

Outdated tables (cross-reference only)

These are a few pages/tables that are included for cross referencing for the sake of older mods and setups, and should not be used when doing things post dawntrail. they are being saved for archival's sake, but I will not be formatting them in a pretty way, sorry. These are taken from the Textools Reference doc made by sel.

Endwalker shader tables-

Standard Gear Shader						
Normal Map		Multi		Vertex Color/Alpha		UV2
RED	Standard Tangent Space Normal Map	RED	Ambient Occlusion	RED	Ambient Occlusion	Decal Placement, such as Grand Company Logos
GREEN	Standard Tangent Space Normal Map	GREEN	Gloss	GREEN	Gloss	
BLUE	Opacity [0-128, 128+ is full Opacity]	BLUE	Specular Power	BLUE	Specular Power	Specular
ALPHA	Colorset Row	ALPHA	???	ALPHA	Opacity	Standard Full Color Specular Map

Standard Gear Shader - Monster Preset						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
RED	Standard Tangent Space Normal Map	RED	Specular Intensity	RED	???	Decal Placement, such as Grand Company Logos
GREEN	Standard Tangent Space Normal Map	GREEN	Gloss (?)	GREEN	???	
BLUE	Opacity [0-128, 128+ is full Opacity]	BLUE	???	BLUE	???	Specular
ALPHA	Colorset Row	ALPHA	???	ALPHA	???	Used as a Multi map (See Multi column)

Glass Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
RED	Standard Tangent Space Normal Map	RED	Ambient Occlusion	RED	???	???
GREEN	Standard Tangent Space Normal Map	GREEN	Gloss	GREEN	???	
BLUE	Opacity	BLUE	Specular Power	BLUE	Z Depth?	N/A
ALPHA	Colorset Row	ALPHA	???	ALPHA	???	

Skin Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
RED	Standard Tangent Space Normal Map	RED	Player Skin Color Selection Influence	RED	Player Muscle Slider Influence	Decal Placement, such as Legacy Mark or Face Paint.
GREEN	Standard Tangent Space Normal Map	GREEN	Specular Intensity	GREEN	???	
BLUE	???	BLUE	Unused	BLUE	Angle of Refraction Intensity	N/A
ALPHA	???	ALPHA	???	ALPHA	Player Skin Color Selection Influence	

Skin Shader - Face Presets						
Normal Map		Multi		Vertex Color/Alpha		UV2
RED	Standard Tangent Space Normal Map	RED	Player Skin Color Selection Influence	RED	Player Muscle Slider Influence	Decal Placement, such as Legacy Mark or Face Paint.
GREEN	Standard Tangent Space Normal Map	GREEN	Specular Intensity	GREEN	???	
BLUE	Opacity	BLUE	Player Lip Color Selection Influence	BLUE	Angle of Refraction Intensity	N/A
ALPHA	???	ALPHA	???	ALPHA	Player Skin Color Selection Influence	

Skin Shader - Skin with Hair Preset						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2

RED	Standard Tangent Space Normal Map	RED	Player Skin Color Selection Influence	RED	???	Decal Placement, such as Legacy Mark or Face Paint.
GREEN	Standard Tangent Space Normal Map	GREEN	Player Hair Color Selection Influence	GREEN	???	
BLUE	???	BLUE	Hair Highlight Color Selection Influence	BLUE	???	N/A
ALPHA	???	ALPHA	???	ALPHA	???	

Hair Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
RED	Standard Tangent Space Normal Map	RED	Diffuse Mask	RED	Red Color Influence	Opacity Mapping
GREEN	Standard Tangent Space Normal Map	GREEN	Specular Mask	GREEN	Green Color Influence	
BLUE	???	BLUE	Unused	BLUE	Blue Color Influence	N/A
ALPHA	Opacity (see UV2)	ALPHA	Highlight Color Influence	ALPHA	Opacity	

Hair Shader - Face Presets						
Normal Map		Multi		Vertex Color/Alpha		UV2
RED	Standard Tangent Space Normal Map	RED	Brightness	RED	Red Color Influence	Opacity Map
GREEN	Standard Tangent Space Normal Map	GREEN	Specular Intensity	GREEN	Green Color Influence	
BLUE	???	BLUE	Unused	BLUE	Blue Color Influence	N/A
ALPHA	Opacity	ALPHA	Player Tattoo/Etc* Color Influence	ALPHA	Opacity	

Tattoo Color	
Limbal Color	
Ear Clasp Color	

Iris Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
RED	Standard Tangent Space Normal Map	RED	Diffuse Mask	RED	Left Eye Color Influence	???

GREEN	Standard Tangent Space Normal Map	GREEN	Specular Mask	GREEN	Right Eye Color Influence	
BLUE	???	BLUE	Gloss(?)	BLUE	???	Reflection
ALPHA	???	ALPHA	???	ALPHA	???	Reflection Map ("Catchlight")

Furniture Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
RED	Standard Tangent Space Normal Map	RED	Diffuse Mask	RED	???	Emissive Color Mapping (?)
GREEN	Standard Tangent Space Normal Map	GREEN	Specular Mask	GREEN	???	
BLUE	Unused	BLUE	Gloss	BLUE	???	Diffuse Note
ALPHA	Opacity	ALPHA	Emissive Mask	ALPHA	???	Diffuse Alpha is also used for Opacity

Dyeable Furniture Shader						
Normal Map		Multi		Vertex Color/Alpha(UV3)		UV2
RED	Standard Tangent Space Normal Map	RED	Specular Mask	RED	???	Emissive Color Mapping (?)
GREEN	Standard Tangent Space Normal Map	GREEN	Roughness	GREEN	???	
BLUE	Unused	BLUE	Also Specular Mask...?	BLUE	???	Diffuse Note
ALPHA	Opacity	ALPHA	Emissive Mask	ALPHA	???	Diffuse Alpha is used for Dyeability

Further Notes							
SE's Gloss implementation is very unique, and doesn't adhere particularly well to most modern PBR system's assumption of Gloss. (Closer to non-PBR Spec-Gloss)							
In particular, their Gloss layers in the textures are really more like [Specular + Gloss]. To get a true Gloss-Only variance, your best bet is to blend Colorset Rows.							

Endwalker colorset row reference table

Colorset Reference Table					
When working with normal map Alpha channels, your Greyscale Color space should be set to sGrey. (Ctrl-Shift-K in Photoshop for color space settings)					

Row #	Greyscale %	Photoshop Greyscale %	sGrey Value	Hex Value	Color
Row 1	0.00	100.00	0	#000000	
Row 2	6.67	93.33	17	#111111	
Row 3	13.33	86.67	34	#222222	
Row 4	20.00	80.00	51	#333333	
Row 5	26.67	73.33	68	#444444	
Row 6	33.33	66.67	85	#555555	
Row 7	40.00	60.00	102	#666666	
Row 8	46.67	53.33	119	#777777	
Row 9	53.33	46.67	136	#888888	
Row 10	60.00	40.00	153	#999999	
Row 11	66.67	33.33	170	#AAAAAA	
Row 12	73.33	26.67	187	#BBBBBB	
Row 13	80.00	20.00	204	#CCCCCC	
Row 14	86.67	13.33	221	#DDDDDD	
Row 15	93.33	6.67	238	#EEEEEE	
Row 16	100.00	0.00	255	#FFFFFF	