Import/Material Setup

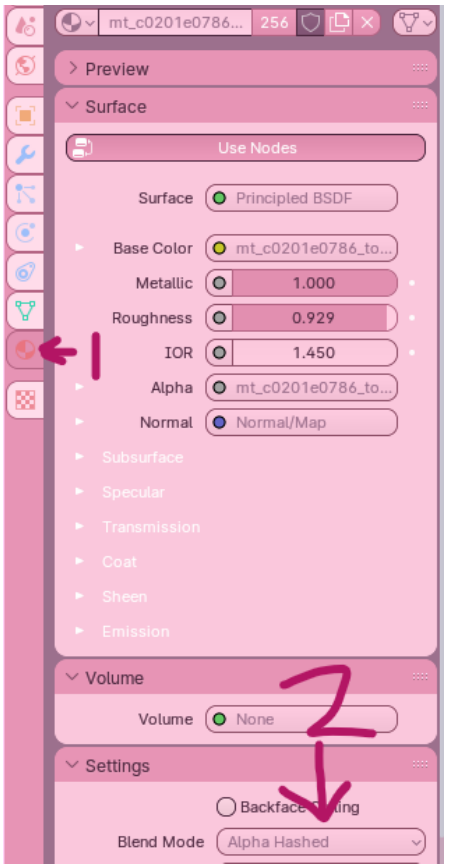
Import the vanilla item of choice into Blender. I’m using the Ravel Keeper’s Chestpiece of Casting for an example here - because this skirt has MANY parts and is very intricate. You may see that your textures immediately look weird. That’s normal for vanilla. I don’t really understand why SE sets up their items the way they do, but they do. We’ll fix it!





Go do your **Properties** column or tab - this is the tab that contains all of your vertex groups, materials, armature etc. You want to **click on the button that looks like a circle with two black and two white parts in it**. (marked on picture as 1)

My new blender layout is aggressively pink, so it may be hard to see, but here it is on mine, at the bottom.



From there: go to **Settings and Viewport Display**, and change Alpha Blend to **Alpha Hashed**. This will fix the strange shapes and backface collision issues that you have on the original. (marked on picture as 2)

Some people click “Backface Culling” in settings but I *personally don’t*. I like to see where the backfaces are on my outfit, so I can figure out if I need to remove them or leave them alone. That is a personal preference, and one I urge you to play with.

At this point I **import a second copy of the vanilla item** I’m working on and keep it in a collection labeled “backup.” This is important because sometimes I mess up. Additionally, this can be useful if you ever have a problem with the model’s normals, as you can copy data from the backup.

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