

Here are the steps I follow to **export meshes from Baldur's Gate 3 to Blender**. This guide is a summary based on [this detailed tutorial](#) and various specialized videos that focus on 3D model importing and editing.

By following these steps, you will be able to import your **armor, weapons, and other objects** from BG3 into **Virt-a-Mate** or other software compatible with 3D files. This tutorial is aimed at **advanced users** who already have a solid grasp of **Blender** and file extraction tools.

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1. Introduction and Requirements

This section ensures that you have all the tools required to extract and import meshes from **Baldur's Gate 3** into **Blender**.

Required Tools:

1. **Blender**: Download [here](#) (recommended version: 3.6).
2. **Modder's Multitool**: Used to extract **.GR2** files from BG3. [GitHub Link](#).
3. **GR2 Import Plugin for Blender**: A plugin to directly import **.GR2** files into Blender. [Plugin Link](#).

Summary of Steps:

- Ensure that **Blender** and all necessary plugins are installed.
- Prepare **Modder's Multitool** to extract game files.

[Check the full guide here.](#)

2. Installing the Tools

In this section, we will install the software and plugins necessary for working with **Baldur's Gate 3** models in **Blender**.

Installation Steps:

1. **Download Blender:**
 - Go to the official website: Blender.org and install version 3.6 (or the recommended one from the BG3 wiki).
 - Install Blender following the provided instructions.
2. **Download Modder's Multitool:**
 - Visit GitHub to download **Modder's Multitool**: [GitHub Link](#).
 - Install this tool, which is essential for extracting **.GR2** files from Baldur's Gate 3.
3. **Install the GR2 Plugin for Blender:**
 - This plugin allows you to import **.GR2** files (used by BG3) into Blender.
 - In **Blender**, go to **Edit > Preferences > Add-ons** and click **Install**.
 - Select the **.zip** file of the plugin you downloaded from [this link](#) and activate it.
4. Ressources
 - [BG3 model extraction and editing tutorial](#)

Additional Notes:

- After installing the tools, ensure you configure **Modder's Multitool** properly by setting the path to your **Baldur's Gate 3** game files.
- In **Blender**, double-check that the **GR2 plugin** is enabled before moving on to file importation.

3. Extracting Models from Baldur's Gate 3

In this section, we will see how to extract 3D files (meshes) from **Baldur's Gate 3** using **Modder's Multitool**.

Extraction Steps:

1. **Open Modder's Multitool:**
 - Launch the tool after installation.

2. **Select .PAK files:**

- Click on **Search Index** and filter by **.GR2** to find the models (e.g., **HUM_F_ARM_** for female models).
- Select the model you wish to extract, such as **HUM_F_NKD_Body_A** (female nude body).

3. **Extracting the Models:**

- Once selected, click on **Extract File** and choose a location on your computer. The model will be extracted in **.GR2** or **.DAE** (preferred for Blender).

4. **Organize Files:**

- Organize your files into a dedicated folder for your Blender projects to make managing meshes and textures easier.

5. **Ressources:**

- [How to make custom armour for BG3 - Part 1 MESHES](#)
- [How to make custom armour for BG3 - Part 2 TEXTURES](#)
- [How to make custom armour for BG3 - Part 3 Final](#)

4. Importing Files into Blender

Now that you've extracted the **.GR2** or **.DAE** files, let's import them into **Blender**.

Steps to Import into Blender:

1. **Open Blender:**

- Launch **Blender** and create a new scene.

2. **Import the Model:**

- Go to **File > Import**, then select the file format (**.DAE** or **.GR2**, depending on extraction).
- If importing a **.GR2** file, ensure the plugin is enabled (check in **Preferences > Add-ons**).

3. **Correct Transformations:**

- Sometimes models import with the wrong orientation (e.g., tilted 90°).
- Select the model, then go to **Object > Apply > All Transforms** to reset the coordinates.

4. **Remove Unnecessary LODs:**

- Models might include multiple **LODs** (levels of detail). Keep only the most detailed one and delete the others.

Additional Notes:

- Also check the **armatures** if your model contains them, as they may need position adjustments.

5. Editing Meshes

After importing the model into **Blender**, you can start editing. This includes modifying UV maps, merging meshes, and adjusting visual details.

Editing Steps:

1. Merging Meshes:

- If combining multiple meshes, make sure their UV maps and Color maps share the same name, or one will be absorbed into the other during the merge.

2. Adjusting UV Maps:

- In the **UV Editing** tab, some BG3 models may not display correctly within the UV workspace. Scroll out and adjust the UV maps if necessary.

3. Checking Armatures:

- Some meshes (like accessories) may only contain one bone (e.g., for the head). For full body models, it's often useful to parent the mesh to a nude body with a complete armature to avoid rigging issues.

Tips:

- Use **Snap to Vertex** to quickly reposition UV maps if they're misplaced.
- For body models, genitals are added later via LSX code and are not part of the default body mesh.

6. Applying Textures and Shaders

After adjusting the meshes, you can apply **textures** and **shaders** to bring the model to life in **Blender**.

Steps to Apply Textures:

1. Add Textures:

- In the **Shading** tab, select your model.
- Use the extracted texture files (often in **.DDS** or **.PNG** format) and load them into the appropriate nodes (Albedo, Normal, etc.).

2. Adjust Shaders:

- Fine-tune the shaders to match Baldur's Gate 3's original materials (e.g., metallic or glossy effects).

Tips:

- Ensure all textures are properly mapped onto the model via UVs.

7. Handling Animations and Rigs (optional)

If you want to work with **animations** and **rigging** for **Baldur's Gate 3** models, this step is essential to give motion to your meshes.

Steps for Animations and Rigs:

1. **Check Armatures:**
 - Imported files may include armatures and bones. Ensure the armature is correct and bones are properly assigned to the mesh.
2. **Apply Animations:**
 - If you have associated animations, check Blender's **Animation** tab to apply them correctly to the model.
3. **Fix Armature Weights:**
 - If the armature weights (weight painting) are incorrect, you can manually adjust them in **Weight Paint** mode in Blender.

Tips:

- Using armatures and animations based on extracted models ensures optimal compatibility.

8 . Exporting a model as .OBJ or .FBX from Blender

After completing your edits or importing a model into **Blender**, you may want to export it to a format compatible with other software, like **.OBJ** or **.FBX**. Here's how:

Steps to Export as .OBJ:

1. **Select the model:**
 - Ensure your model or mesh is selected in the Blender scene.
2. **Access the export menu:**
 - Go to the **File** menu at the top left of the screen.
 - Choose **Export**, then **Wavefront (.obj)**.
3. **OBJ Export Settings:**
 - In the export window, you'll see several options. Check or uncheck as needed:
 - **Selection Only:** Exports only the selected objects.
 - **Apply Modifiers:** Applies modifiers before exporting.

- **Include UVs:** If you want to include UV maps for texturing.
- Choose where to save the **.OBJ** file.
- 4. **Save:**
 - Click **Export** to save your file.

Steps to Export as .FBX:

1. **Select the model:**
 - Ensure your model is selected in the scene.
2. **Access the export menu:**
 - Go to **File > Export > FBX (.fbx)**.
3. **FBX Export Settings:**
 - **Selection Only:** To export only what's selected in the scene.
 - **Include Armature:** If your model has an armature (skeleton), check this to include it.
 - **Bake Animation:** If you want to include animations, activate this option.
 - **Scale:** Ensure the export scale is correct (1.00 to keep the original size).
4. **Save:**
 - Choose where to save and click **Export FBX**.

Additional Notes:

- **OBJ** is simple, commonly used for static meshes without animations.
- **FBX** is ideal for models with armatures, animations, and more complex data like textures or bones.

Now, you're ready to export your models!