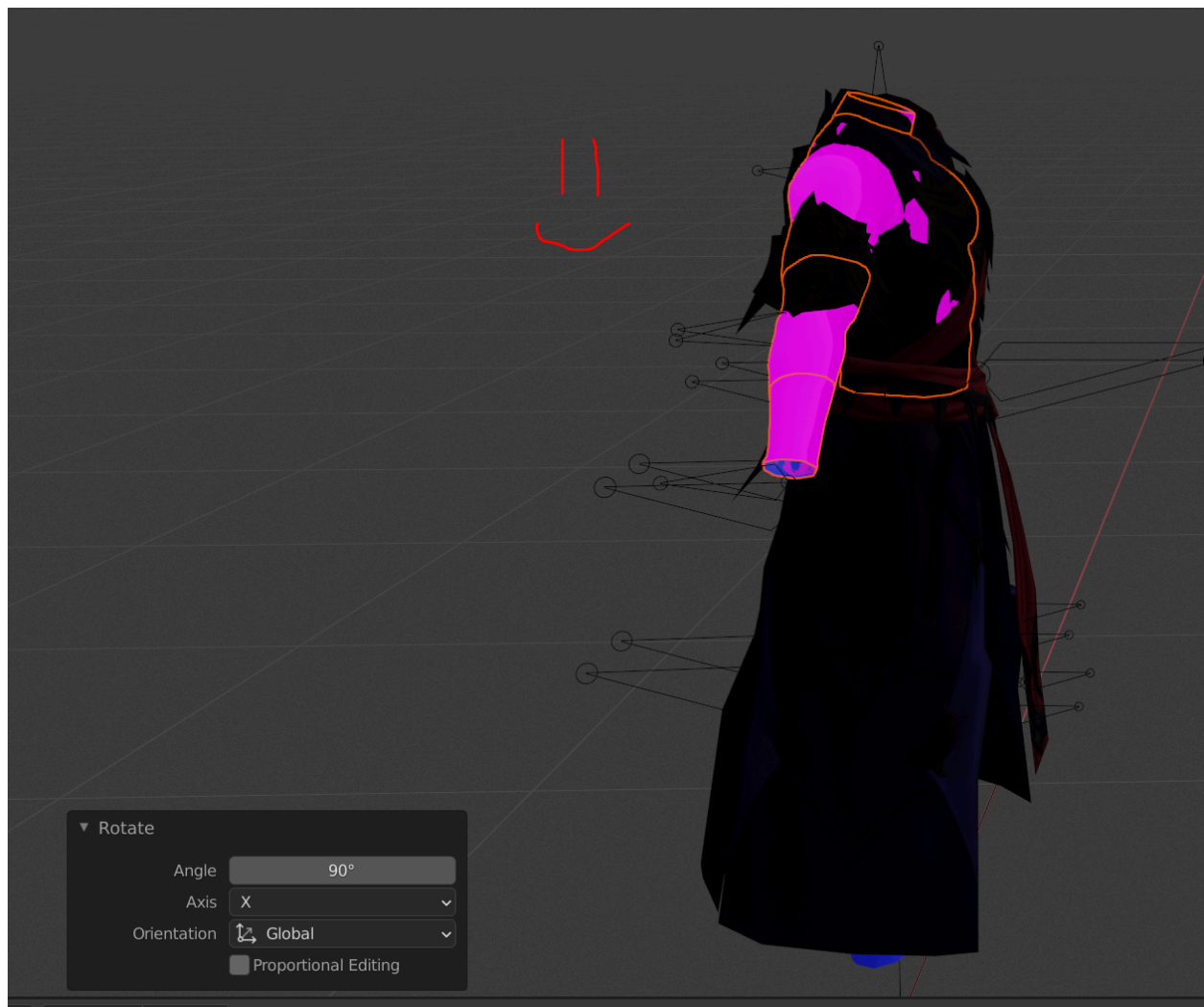
My clothes/body/etc fell over!



This is a common problem in Blender, when pieces separate from their armature they lose a transformation that makes them stand up. Do not panic, it is easily fixed. Select all the pieces involved in the list on the scene collection.



Go back into the viewport and rotate them along the X axis by 90 degrees.



After some trial and error, I've mostly decided that anything wrong besides the above is often wrong with the actual morphing body itself. Please reach out to me directly in DMs and let me know what problems you're having, and I'll try to fix it with a version upgrade of the kit.

Final Comments

If you're having trouble following this guide, I'm generally happy to walk you through one of the steps in more detail, and please let me know suggestions for improvement. Again, though, this guide is NOT intended to be a complete beginner's guide to modding, please go through some tutorials on basic Blender interactions and FF modding first.