



Session Texture replacement tutorial

what you need

1. Umodel
it's used to extract the files we want to replace.
<https://www.gildor.org/en/projects/umodel>
2. any picture editing software
Gimp, photoshop
3. Unreal engine 4.27.2
It's used to cook the edited textures and get them back into the game.
install via epic launcher.
(it has to be this version or it will not work)

Step 1

extracting the file we want to replace with Umodel.

open Umodel and set the path to the game files. we want the “content” folder, should look like this.

yourdriveX:\Steam\steamapps\common\Session\SessionGame\Content

hit “ok”. it will ask you for an AES encryption key.

0x2d0e2b103cf0b3cb5ea8d6b774ea49400d36bd431f4bdeff74f99261bd1dabdc

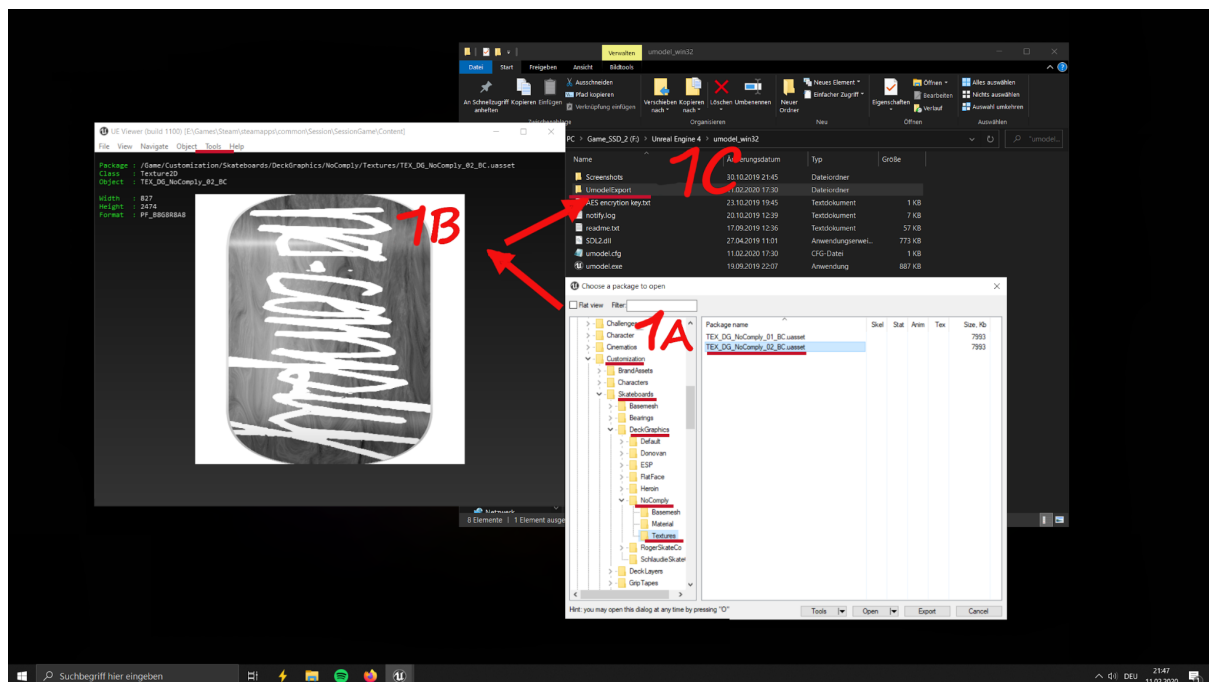
hit “ok” again and wait, that can take a few minutes.

1A: i do a no comply deck for example, but you will find everything in these folders (griptapes, wheels, shirts, hoodies,.....)

Game> Customization> Skateboards> DeckGraphics> NoComply> Textures> TEX_DG_NoComply_02_BC.uasset
double click it. it's gonna ask you which version you use, select 4.27

1B: that will open a preview of the texture.
select “tools” and hit “export current object”.

1C: that creates a folder in the Umodel directory called “UmodelExport”. in there you will find a folder with the correct path and a .tga file.



should look like this.

yourdriveX:\umodel_win32\UmodelExport\Game\Customization\Skateboards\DeckGraphics\NoComply\Textures\TEX_DG_NoComply_02_BC.tga

i like to copy the folder

Game\Customization\Skateboards\DeckGraphics\NoComply\Textures\TEX_DG_NoComply_02_BC.tga on my desktop.

close Umodel.

Step 2

edit the texture

open

Game\Customization\Skateboards\DeckGraphics\NoComply\Textures\TEX_DG_NoComply_02_BC.tga in a picture editing software.

edit the texture and export it. i think the best way is to overwrite the texture we extracted, so it keeps its name and folder structure.

after you done this you should have your edited texture in a folder structure like this

Game\Customization\Skateboards\DeckGraphics\NoComply\Textures\TEX_DG_NoComply_02_BC.tga(.png or whatever)

close your picture editing software

Step 3

cooking the edited texture.

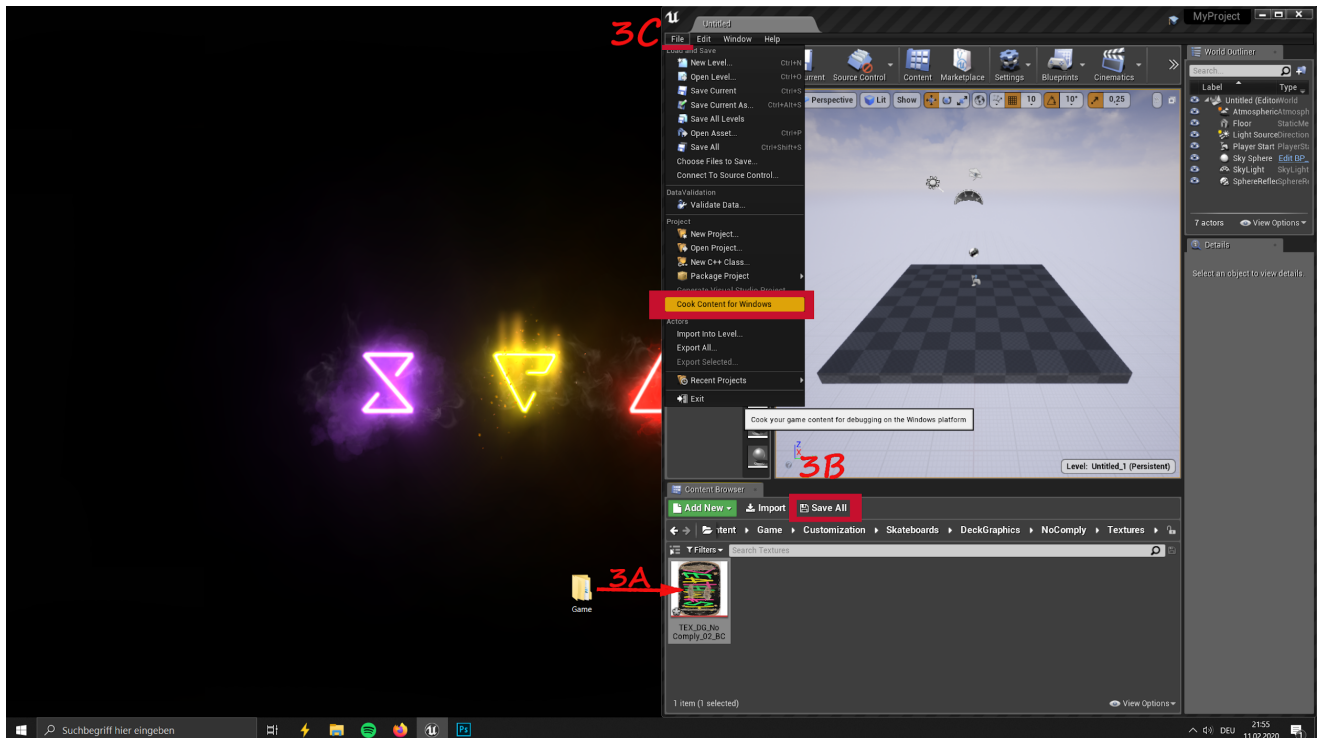
open Unreal Engine 4.27.2 (it has to be this version or it will not work)

select "new project" and hit "create project" in the bottom right corner.

I like to put Unreal Engine on the right side of my screen.

on the left is the folder

Game\Customization\Skateboards\DeckGraphics\NoComply\Textures\TEX_DG_NoComply_02_BC.tga(.png or whatever) with the edited texture.



3A: drag and drop the folder **“Game”** into the **“Content Browser”**.

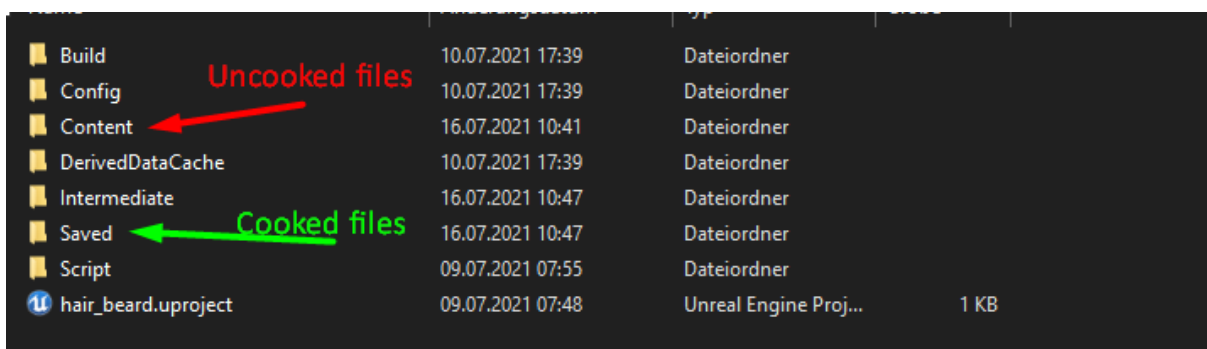
3B: hit **“Save All”**.

3C: then select **“file”** and hit **“Cook Content for Windows”**.

Now your texture is cooked, ready to get back into the game.

close Unreal Engine.

the default path to your project files should be
 yourdriveX:\Users\your name\Documents\Unreal
 Projects\MyProject\Saved\Cooked\WindowsNoEditor\MyProject\Content\



in there you should find the folder "**Game**" again. with the edited and cooked files.

rename the folder "**Game**" to the deck name and copy it somewhere save. For me it is Deathwish_6_board.

in the end it should look like this

Deathwish_6_board\Customization\Skateboards\DeckGraphics\NoComply\Textures\
TEX_DG_NoComply_02_BC.uasset **and**
TEX_DG_NoComply_02_BC.uexp

It depends what texture you are doing. sometimes you get a .ubulk file too, but not always.

in this example it's just a: .uasset file
 .uexp file

test the texture

copy "Customization" into

yourdriveX:\Steam\steamapps\common\Session\SessionGame\Content

or use the session mod manager and start the game.

here a link for a no commentary video of all the steps

<https://streamable.com/5mrz6>