

A-fan's (bad) guide on how to create texture mods.

Things to consider:

1. This guide is based on what I learned from KoikDaisy's amazing [#1 Make Custom Accessories for your Waifu! - Koikatsu Modding Tutorial] video.
2. I'm not an expert modder and I'm barely starting to get into it.
3. This process won't damage your main game so don't worry that if you screw up, your game will not be unplayable, you just need to delete the zipmod you placed into your game folder and everything will be back to normal.

The answers for the next questions are entirely my opinion (except for the first one)

What are texture mods?

Basically, any mod that just applies a texture on top of the character skin. They can be eyebrows, eyelashes (upper and lower), iris, noses, makeup, skin types (that can be more complex to create I think), suntans and I might be forgetting some more.

Why would you want to create a texture mod?

Ever wanted to quickly apply a custom eyebrow or nipple without going to Material editor and changing the MainTex? That is one of my main reasons, but there's also one that goes with this one and that is if you want to reverse what you did you've got hit the reset button and the changes won't be visible unless you switch to another outfit or load another mod eyebrow or nipple, which is far from optimal. Also, if you ever forget that you applied a custom texture and you try to switch to another mod you won't see your results because modifying the MainTex overwrites any change you do.

Are there any more benefits?

I would say yes, I'm not an organized person and browsing my files, looking for a custom texture that I used on a character to use it on another gets pretty annoying and boring, so having to just look in-game for the name of the texture (instead of diving through hundreds of files) really saves a lot of time.

Also, it is pretty cool to see your username in a mod file and to know that you are not completely wasting your time with Koikatsu but you just learned how to mod a game!

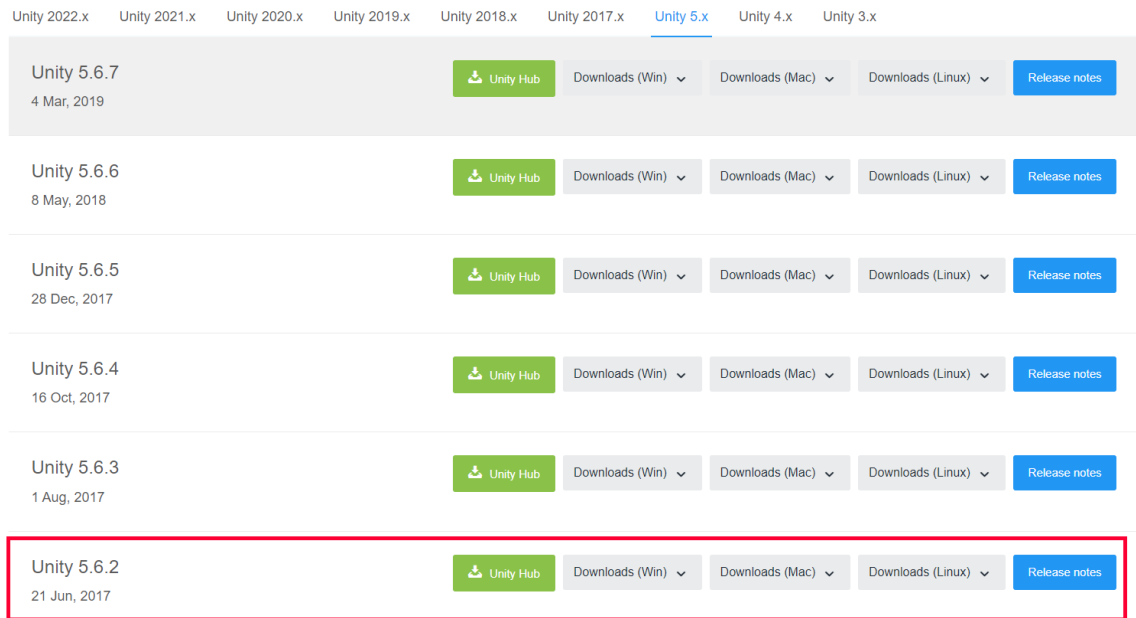
Why are you doing this? And also, if you are just starting why are you comfortable with teaching it?

They say that one of the best ways to truly learn something is to explain it in your own words and also try to teach it to someone else, so I do this for my own benefit too. About the second question, I'll be explaining what I feel I understand the most and it's also not that complex. There are more difficult mods to create like accessories for which I would just recommend KoikDaisy's guide and even more complex like clothes mods, for which too there are some guides under construction like Wogrim's guide which is pretty neat but requires you to know Blender and several other stuff.

Got any more questions? Feel free to ask in the comments of my Pixiv post or send me a PM.

What you need:

1. Unity 5.6.2, get it here from the Unity archive <https://unity3d.com/get-unity/download/archive>

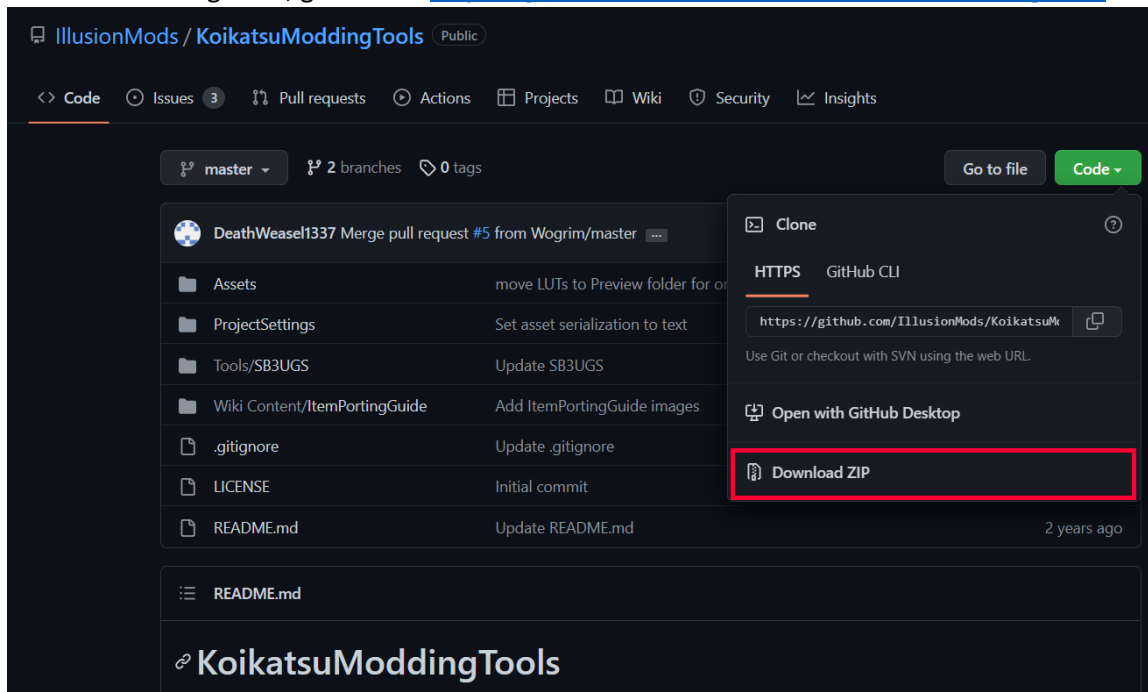


Unity 2022.x Unity 2021.x Unity 2020.x Unity 2019.x Unity 2018.x Unity 2017.x **Unity 5.x** Unity 4.x Unity 3.x

Version	Release Date	Unity Hub	Downloads (Win)	Downloads (Mac)	Downloads (Linux)	Release notes
Unity 5.6.7	4 Mar, 2019	Unity Hub	Downloads (Win)	Downloads (Mac)	Downloads (Linux)	Release notes
Unity 5.6.6	8 May, 2018	Unity Hub	Downloads (Win)	Downloads (Mac)	Downloads (Linux)	Release notes
Unity 5.6.5	28 Dec, 2017	Unity Hub	Downloads (Win)	Downloads (Mac)	Downloads (Linux)	Release notes
Unity 5.6.4	16 Oct, 2017	Unity Hub	Downloads (Win)	Downloads (Mac)	Downloads (Linux)	Release notes
Unity 5.6.3	1 Aug, 2017	Unity Hub	Downloads (Win)	Downloads (Mac)	Downloads (Linux)	Release notes
Unity 5.6.2	21 Jun, 2017	Unity Hub	Downloads (Win)	Downloads (Mac)	Downloads (Linux)	Release notes

Get the one that is called Unity Installer.

2. Koikatsu modding tools, get it here <https://github.com/IllusionMods/KoikatsuModdingTools>



IllusionMods / KoikatsuModdingTools Public

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master 2 branches 0 tags

Go to file Code

DeathWeasel1337 Merge pull request #5 from Wogrim/master

- Assets move LUTs to Preview folder for o
- ProjectSettings Set asset serialization to text
- Tools/SB3UGS Update SB3UGS
- Wiki Content/ItemPortingGuide Add ItemPortingGuide images
- .gitignore Update .gitignore
- LICENSE Initial commit
- README.md Update README.md 2 years ago

Clone

HTTPS GitHub CLI

<https://github.com/IllusionMods/KoikatsuModdingTools>

Use Git or checkout with SVN using the web URL.

Open with GitHub Desktop

Download ZIP

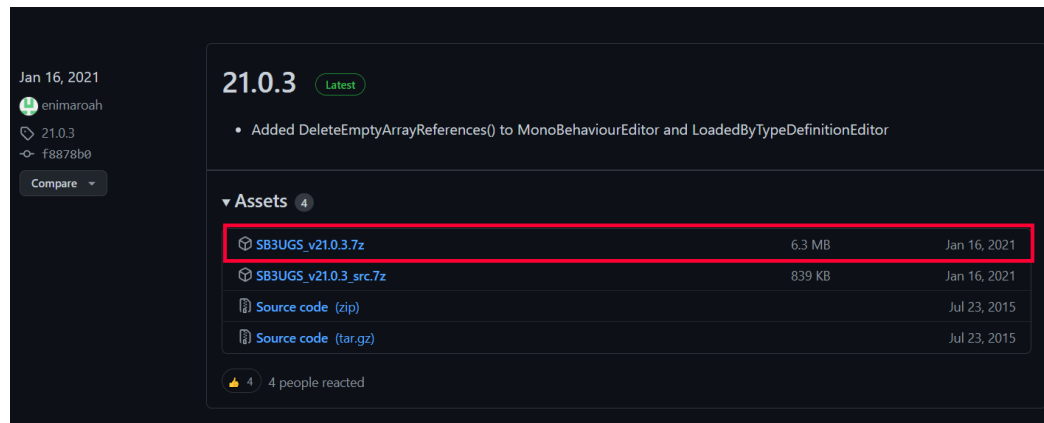
README.md

KoikatsuModdingTools

Download it, and extract it.

3. SB3Utility by Enimaroah (pretty cool dude), get it here

<https://github.com/enimaroah/SB3Utility/releases>



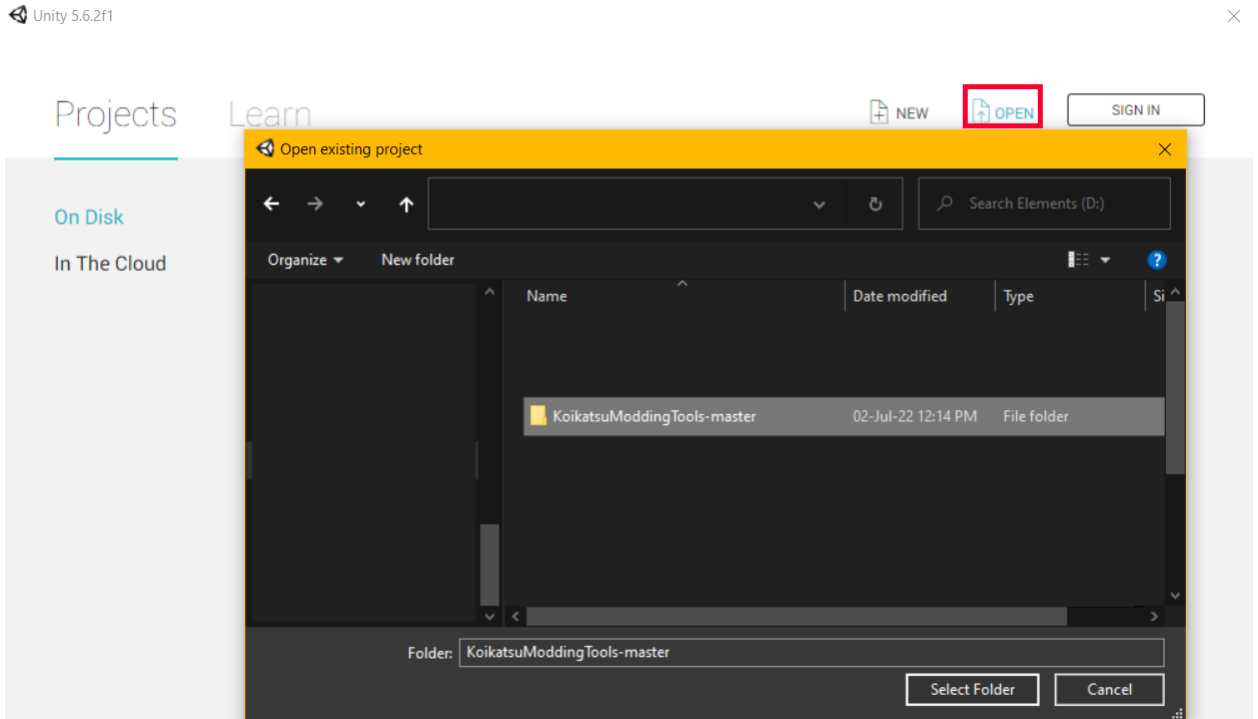
Download it, and extract it.

So, what are these things useful for?

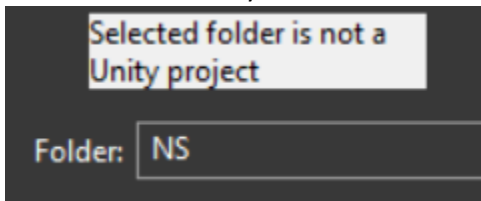
Unity is the program that will allow us to create the mods. Koikatsu modding tools is a template Unity project that not only has the base structure for modding the game but also examples on how to create the different types of mods this game has. SB3Utility is a cool tool that allows you to open .unity3d files, and for what you might ask, basically you can see, export and modify* the contents of what a finished mod has (the modify part does not mean you can edit the 3d structure of a mod there but you can later export it to do it in Blender).

Getting started:

1. Open Unity 5.6.2 and open the KoikatsuModdingTools-master folder, check that you are in the right folder you do this by checking that the bottom part does not say “Selected folder is not a Unity project”.

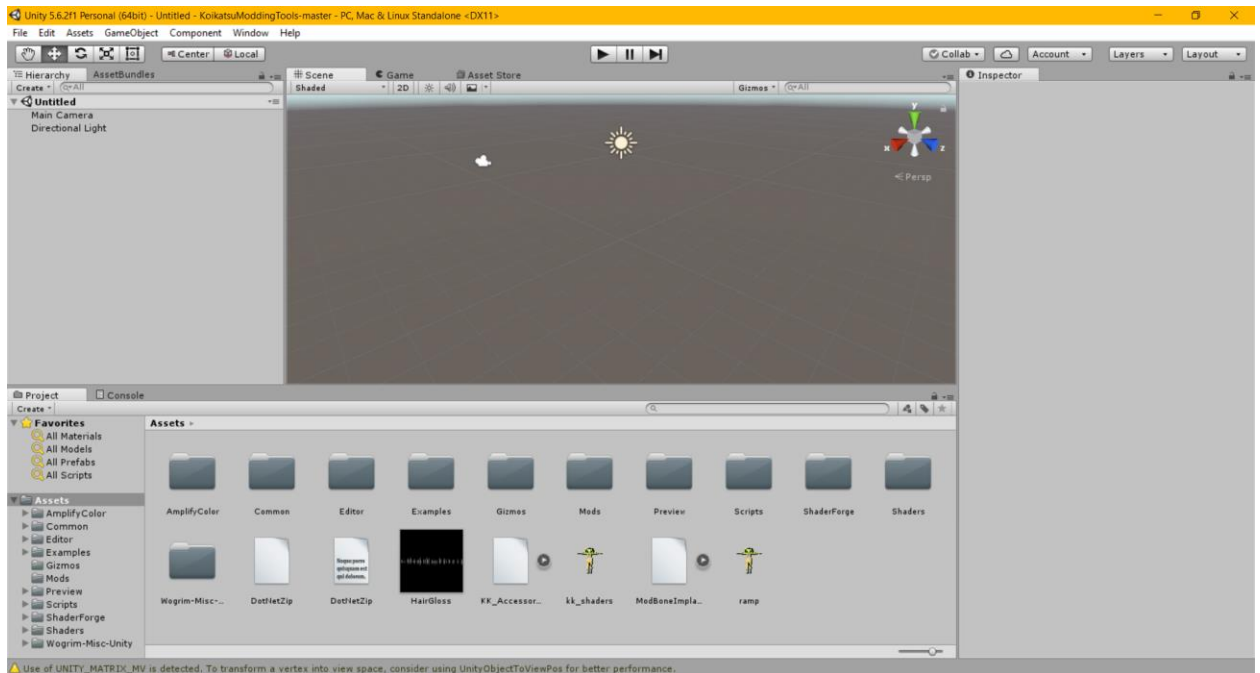


What it shouldn't say

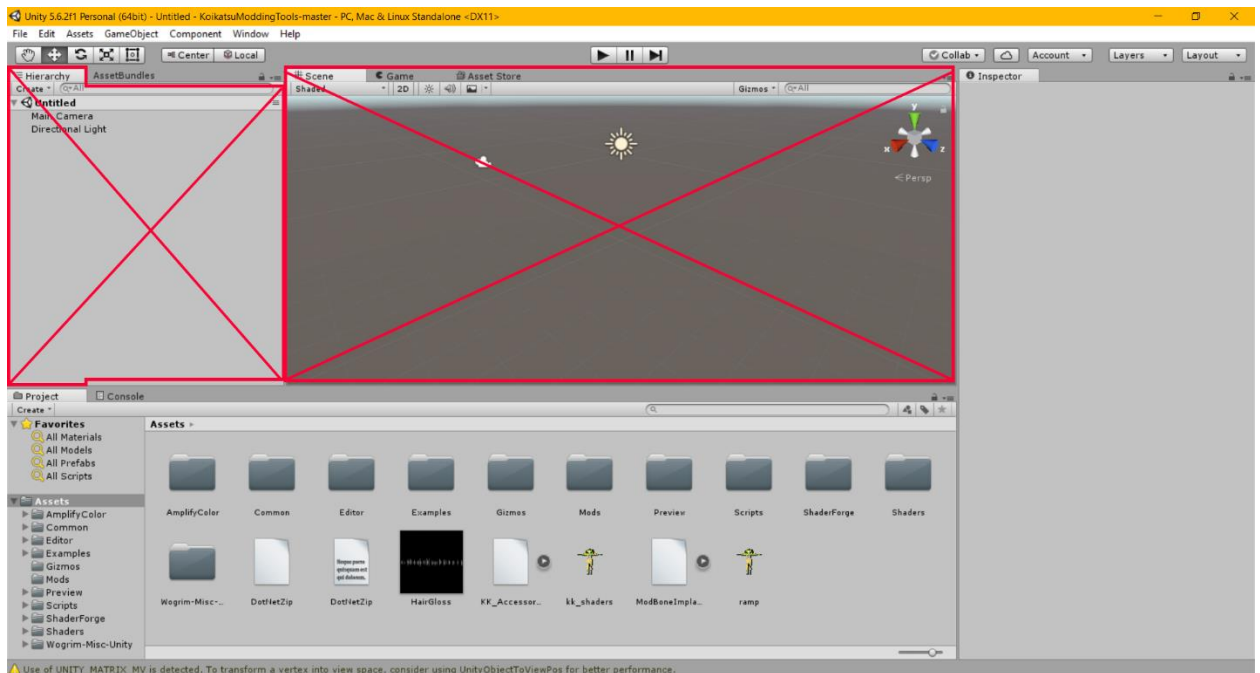


2. Wait for it to import stuff and get things ready. Be patient.

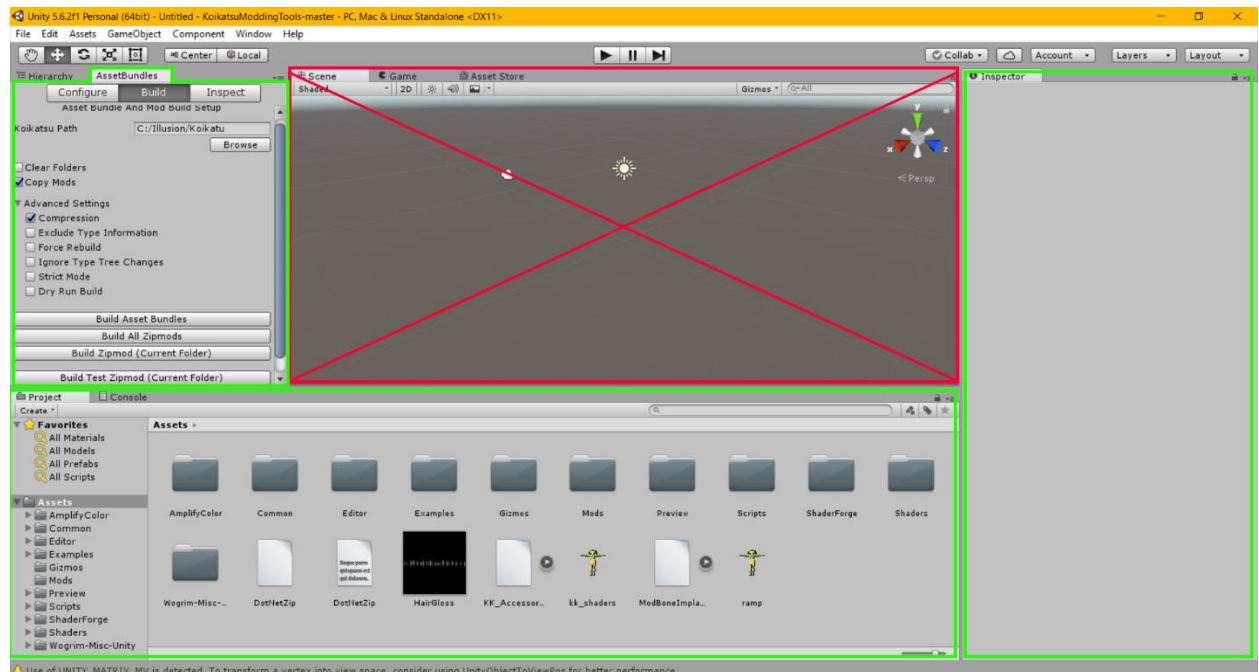
3. You'll get a screen like this



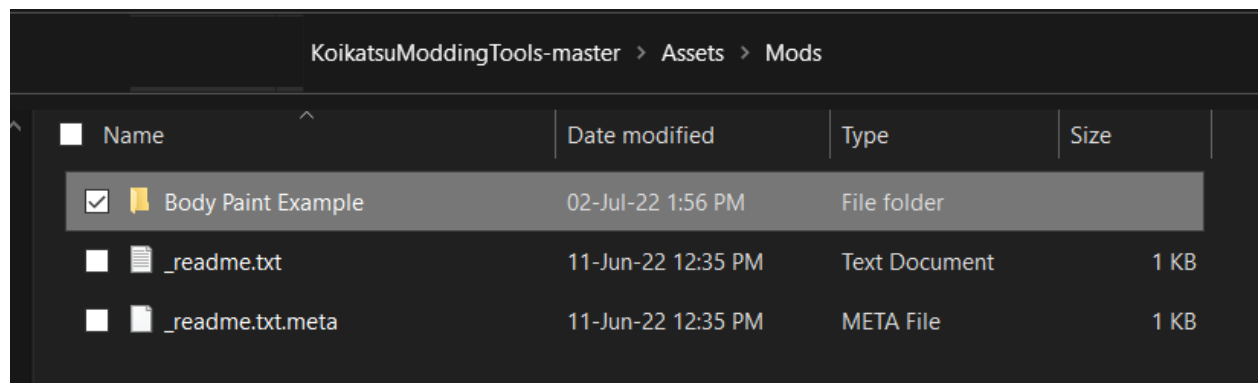
4. However, because we will only be working on a mod that is just 2D textures, we will not be using the Hierarchy tab or the Scene/Game/Asset Store tab.



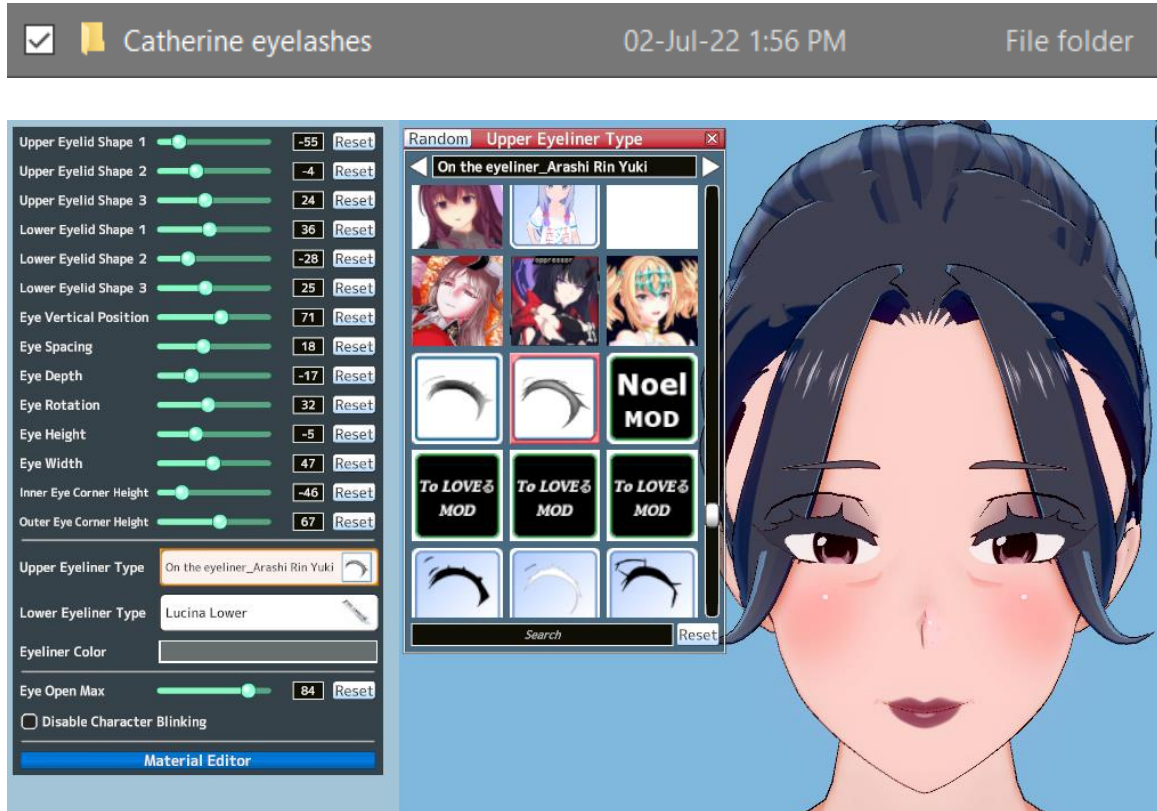
Our focus will be on the Project (basically a file explorer for our project files), Asset Bundles (specifically the build section to export our mod) and Inspector (for mod description and proper saving of the files that will be included on the .zipmod) tabs



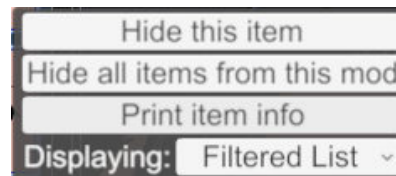
- From the Project tab you can right click any of the icon folders to go to the Project files in your OS' file explorer. Here we will go to [KoikatsuModdingTools-master\Assets\Examples] and copy the [Body Paint Example] folder to the [Mods] folder in [KoikatsuModdingTools-master\Assets].



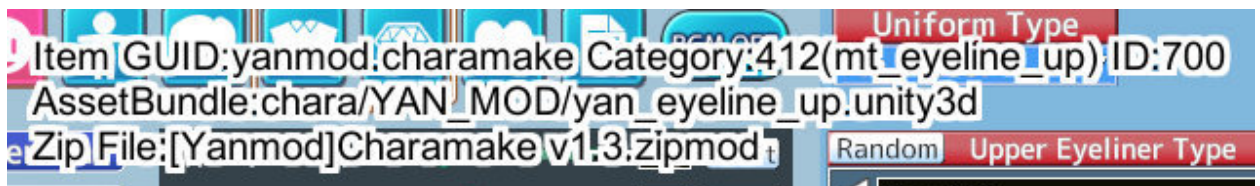
And we will rename the [Body Paint Example] folder to whatever name we want (this won't be the final name for the mod but I'd suggest using a name that is related to what you will be working on). In this case I want to create a custom Eyelashes mod for Catherine so my folder will be called just Catherine eyelashes.



You can see that I've replaced the main texture of an existing mod with a custom eyelash. So, let's create a proper mod that has the right textures from the start. To do this, we need to know what files an eyelash mod has. To do this we will inspect an already existing mod I suggest picking one from the bottom of the mods list and right-clicking it and then hit print the item info.



At the top of the screen, you'll see the mod info we need to find and then inspect the mod (which will be in your mods folder)



However, if this flash of information comes up too quickly, you can enable the console and you'll get the same info there and you can even copy it.

```
[Message:Item Blacklist] Item GUID:yanmod.charamake Category:412(mt_eyeline_up) ID:700
[Message:Item Blacklist] AssetBundle:chara/YAN_MOD/yan_eyeline_up.unity3d
[Message:Item Blacklist] Zip File:[Yanmod]Charamake v1.3.zipmod
```

6. Next we need to find (in this case) the file [[Yanmod]Charamake v1.3.zipmod]. It will be inside our mods folder and to inspect it we have 2 options, unzip it like a .zip file or just open it. For this, Winrar is OK and I will be just opening it. You'll get something like this when you open it.

Going one by one

ID is the spot your mod will be taking, before this was a whole issue because you needed to pick a number that nobody else has picked, however these days the game has an ID conflict resolver or something that allows you to put any number without screwing up other mods.

Ignore Kind and Possess, we won't be changing these two.

Name is what name your mod will have in-game, in other words, how you will be able to search for it.

MainAB is the route your eyelashes and eyeshadows texture are stored in.

EyelineUpTex is the name of the texture of your eyelashes.

EyelineShadowTex is the name of the texture of your eyeshadows.

ThumbAB is the route your eyelashes mod thumbnail is stored in.

ThumbTex is the name of the thumbnail of your eyelashes mod.

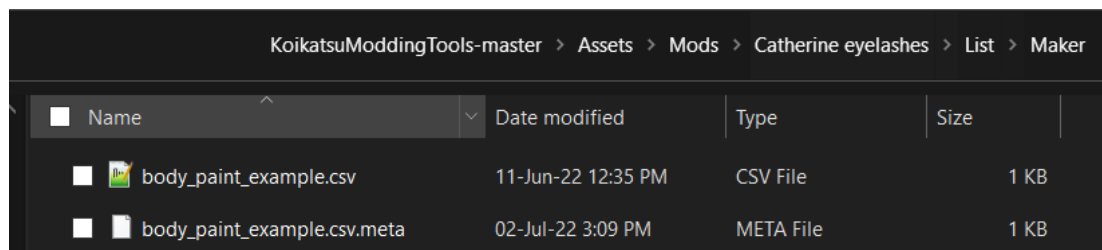
Now, reading line 5

```
5 700,0,1,タイプ001,chara/YAN MOD/yan_eyeline_up.unity3d,yan_eyeline_up_001,yan_eyeline_up_001_kage  
  ,chara/thumb/YAN/yan_eyeline_up.unity3d,yan_eyeline_up_001_thumb
```

we can understand what they are referring to

ID	700
Kind	0
Possess	1
Name	タイプ 001
MainAB	chara/YAN_MOD/yan_eyeline_up.unity3d
EyelineUpTex	yan_eyeline_up_001
EyelineShadowTex	yan_eyeline_up_001_kage
ThumbAB	chara/thumb/YAN/yan_eyeline_up.unity3d
ThumbTex	yan_eyeline_up_001_thumb

We can copy the first 5 lines to the example list file (.csv) we have in our Unity project which is inside [KoikatsuModdingTools-master\Assets\Mods\Catherine eyelashes>List\Maker]

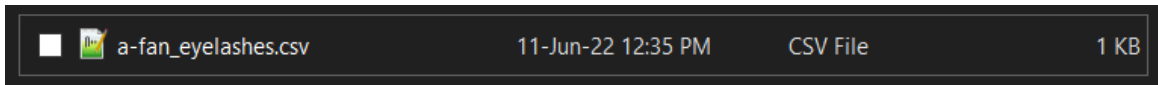


And replace whatever it had

```
1 421
2 0
3 0
4 ID,Kind,Possess,Name,MainAB,PaintTex,ThumbAB,ThumbTex
5 01,0,1,Body Paint Example,chara/illusionmods/body_paint_example.unity3d,example,chara/illusionmods/body_paint_example_thumb.unity3d,example_thumb
6

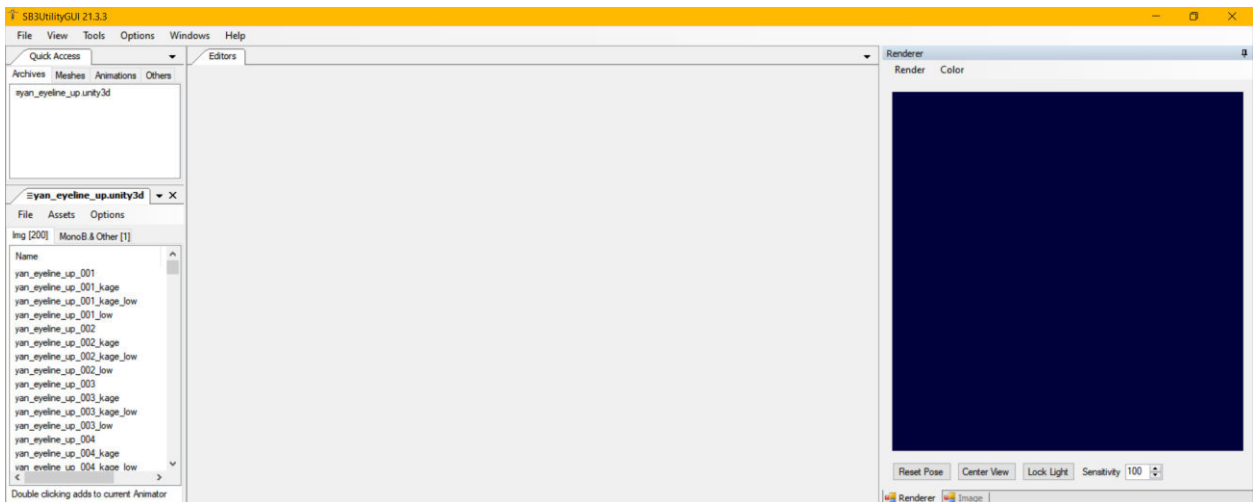
1 412
2 0
3 Assets/illusion/assetbundle/chara/list/characustom/00/mt_eyeline_up_00.bytes
4 ID,Kind,Possess,Name,MainAB,EyelineUpTex,EyelineShadowTex,ThumbAB,ThumbTex
5 700,0,1,アイズ001,chara/YAN_MOD/yan_eyeline_up.unity3d,yan_eyeline_up_001_kage,chara/thumb/YAN/yan_eyeline_up.unity3d,yan_eyeline_up_001_thumb
6
```

Also, let's change the name of the file to something more appropriate



We will be returning to this file later on.

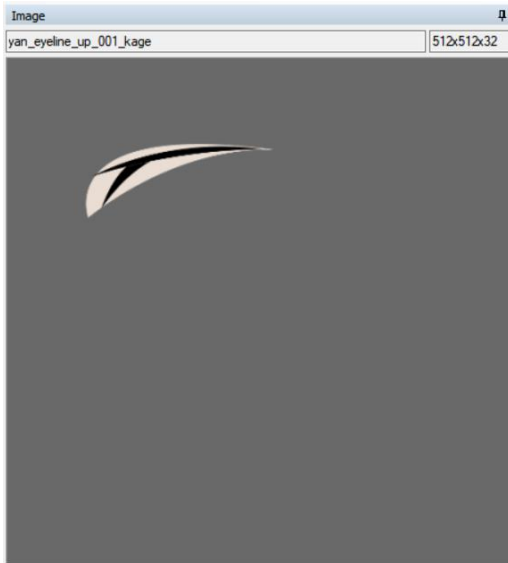
8. Technically, we have all the info we need to sort our files and then zip our folder, however, with what we have learnt, we can go to [chara/YAN_MOD] and open with the S3BUtility program the file called [yan_eyeline_up.unity3d] to see what's inside it.
9. We will get something like this



In the left panel, we see the list of images this file has stored in it, our focus will be on the first 2 files, so we click on [yan_eyeline_up_001]



(and we see this on the right panel)
and [yan_eyeline_up_001_kage]



(and we see this on the right panel)

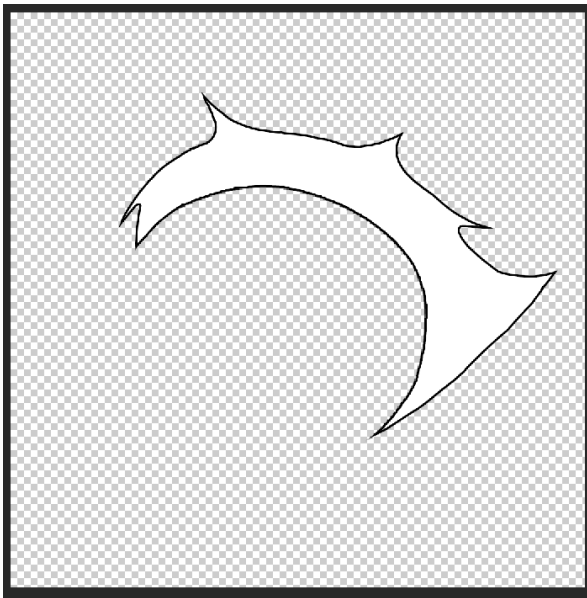
Now we know exactly what should be in each of these files and their sizes (512x512 px). We can do the same thing for this [chara/thumb/YAN/yan_eyeline_up.unity3d] to see the thumbnails.



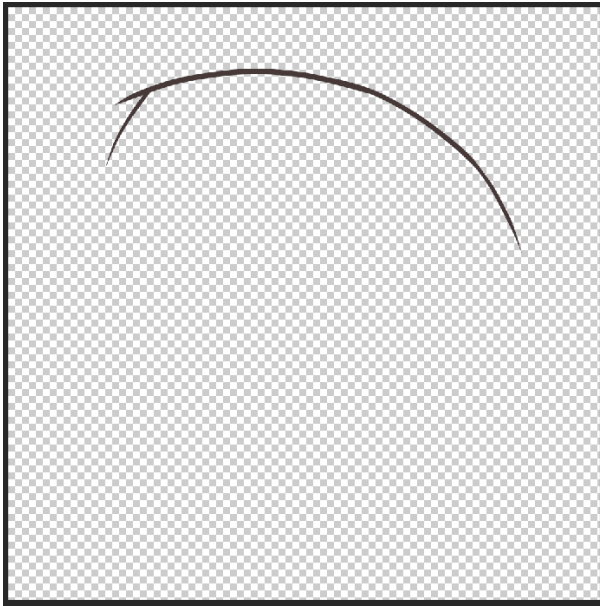
Doing this, we now know the usual size for a thumbnail for our mod (128x128 px).

10. Now we need to get our mod files ready.

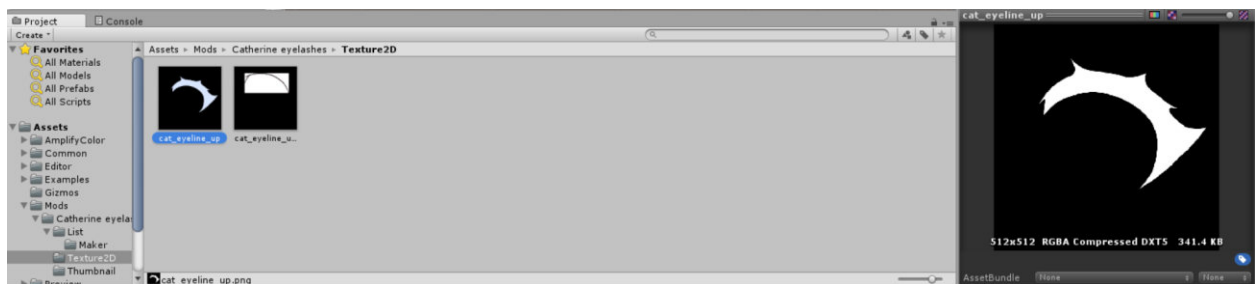
This will be my EyelineUpTex, I'll save it as [cat_eyeline_up.png] inside my folder [KoikatsuModdingTools-master\Assets\Mods\Catherine eyelashes\Texture2D]. I forgot to mention this, but you can delete whatever files are inside the [Texture2D] folder



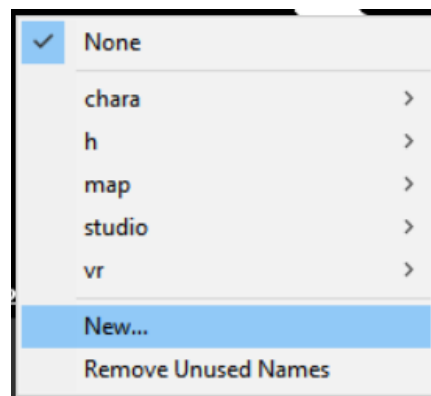
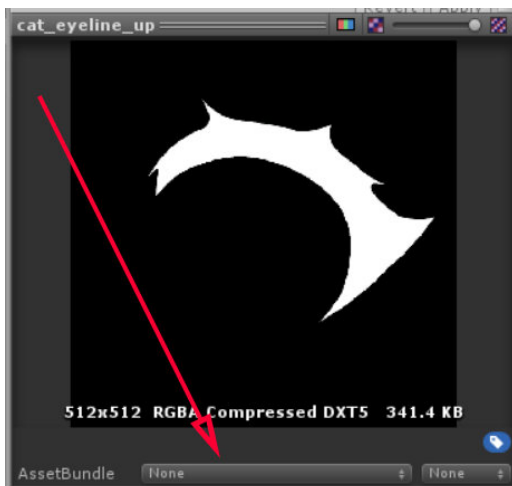
This will be my EyelineShadowTex, I'll save it as [cat_eyeline_up_kage.png], inside the same [Texture2D] folder.



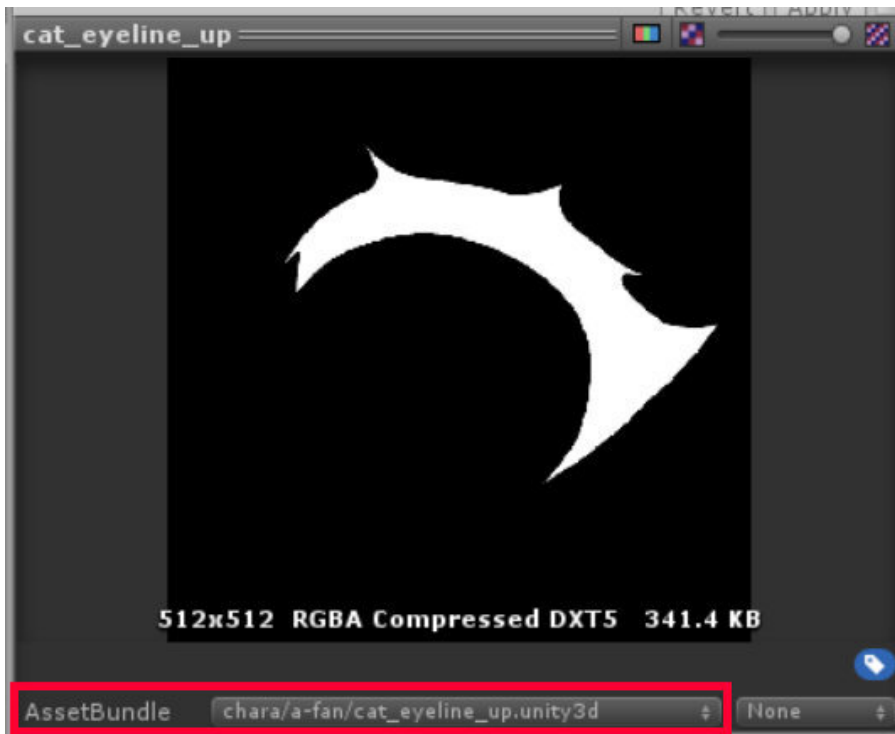
In Unity, our Texture 2D folder should be looking like this



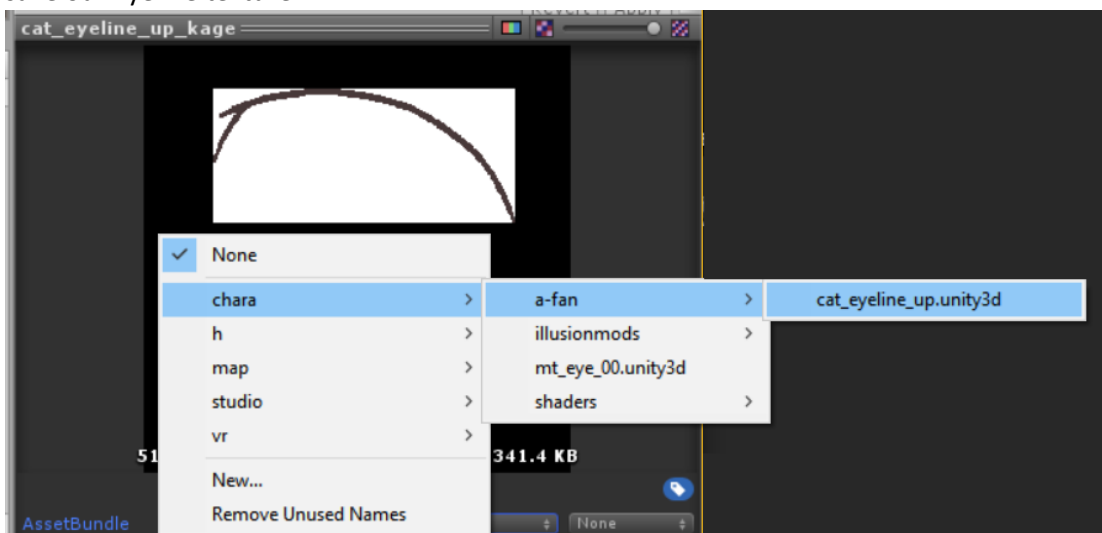
We can now start saving them in the AssetBundle, to do this we just go to the right panel, click where it says none and then click on New.



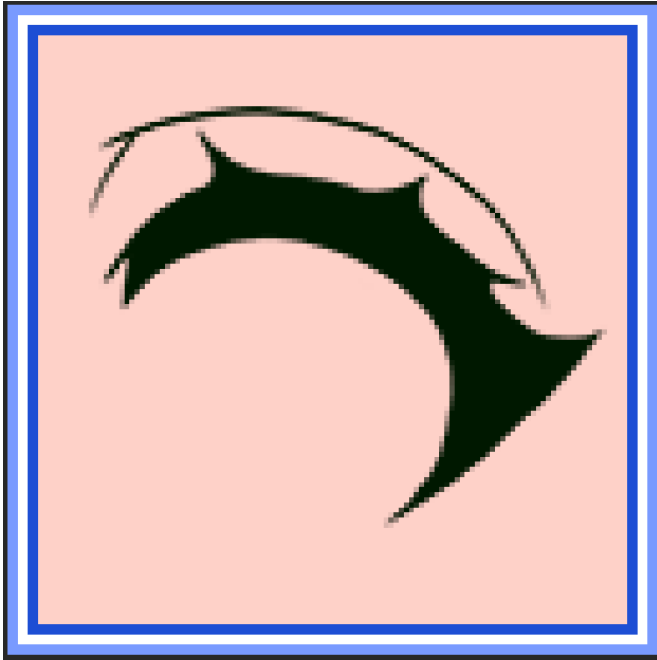
And here we have to write in which “unity3d folder” it will be stored, that place is our MainAB, and we will follow a similar structure that the mod we picked as an example had [chara/YAN_MOD/yan_eyeline_up.unity3d], for us it will be [chara/a-fan/cat_eyeline_up.unity3d] It should look like this



For the EyeShadow, we need to remember where it is saved, and that place is the MainAB we don't need to repeat the same process, because we have already created the “unity3d folder” to save our Eyeline texture.



11. Now we need to save our thumbnail image in the [KoikatsuModdingTools-master\Assets\Mods\Catherine eyelashes\Thumbnail] folder. This will be my thumbnail and it will have the name [cat_eyeline_up_thumb.png].

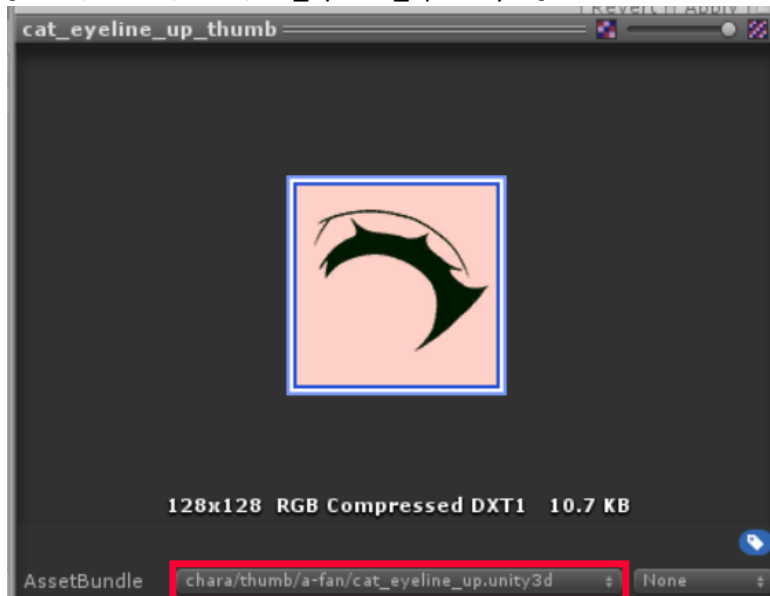


Same as the main textures, we will follow the same structure our example mod had to save our thumbnail

[chara/thumb/YAN/yan_eyeline_up.unity3d]

for us it will be

[chara/thumb/a-fan/cat_eyeline_up.unity3d]



12. We are almost done, what we need to do now is sort our list file. Let's remember our previous table and fill it with the proper names and numbers, for ID is technically not necessary to change it, but I will put 100, the rest are the names we have set before

ID	100
Kind	0
Possess	1
Name	Catherine eyelashes
MainAB	chara/a-fan/cat_eyeline_up.unity3d
EyelineUpTex	cat_eyeline_up
EyelineShadowTex	cat_eyeline_up_kage
ThumbAB	chara/thumb/a-fan/cat_eyeline_up.unity3d
ThumbTex	cat_eyeline_up_thumb

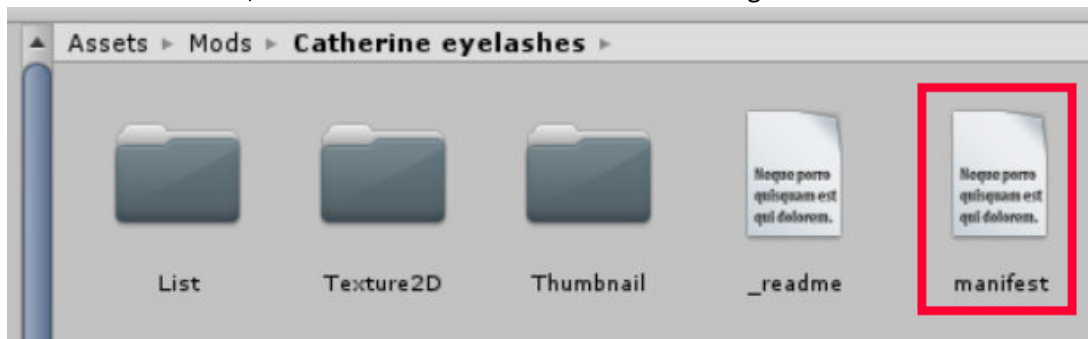
Let's remember where it was saved [KoikatsuModdingTools-master\Assets\Mods\Catherine eyelashes>List\Maker], so we open our [a-fan_eyelashes.csv] and start editing. It should look like this.

```
1 412
2 0
3 Assets/Illusion/assetbundle/chara/list/characustom/00/mt_eyeline_up_00.bytes
4 ID,Kind,Possess,Name,MainAB,EyelineUpTex,EyelineShadowTex,ThumbAB,ThumbTex
5 100,0,1,Catherine eyelashes,chara/a-fan/cat_eyeline_up.unity3d,cat_eyeline_up,cat_eyeline_up_kage,chara/thumb/a-fan/cat_eyeline_up.unity3d,cat_eyeline_up_thumb
```

Don't forget to save the file.

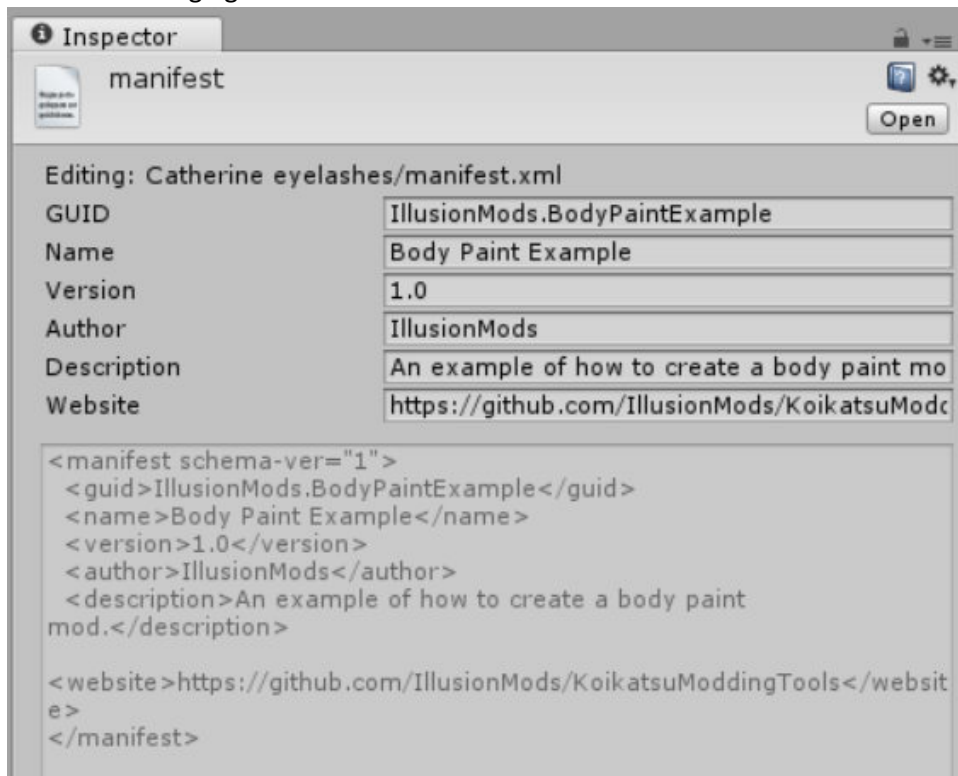
*This is an example for only one eyelashes texture, you can keep adding lines to add more eyelashes to your mod (of course you need to add different eyelashes too).

13. We are almost done, now we need to edit our manifest. It is right here

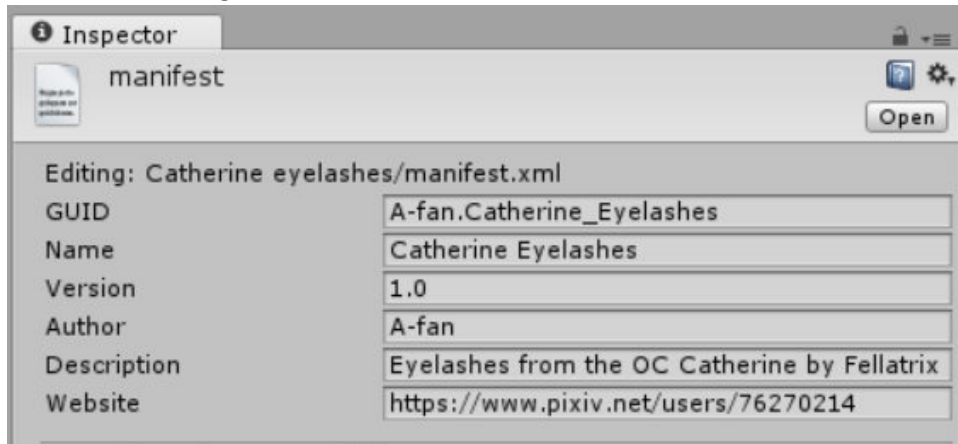


So we just click it and check the inspector panel.

Let's start changing it



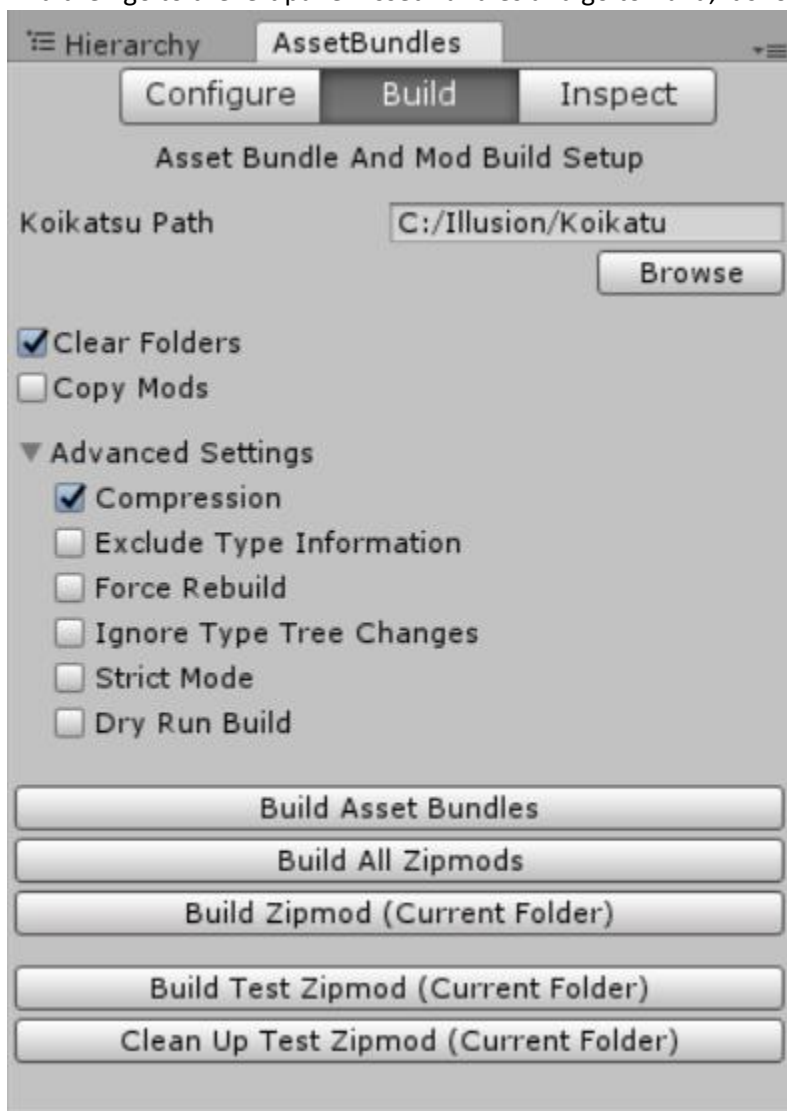
After I filled the right info, it should look like this



14. We are done with all the setup, now we just need to return to this folder



And then go to the left panel Asset Bundles and go to Build, it should look like this



The we hit Build Asset Bundles, we wait for the Black window that pops up closes. And we check the bottom of our window for a message like this.

Successfully built 22 asset bundles.

And finally we hit Build Zipmod (Current Folder) a new message should appear

Mod built successfully.

15. Now we check our results. We have to go to [KoikatsuModdingTools-master\Build\abdata] in our file explorer

KoikatsuModdingTools-master > Build > abdata				
Name	Date modified	Type	Size	
chara	02-Jul-22 6:27 PM	File folder		
h	02-Jul-22 6:26 PM	File folder		
map	02-Jul-22 6:26 PM	File folder		
studio	02-Jul-22 6:26 PM	File folder		
vr	02-Jul-22 6:26 PM	File folder		
[A-fan] Catherine Eyelashes v1.0.zipmod	02-Jul-22 6:28 PM	ZIPMOD File	28 KB	
abdata	02-Jul-22 6:26 PM	File	6 KB	
abdata.manifest	02-Jul-22 6:26 PM	MANIFEST File	2 KB	
output.txt	02-Jul-22 6:26 PM	Text Document	19 KB	

We can copy this .zipmod to our mods folder and open Koikatsu and see our results!

16. We open Koikatsu, go to the Eyes category and search for our mod. And...



We have created our own first mod!

I think this guide applies to other simple texture mods like I mentioned eyebrows, iris, noses, makeup, suntans, nipples and bodypaints, however I have only tested it for nipples it goes something like this

```
1 423
2 0
3 Assets/Illusion/assetbundle/chara/list/characustom/00/mt_nip_00.bytes
4 ID,Kind,Possess,Name,MainAB,NipTex,ThumbAB,ThumbTex
```

See that it requires one texture less than the eyelashes, so you should check already existing mods to know what does it need before trying to create it (also the Category).