

Civilization VI: How to re-texture Visual Effects (VFX)

This is a simple how-to guide on re-texturing VFX in Civilization VI.

I will use the VFX asset FX_Flag_Hungarian.ast used in the Országház World Wonder as a start point.

The aim of this tutorial will be to re-texture this flag effect as the British flag.

Step 1

Collect the following files into a working directory:

FX_Flag_Hungarian.ast (the VFX Asset file)

FX_Flag_Hungarian.dds (the 2D DDS texture used in the particle effect)

FX_Flag_Hungarian.tex (the Civ VI Texture asset file)

FX_Flag_Hungarian.psb (the binary Particle Effect in Fork Particle Studio binary format)

FX_Flag_Hungarian.ptl (the Civ VI Particle Effect asset file)

Step 2

Create the new texture. I used Paint.NET for this, but you can use Gimp 2 or Photoshop.

Save the file with a filename that is **the exact same number of characters as the original texture filename**. This is **important**.

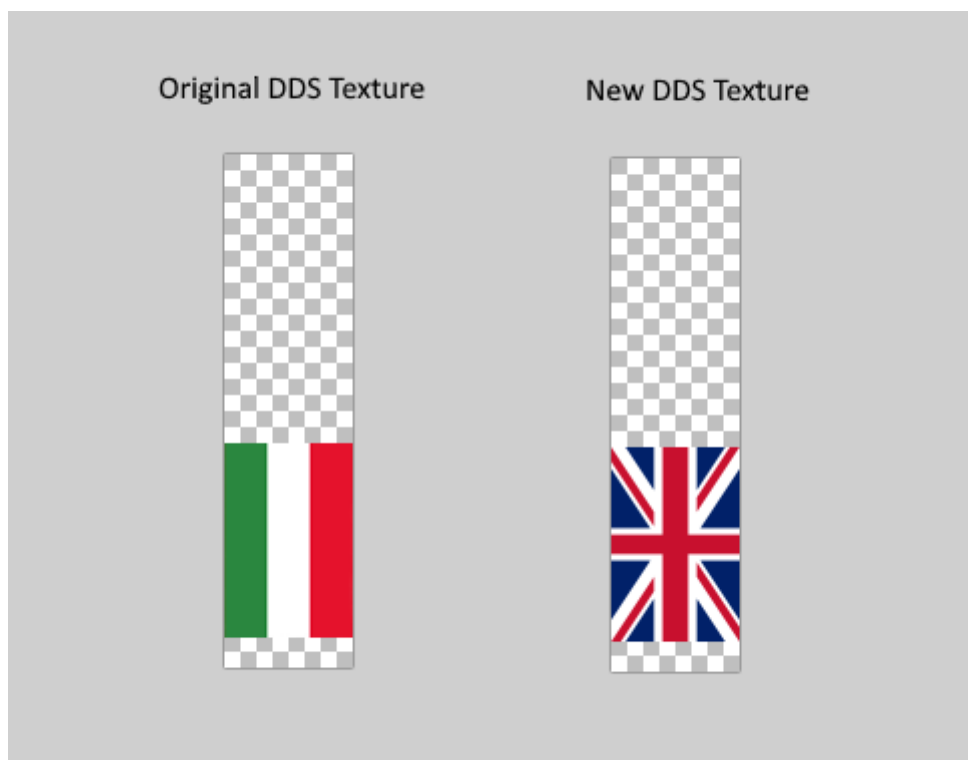
I chose the filename "FX_Flag_British_1.dds" to achieve this.

Format to save as:

Photoshop: Use .DDS plugin and export your .DDS Uncompressed.

Gimp 2: Use .DDS plugin and use Export as ABGR8 format, .DDS with Compression=None.

Paint.NET: Use the B8G8R8A8 format.



Step 3

Make a copy of the *.ast, *.psb, *.ptl and *.tex files and rename them as follows:

FX_Flag_British_1.ast

FX_Flag_British_1.psb

FX_Flag_British_1.ptl

FX_Flag_British_1.tex

Step 4

Open each of the copied and renamed files from Step 3 in a Text Editor such as Notepad++ and find/replace the string "FX_Flag_Hungarian" with the string "FX_Flag_British_1". **Important:** This step must include the binary non-text file psb file.

Step 5

Create a new empty project in Modbuddy and open the Asset Editor which will create all the asset subdirectories.

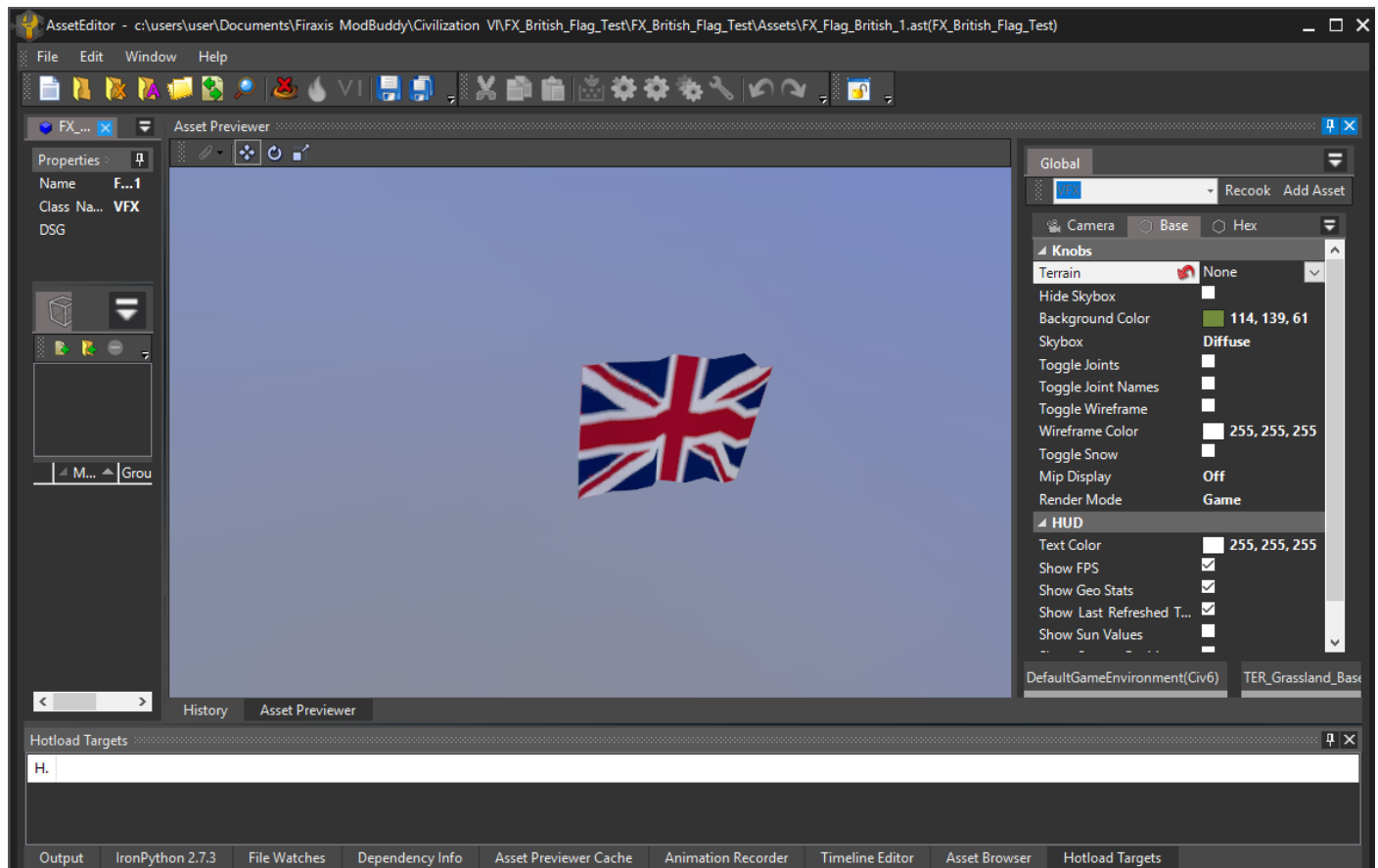
Step 6

Copy the following files to subdirectories of your Modbuddy project as specified:

- Copy FX_Flag_British_1.ast to Assets.
- Copy FX_Flag_British_1.ptl and .psb to ParticleEffects.
- Copy FX_Flag_British_1.dds and .tex to Textures

Step 7

Now you should be able to view your re-textured VFX asset in the Asset previewer and use it in game. 😊



Note: A similar technique can be used to re-texture VFX that use multiple textures. You just need to make sure that the names of all the textures in .ptl, .psb, .dds and .tex files remain consistent.