First things first, download Unity Hub here: https://unity.com/download

From here, download Unity version 2022.3.49f1.

For this process, we'll also need AssetStudioMod, AssetRipper, and Better FBX Importer (optional but recommended):
https://github.com/astro75/AssetStudioMod
https://github.com/AssetRipper/AssetRipper
https://superhivemarket.com/products/better-fbx-importer--exporter (Although I'm sure you can find a free download somewhere)

You'll need to get the bundles for the desired character(s) from AssetStudio before we run them through AssetRipper. I have a list here documenting the character IDs for most characters.

For example, WuTian is Kumi Katayama. WuTian03 is her default model. When you find a mesh labeled with WuTian03 in it, right click on the asset and click on the option to open the folder where the bundle holding the mesh resides.

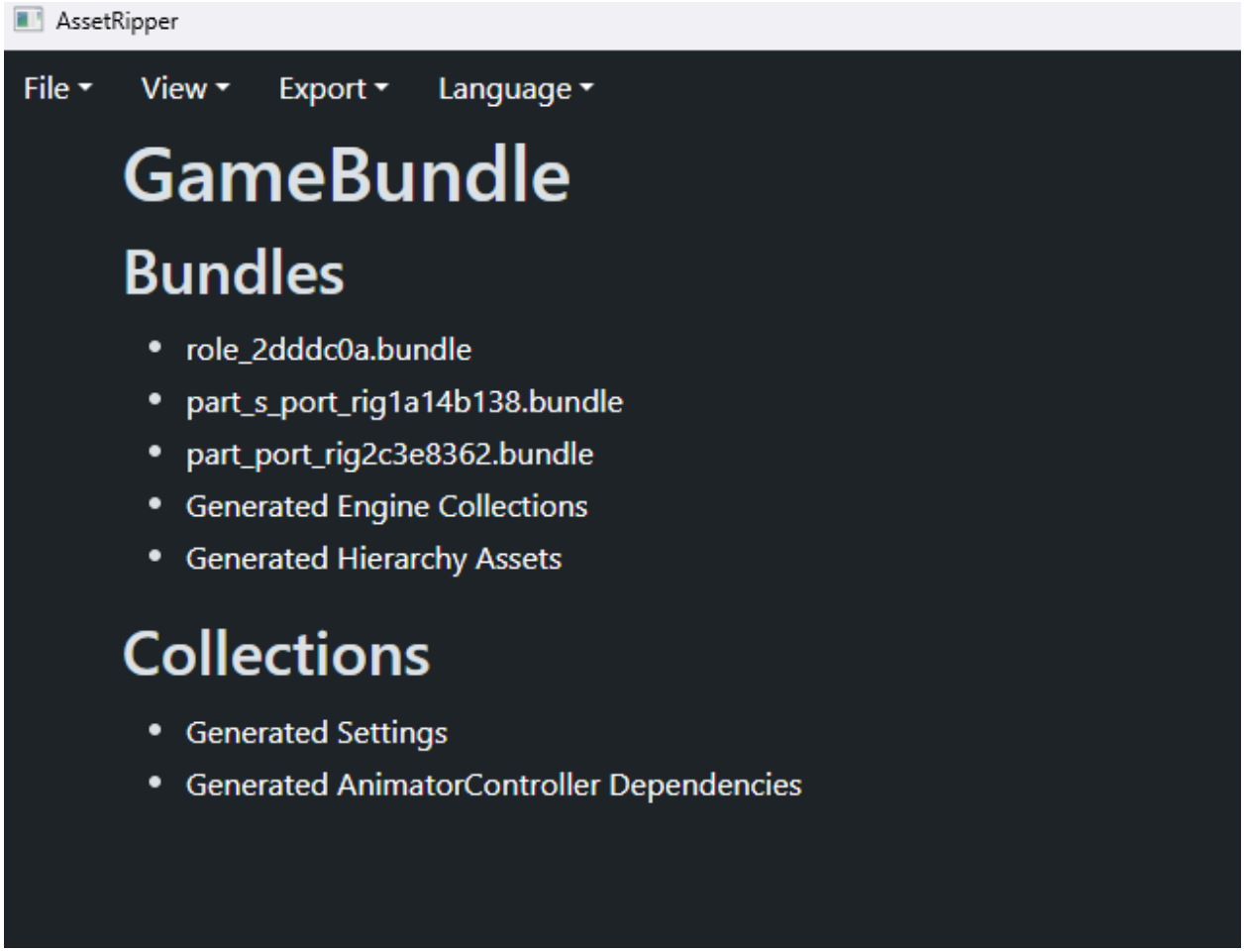
For her rig, it should simply be named 'n_WuTian03' in the asset list. Rigs that aren't Phantom Idols or party members follow this naming convention of '(what kind of model)_ (internal id)'. Party members and phantom idols usually are labeled as '(internal id)_uniform' for outside the metaverse and '(internal id)_thief' for inside the metaverse. Typically the rig is labeled rather simply with nothing else added to the name. Do the same as you did with the mesh and you should have the bundles you need.

Typically most P5X models are split into 3 bundles, sometimes 2. One bundle belongs to the meshes of the face and hair, another bundle is dedicated to the body mesh, and the last is the rig itself. The bundles that begin with 'part_' are for the meshes while 'role_' is the rig. The games models are categorized like this:

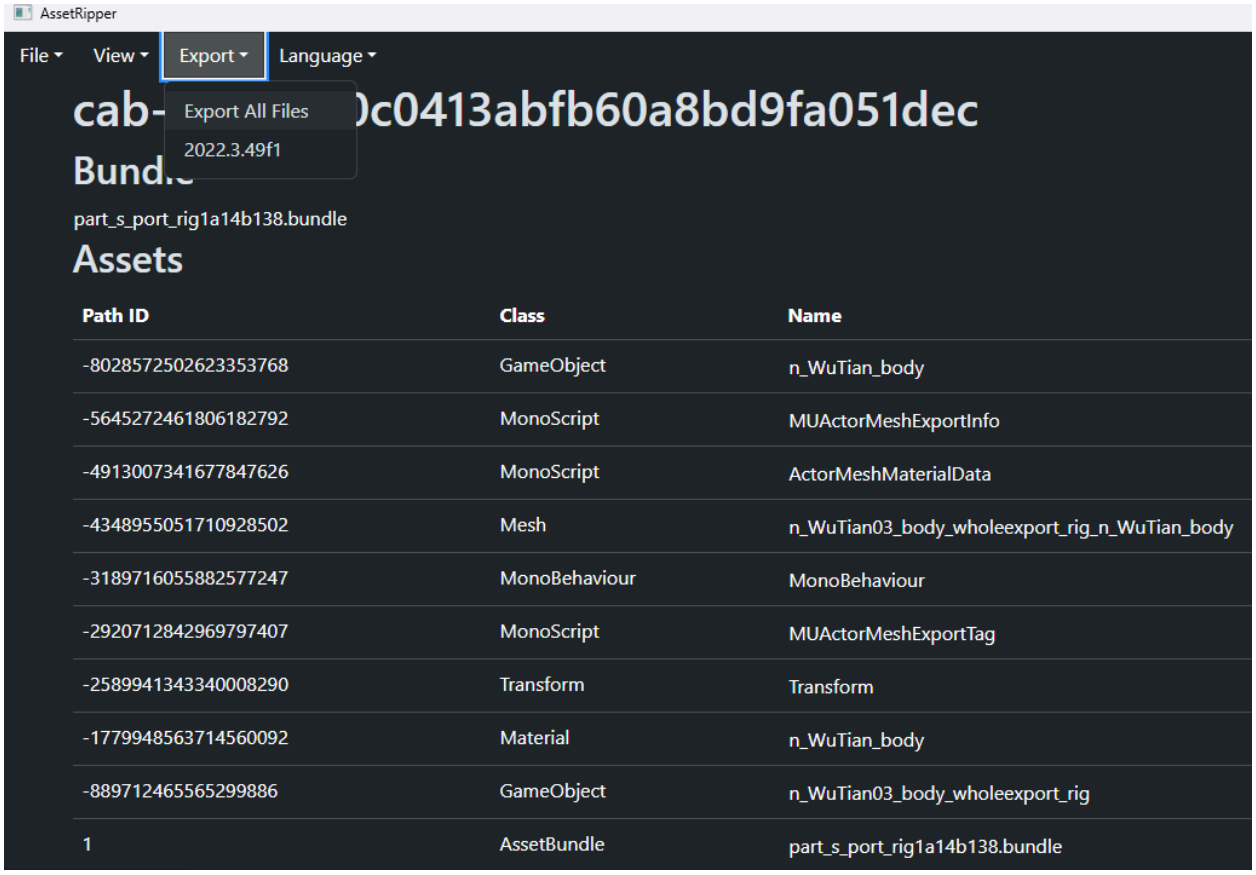
- 'sd_' belongs to shadows. You can find palace ruler shadows under this as well
- 'm_' is for the monstrous form of palace rulers, as well as notable shadow boss fights
- 'ps_' is for personas, including the enemies you fight in battle, as they can become personas. This applies to fusible personas and personas that belong to party members
- 'n_' is used for NPCs. This includes the generic NPCs, palace rulers, side quest characters, and in some cases notable characters.
- '(insert codename)_thief' is for thief models. Typically the first word before '_thief' should be a character's codename, unless they go by a different name in the files. Examples of this are: Fleuret (comte), Mont (frost), and Messa (doctor)
- '(insert codename)_uniform' is used for the models outside the metaverse. Again, some characters are different and don't go by their codename in the files.

I'm not 100% sure if the ripped assets from the head and body are interchangeable, but for ripping, I like to use the rip for the body.

Open the bundles in AssetRipper

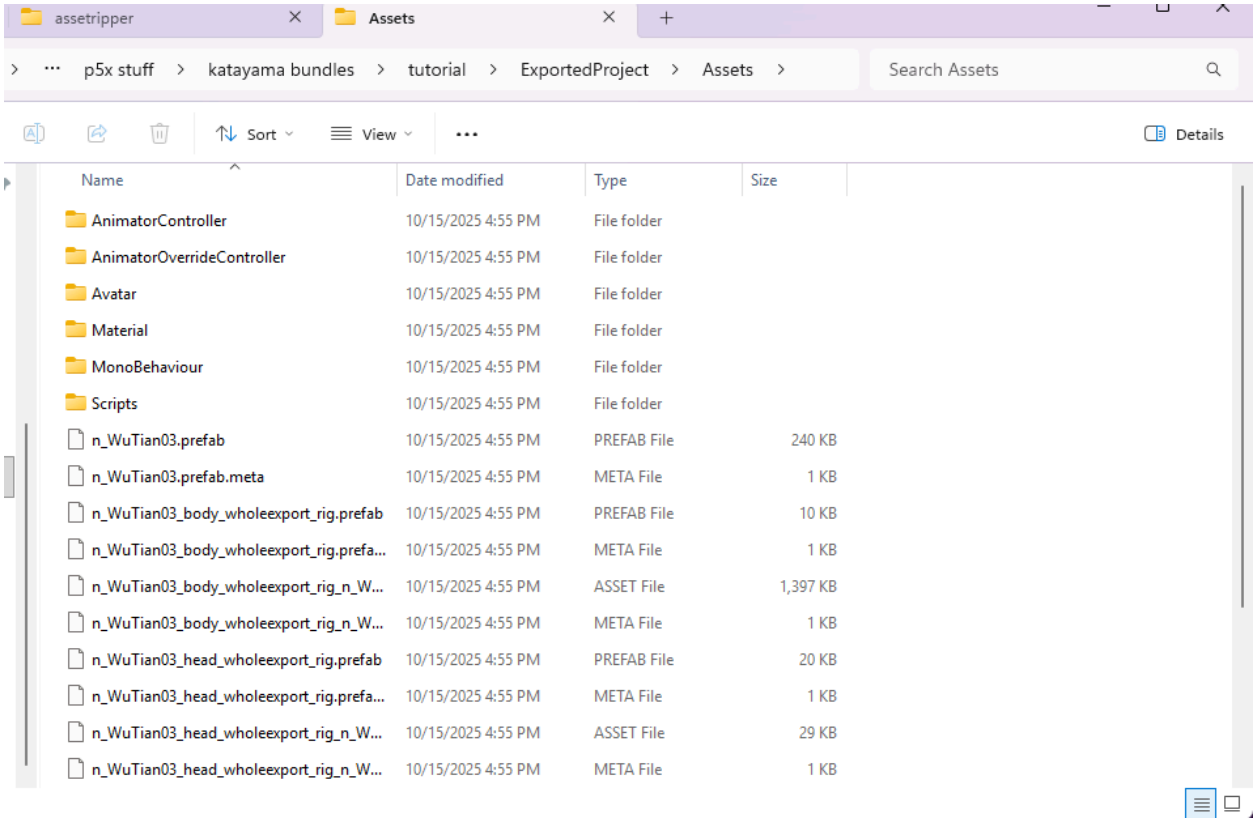


Search the ‘part_’ bundles to determine which is the body.

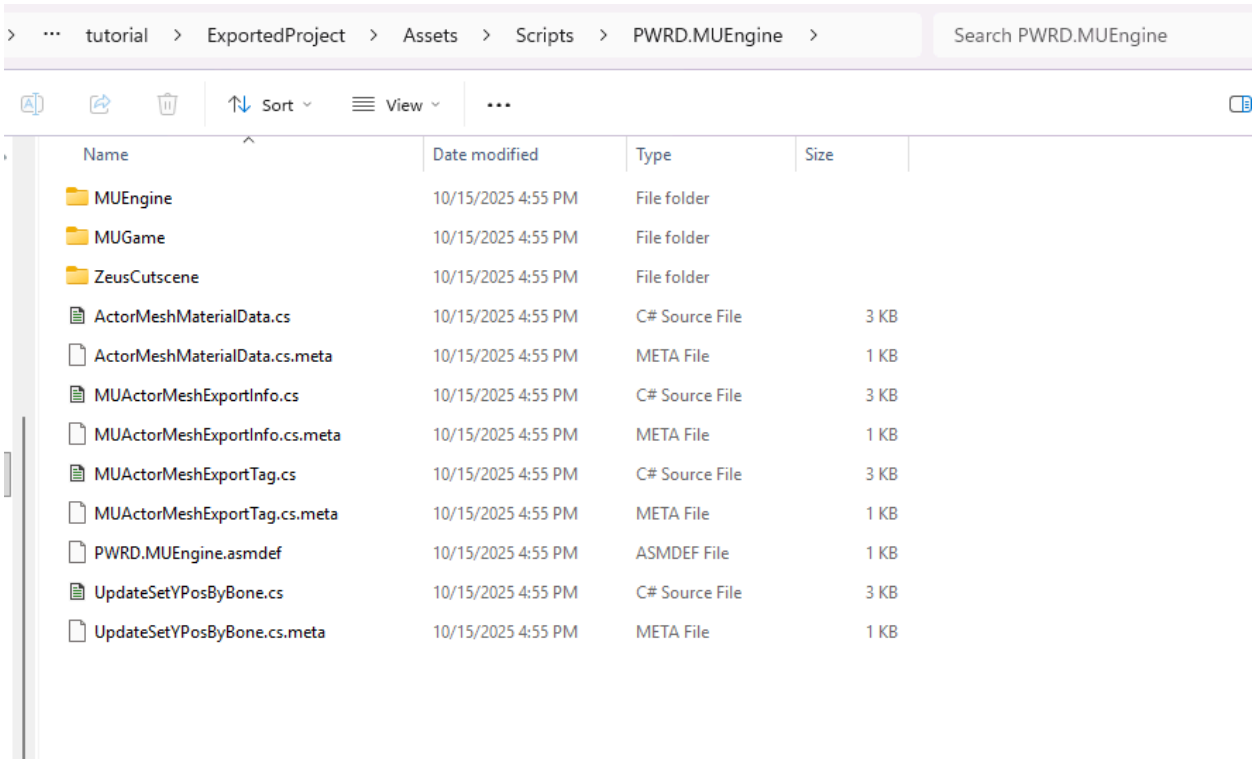


Export all files. Personally I like to make a folder to put the export in and then click on ‘Export Unity Project’.

The extracted contents should look like this

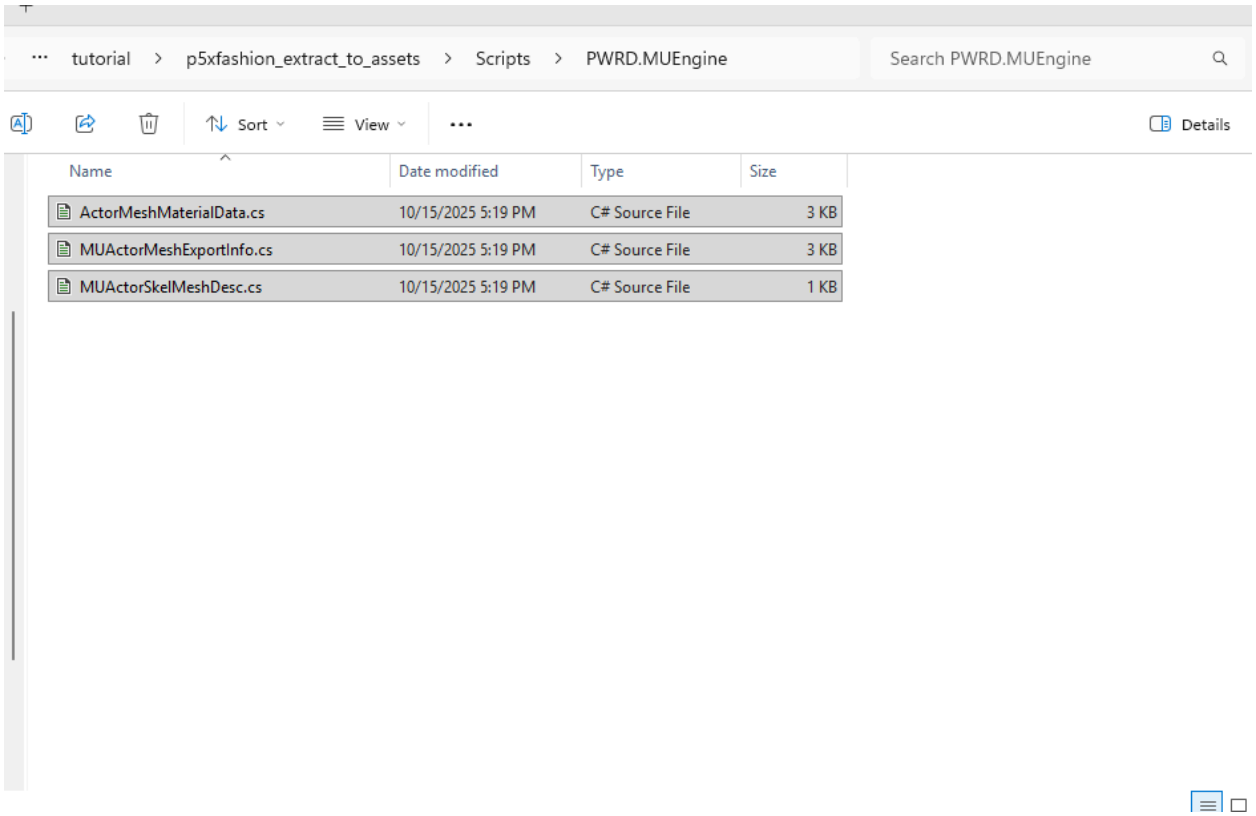


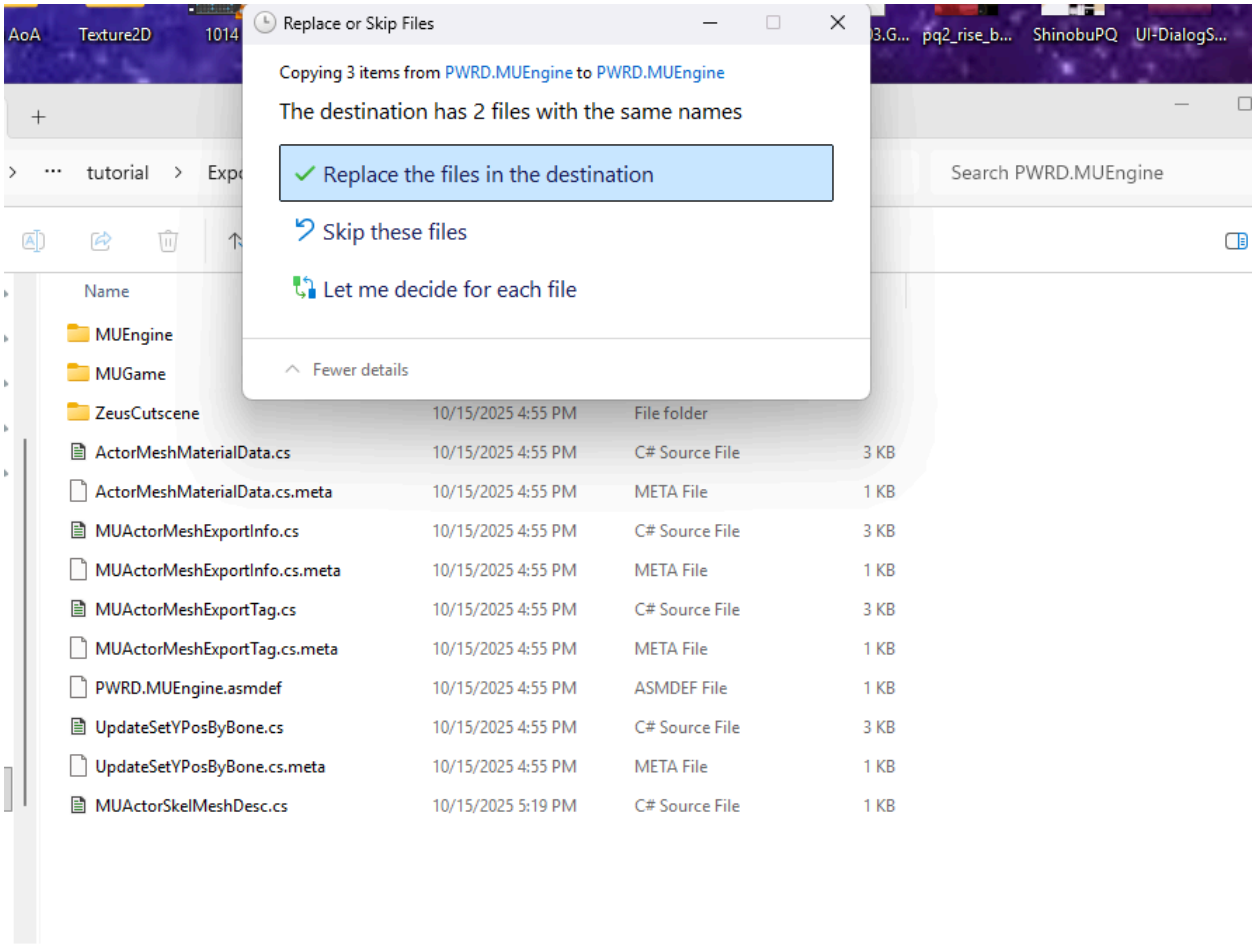
Make sure that the Scripts > PWRD.MUEngine looks like this



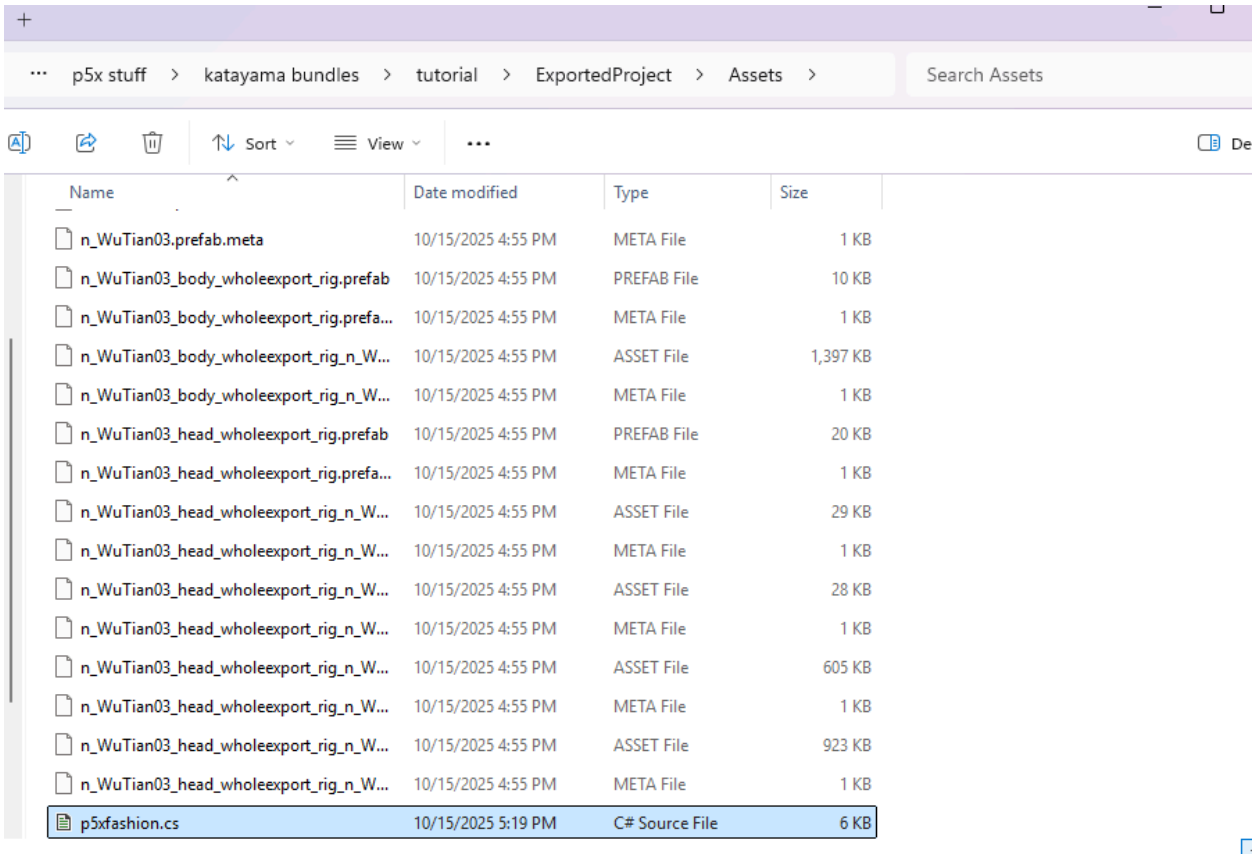
Download this script here:
https://drive.google.com/file/d/1GtwlEvUxgikBgclxyTffuH3G0go1Iuao/view?usp=sharing

Unzip the contents. Copy the scripts from the Script > PWRD.MUEngine folder and paste them into the AssetRipper rip. These should replace the scripts of the same name.

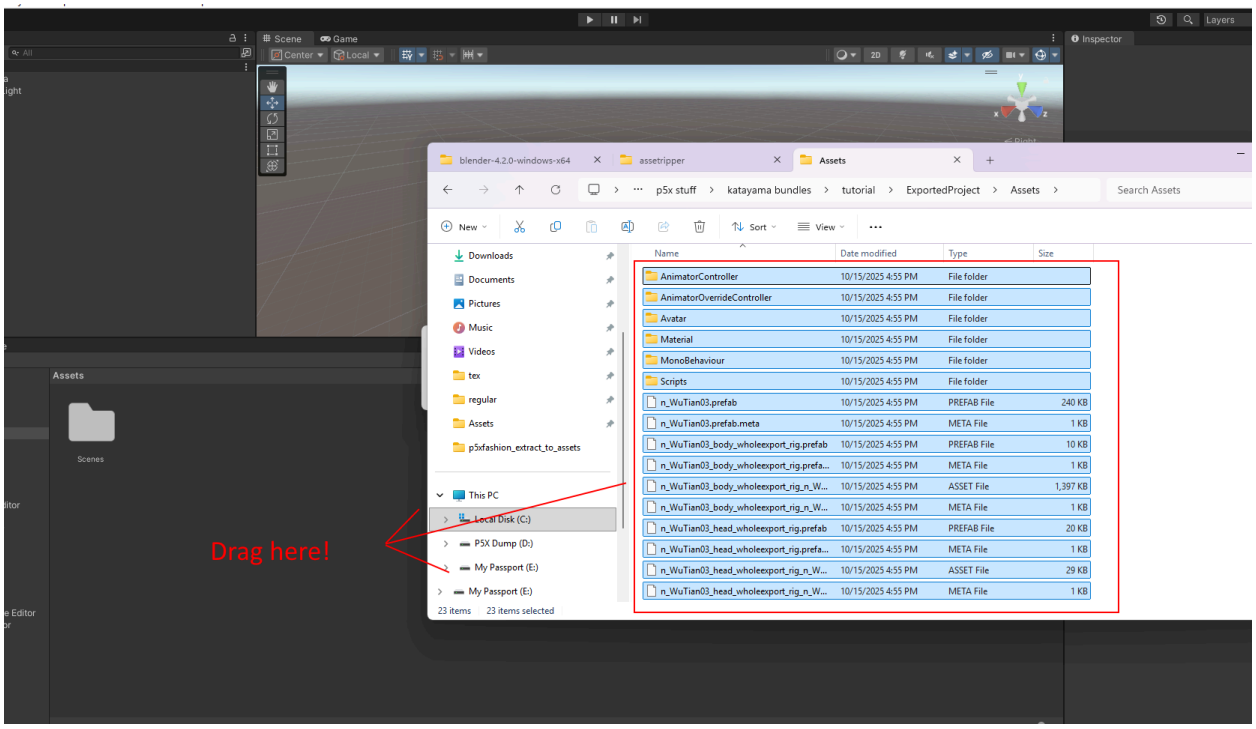




After that, copy ‘p5xfashion.cs’ into the Asset folder (ExportedProject > Assets)

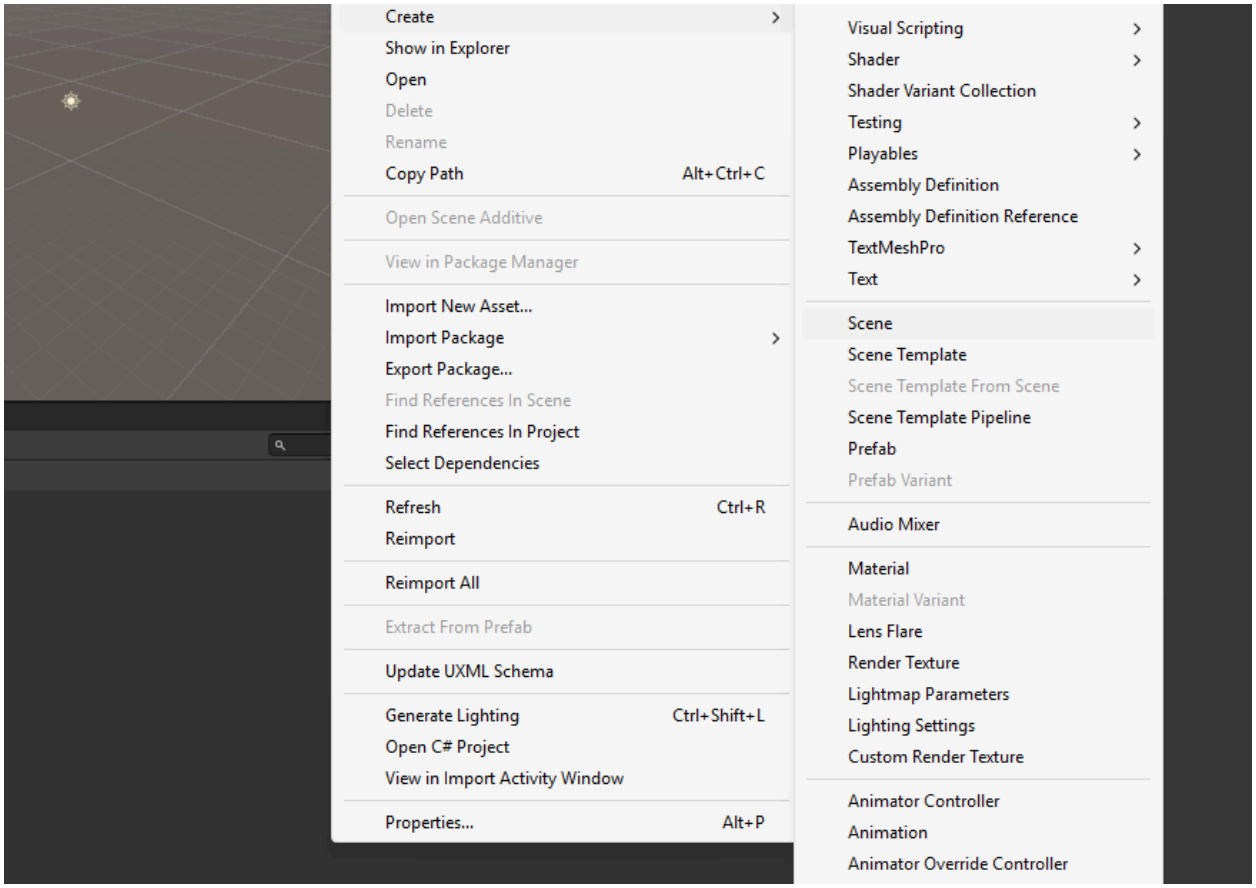


Start a new project in Unity. Highlight the contents of the Assets folder and then drag and drop them into the assets area of the Unity project.

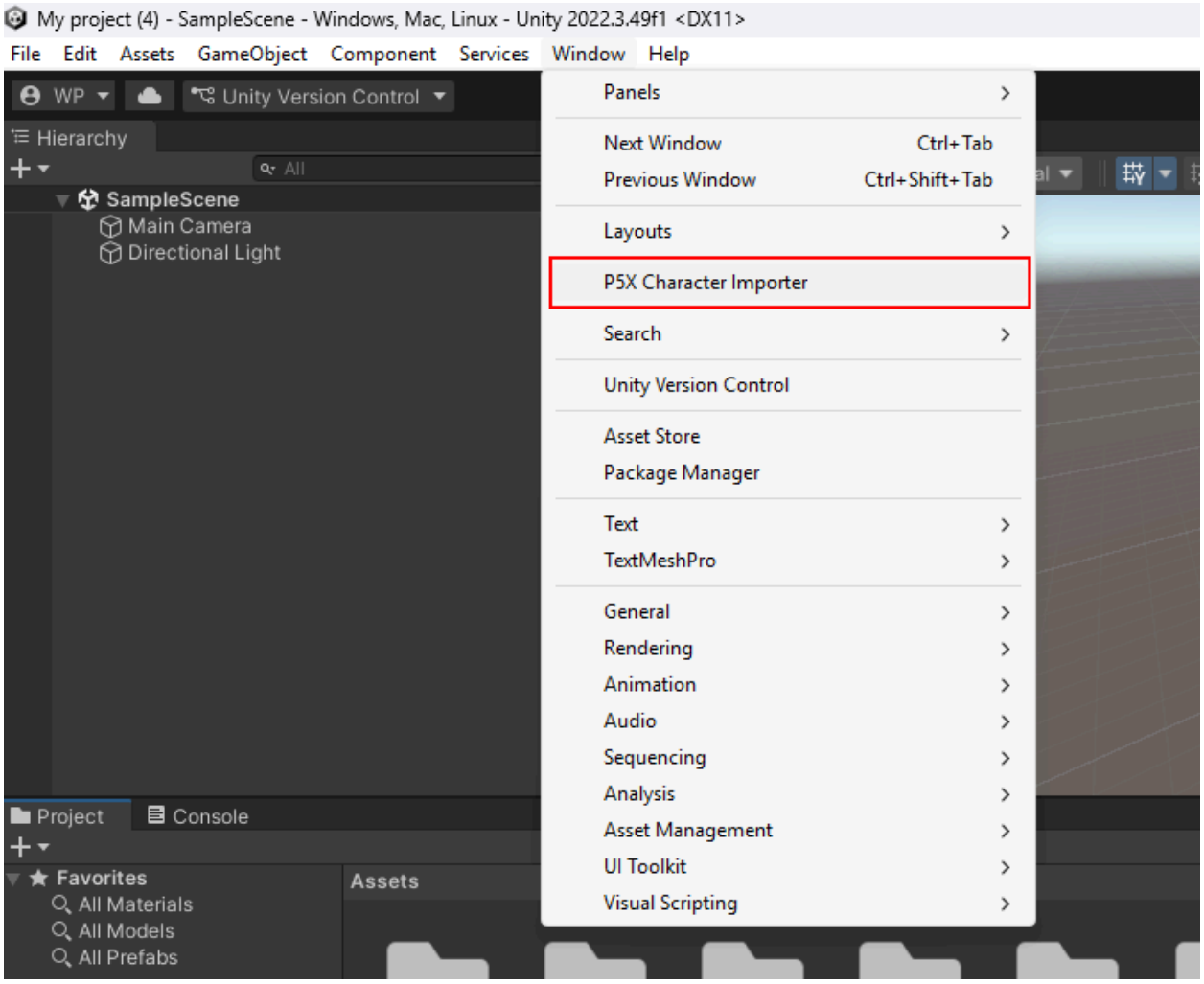


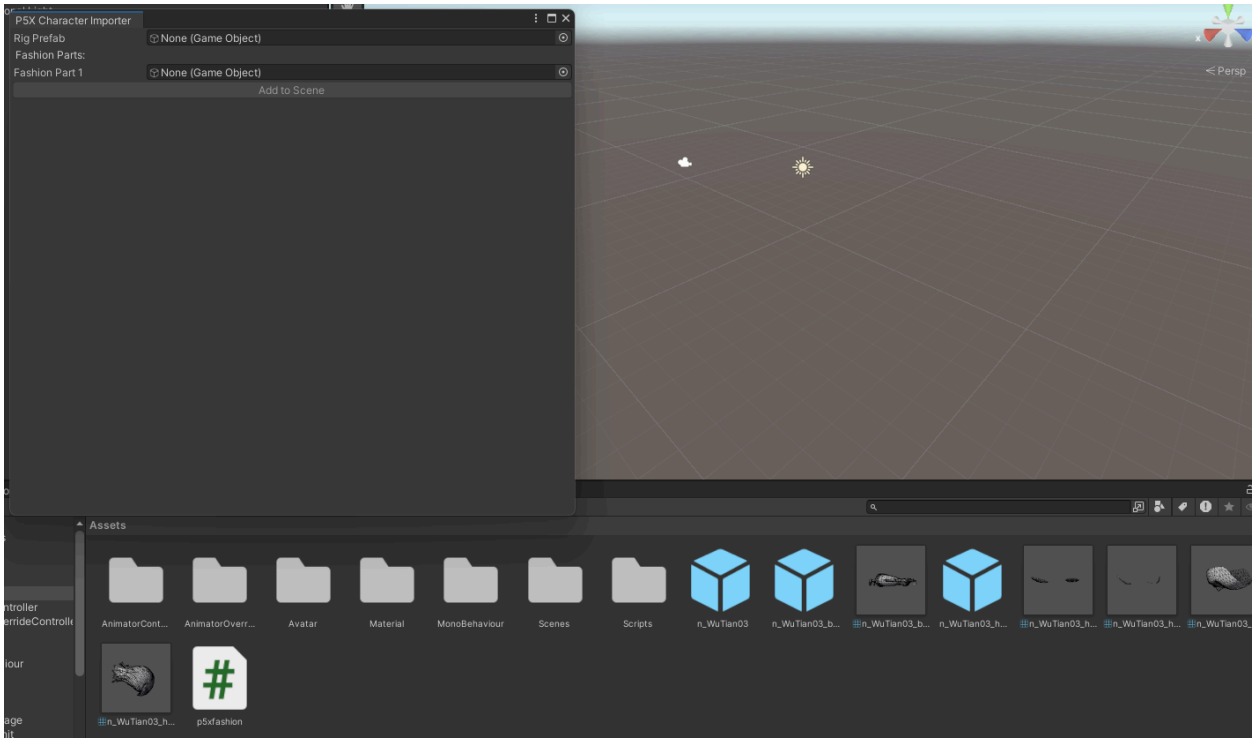
Go the Window drop down and you should see this

Before you do anything else, right click in Assets area and do Create > Scene

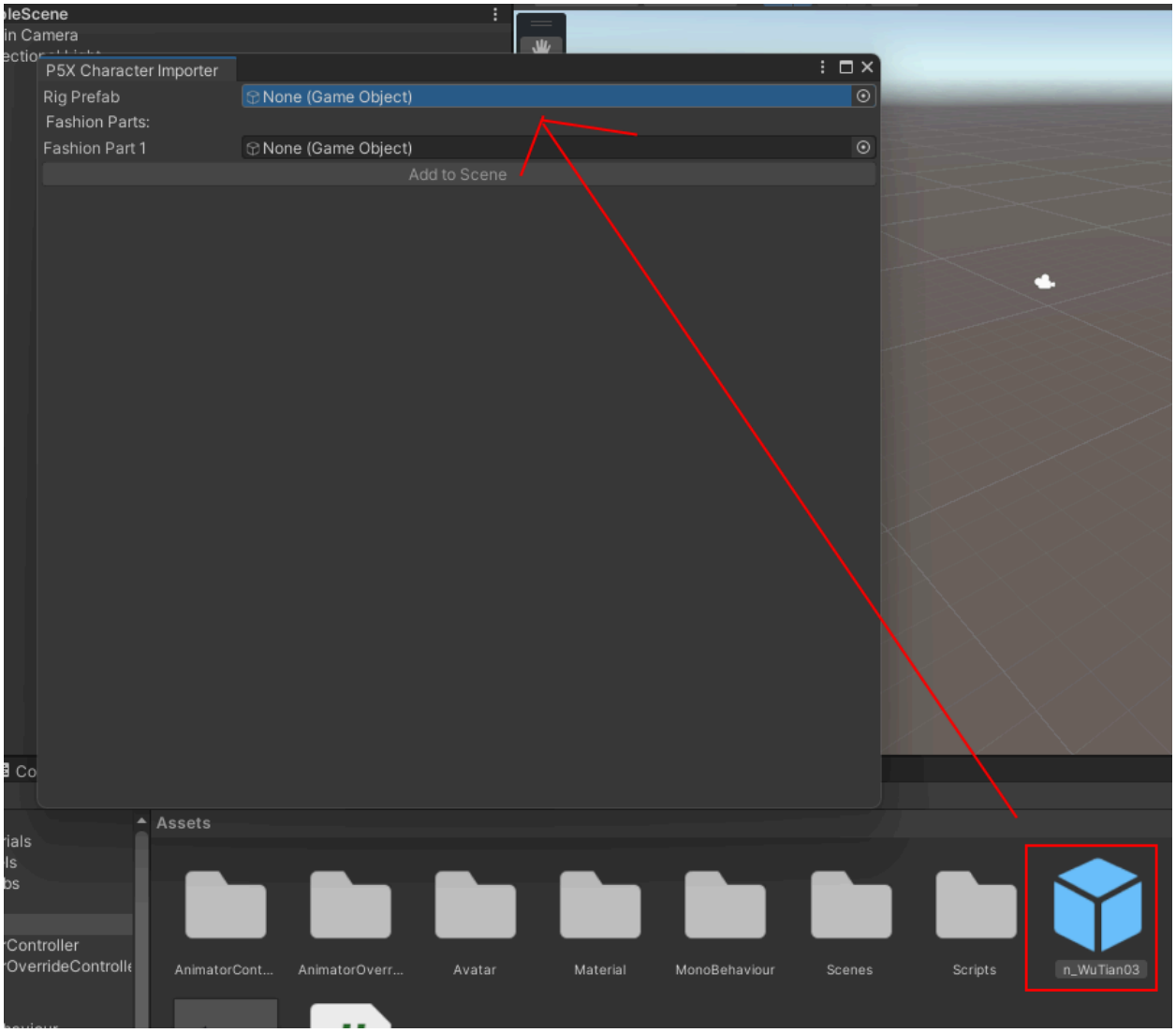


After that, Double click on the new scene asset. Then, click on Window > P5X Character Importer.

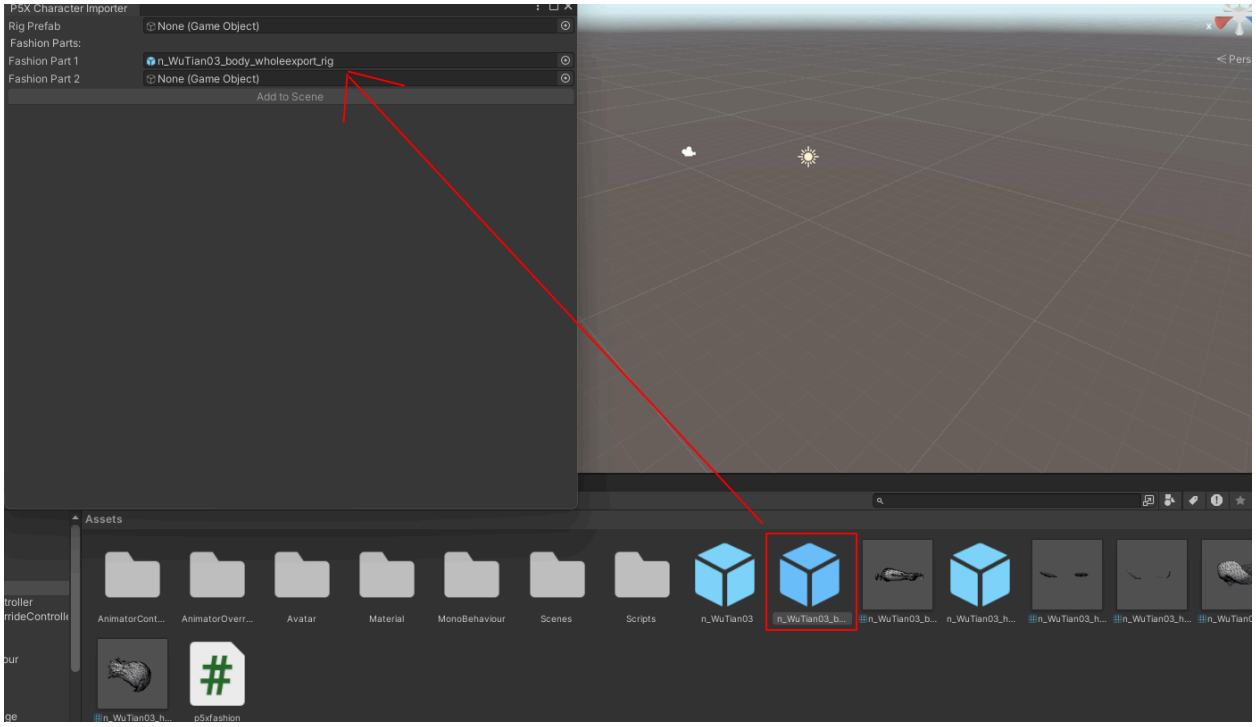

My project (4) - SampleScene - Windows, Mac, Linux - Unity 2022.3.49f1 <DX11>
File
Edit
Assets
GameObject
Component
Services
Window
Help
WP
Unity Version Control
Hierarchy
All
SampleScene
Main Camera
Directional Light
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Panels
Next Window Ctrl+Tab
Previous Window Ctrl+Shift+Tab
Layouts
P5X Character Importer
Search
Unity Version Control
Asset Store
Package Manager
Text
TextMeshPro
General
Rendering
Animation
Audio
Sequencing
Analysis
Asset Management
UI Toolkit
Visual Scripting



Drag and drop the rig (in this case, n_WuTian03) onto the first slot (Rig Prefab)



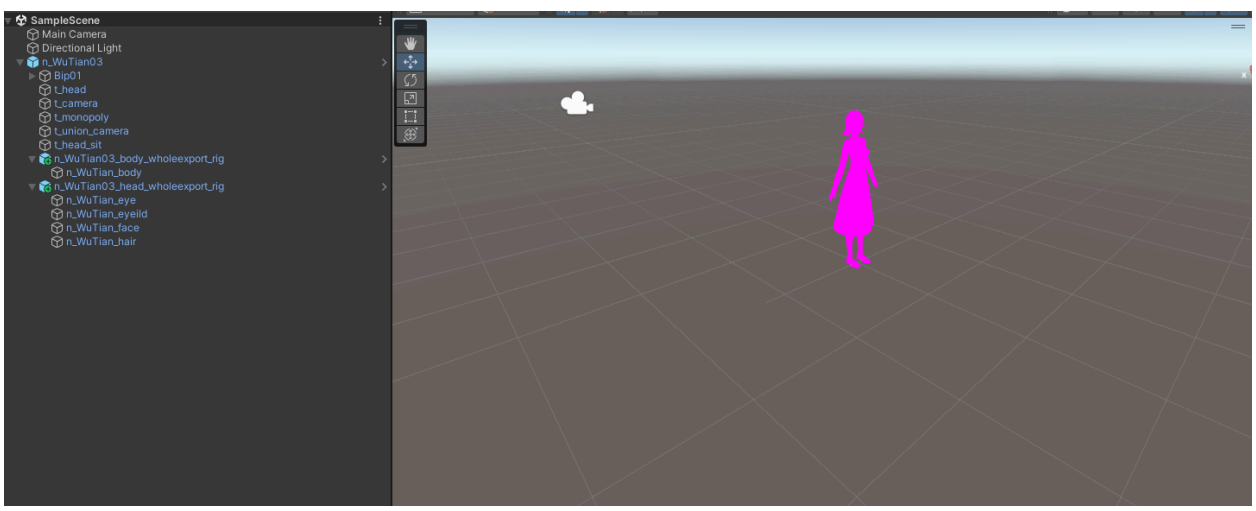
In the second slot named ‘Fashion Part 1’ drag the cube with ‘body’ in the name onto it



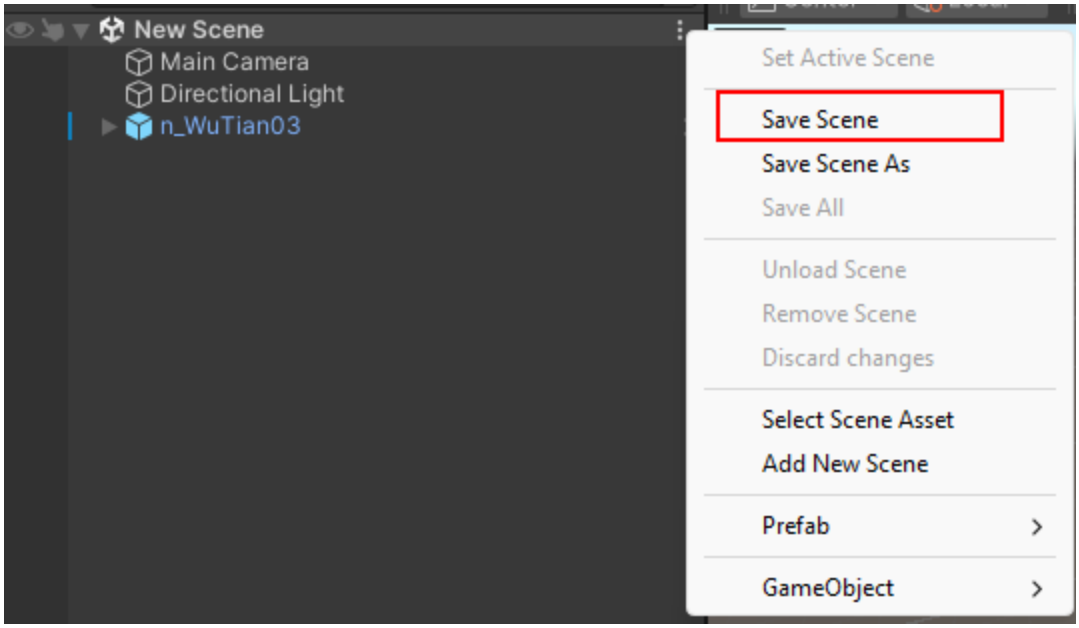
Finally, drag the third cube with ‘head’ in the name onto the slot ‘Fashion Part 2’.

After you do that, click ‘Add to Scene’.

Doing that should add the model to the scene

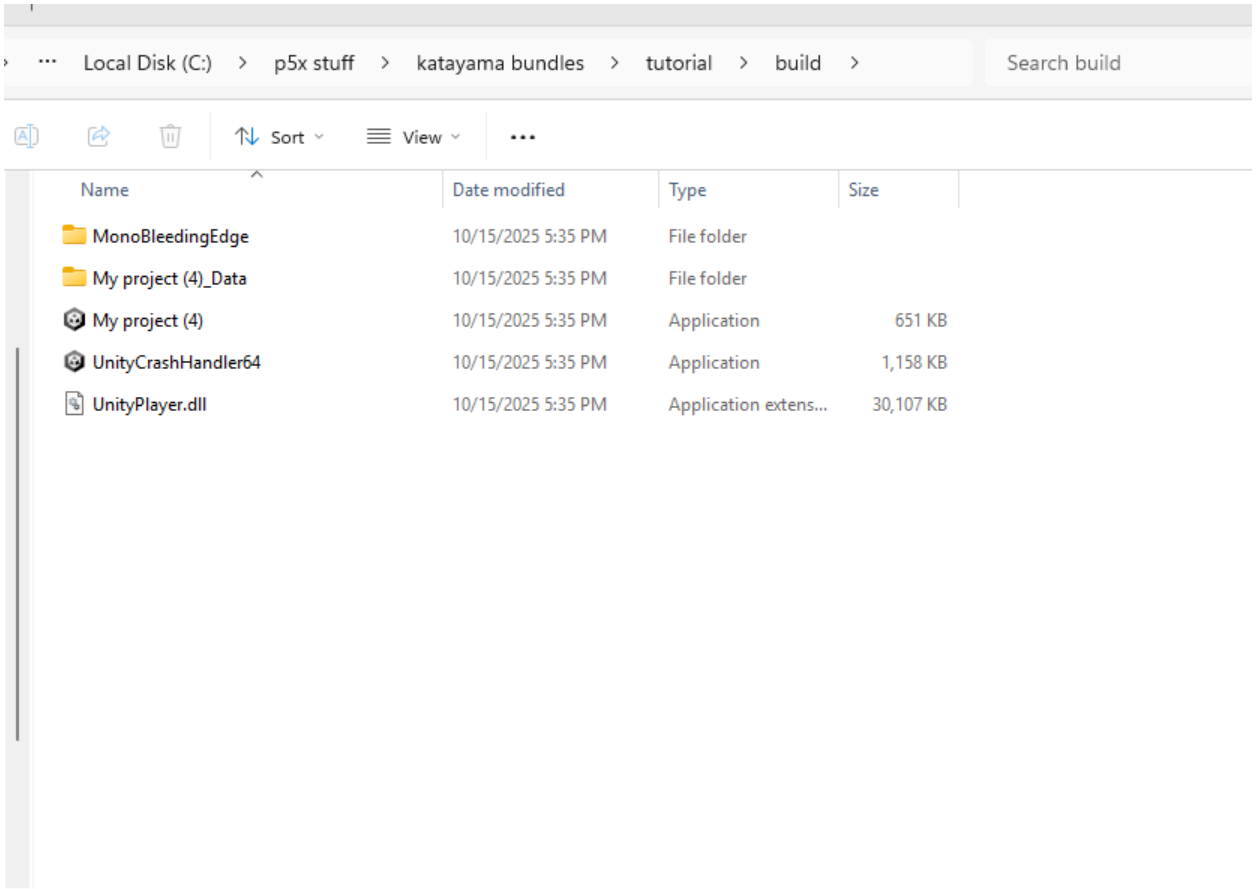


After everything is add, go to this drop down and click Save Scene

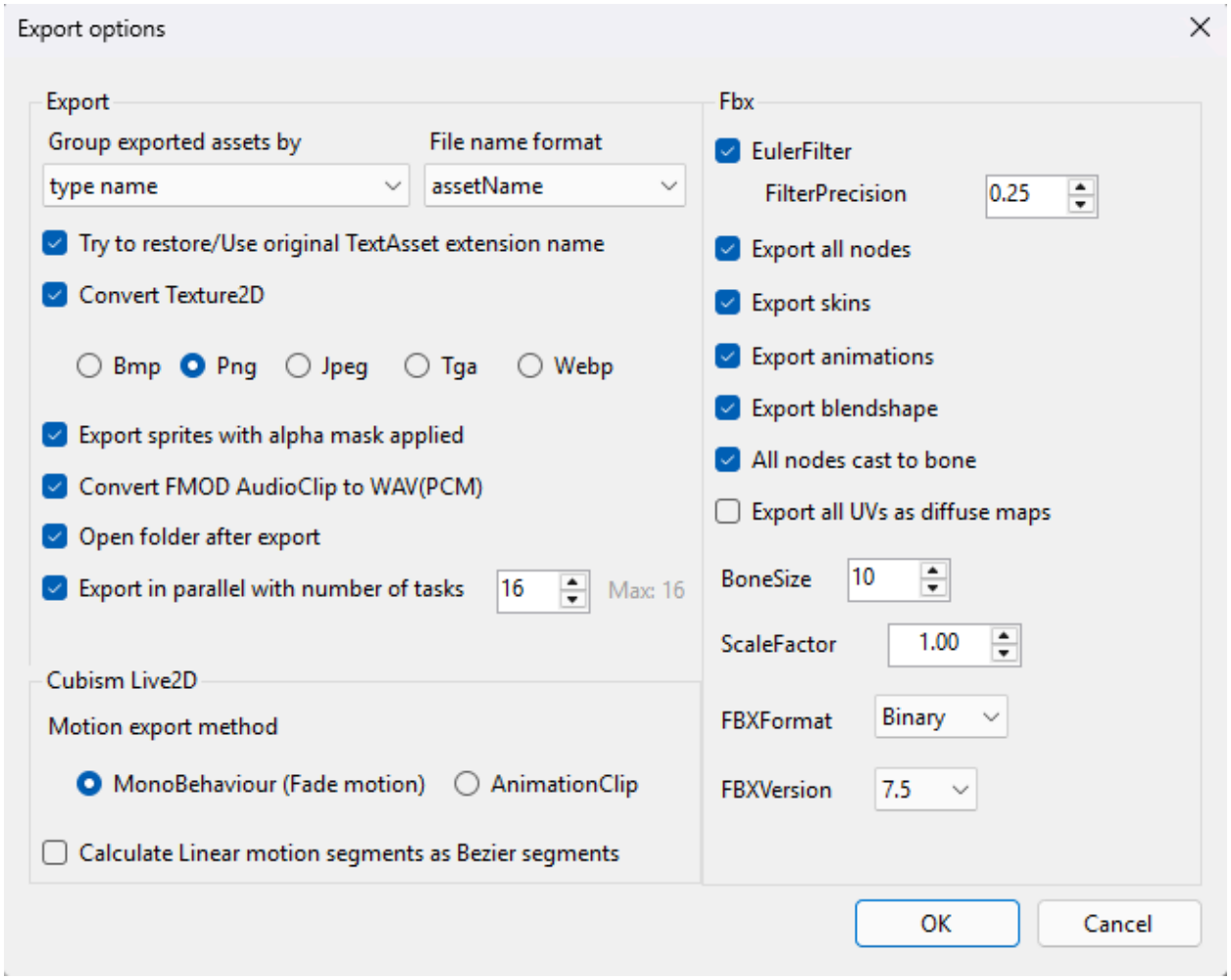


Next we need to build the project. Exporting the model as an FBX from Unity will not give you great/optimal results.

Under file > build settings, change Compression Method to LZ4 and click build. Go to the build's folder and it should look like this (project name is different depending on what you named it)

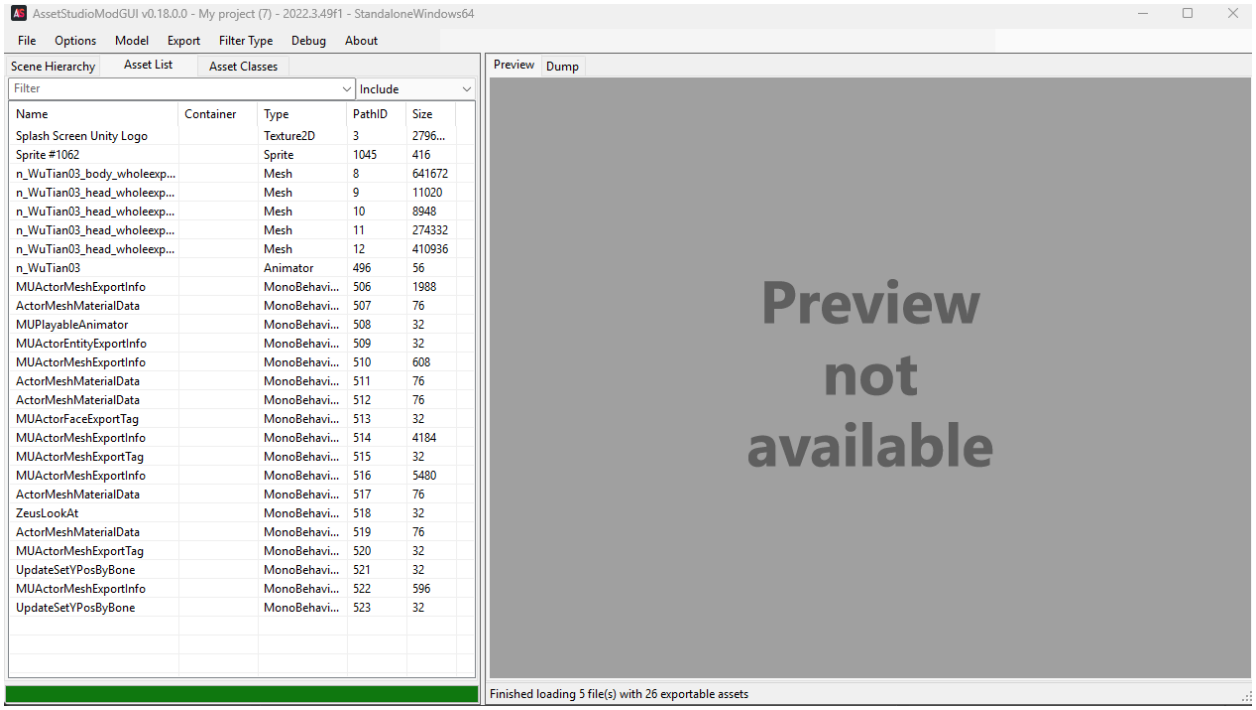


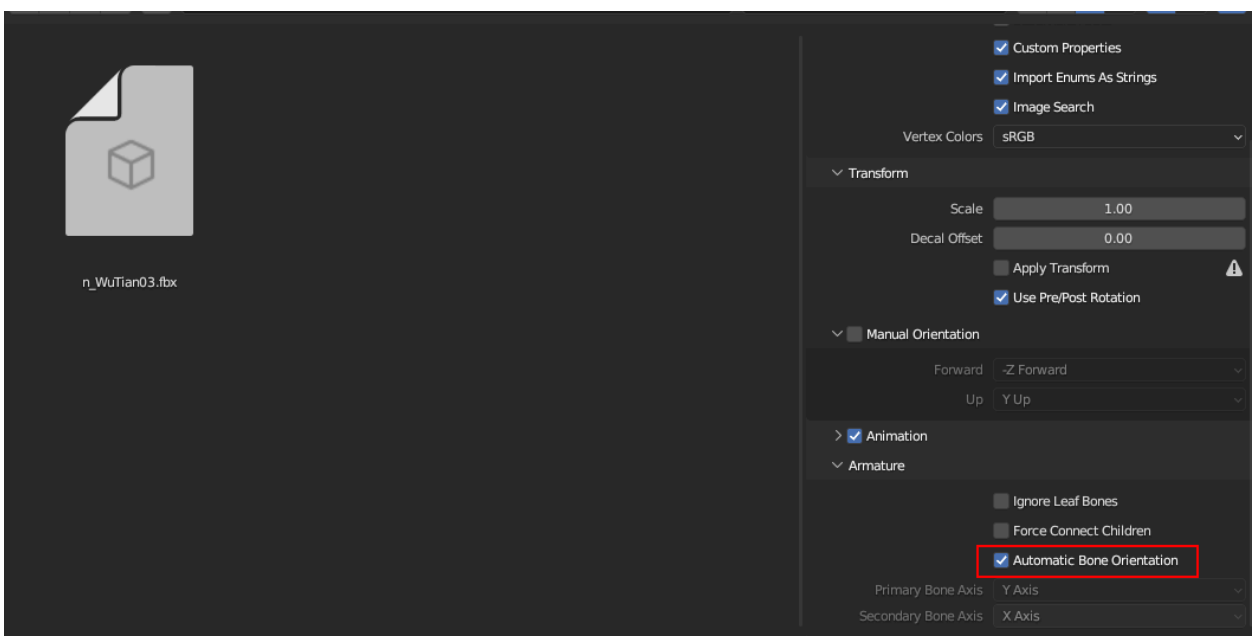
Go to the data folder and you should see a file called ‘data.unity3d’. Open up AssetStudioMod. Go to Options > Export Options and make sure it looks like this



Drag and drop the file ‘data.unity3d’ into AssetStudio

It should look like this



Click on the Animator asset named ‘n_WuTian03’ and go to Export > Animator + selected AnimationClips to export.

With the model imported, open blender and use better fbx importer to import the model. If you don’t want to use better fbx importer, check this box with normal fbx import