

提示:以下设置都是在国际服基础上设置,国服没试过,估计不行

前提是连接到私服

还有就是我用这个打开原神时候原本安装的MelonLoader文件会自动删除
(可能因为不是用start GenshinImpact.exe --melonloader.agfoffline启动的...,
最好先备份)

1.安装SpecialK

1. 安装所需的先决条件:

▸ Visual C++ 2015-2022 Redistributables ([32位](#)和[64位](#))

32位下载地址

https://aka.ms/vs/17/release/vc_redist.x86.exe

64位下载地址

https://aka.ms/vs/17/release/vc_redist.x64.exe

(我使用的是64位)

SpecialK下载链接

<https://sk-data.special-k.info/SpecialK-test.exe>

默认安装

安装后打开SpecialK根目录,找到SpecialK64.dll文件

将其复制到国际版原神根目录(GenshinImpact.exe所在目录)

并改名为dxgi.dll

之后以管理员身份运行Special K



SpecialK



Special Kudos to our Patrons:

- johnpinky7
- Silent Night
- Draken Abarion
- Sioken
- Akronis
- Xinesius
- TrowGundam
- cancius
- MattOn1

- GenshinImpact
- Minecraft Launcher
- Mirror 2: Project X
- Special K**
- Summer Memories
- Terraria
- tModLoader

+ Add Game
↻ Refresh

在右侧列表鼠标右键
添加游戏, 设置游戏
根目录, 即
GenshinImpact.exe
所在文件夹

Special K v 22.3.11.3
 Config Root: Centralized
 32-bit Service: Stopped
 64-bit Service: Stopped

Service

✓ Stop automatically

- GenshinImpact
- Minecraft Launcher
- Mirror 2: Project X
- Special K
- Summer Memories
- Terraria
- tModLoader

选择要打开的游戏,出现如下Stopped表示成功,之后点击Launch运行游戏

若没有出现,我一般是先打开Launch运行一遍后关闭游戏和SpecialK,再次启动,重复上述步骤.

Injection Strategy:	Global	Stopped
Injection DLL:	SpecialK64.dll	v 22.3.11.3
Config Root:	Centralized	
Config File:	SpecialK.ini	

Launch

Disable Special K

成功后进入游戏出现如下图标, 弹出提醒先点ok,

Special K Please see the Discord Release Channel, under [Help | Releases](#) for beta / stable updates to this project.

You are currently using [22.3.11.3](#)

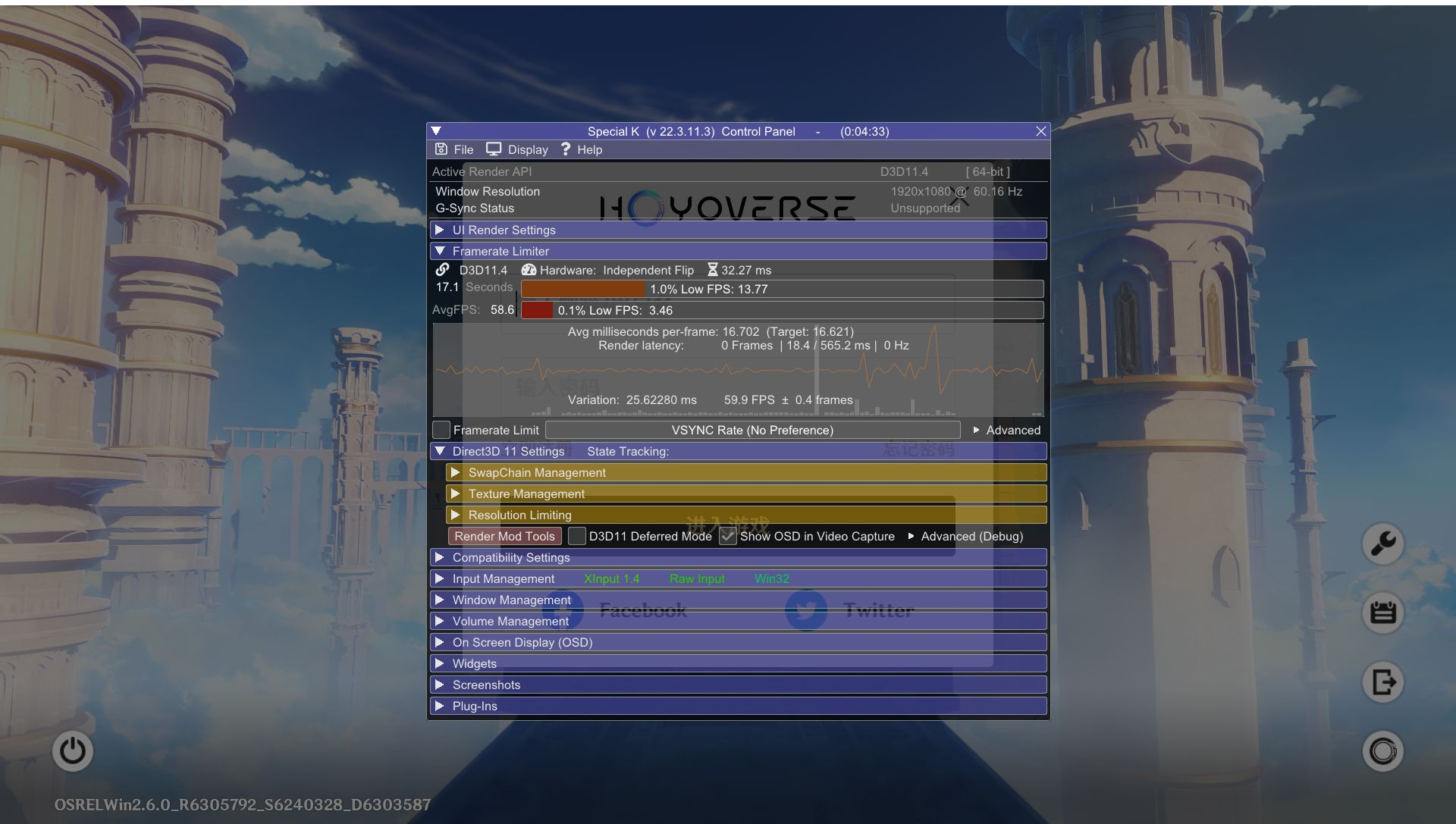
2022/1/3 19:22 ✖ Lovingly referred to as the Swiss Army Knife of PC gaming, Special K does a bit of everything.

Press 'Ctrl + Shift + Backspace' , 'Select + Start' (PlayStation) or 'Back + Start' (Xbox) to open Special K's configuration menu.



按ctrl+Shift+Backspace(退格键,键盘的”←“,不是方向键)

出现下图界面



按照下图操作, Display内的sRGB Bypass改为Strip模式,修复前面开启时跳出的警告



Active Render API D3D11.4 [64-bit]
Window Resolution 1920x1080 @ 60.16 Hz
G-Sync Status Unsupported

▶ UI Render Settings

▶ Framerate Limiter

▼ Direct3D 11 Settings State Tracking:

▶ SwapChain Management

▶ Texture Management

▶ Resolution Limiting

Render Mod Tools D3D11 Deferred Mode Show OSD in Video Capture ▶ Advanced (Debug)

▶ Compatibility Settings

▶ Input Management Win32

▶ Window Management

▶ Volume Management

▶ On Screen Display (OSD)

▶ Widgets

▶ Screenshots

▶ Plug-Ins

进入游戏后点击Render Mod Tools
弹出界面看下图

Live Shader View

VERTEX : 886.99 Thousand Raster (1.98 Million Verts)
GEOM : <Unused>
TESS : <Unused>
RASTER : 60.8% Filled (642.56 Thousand Triar
PIXEL : 54.46 Million (390.80 Thousand Triar
COMPUTE : 6.93 Million

Clear Shader State Store Shader State Add Shader State

Vertex Shaders

Pixel Shaders

Geometry Shaders

Compute Shaders

Draw Call Filters

Vertex Shader: 0

Add Min Filter 0

Add Max Filter 0

Live Memory View

Mapped Memory

Read-Only:	(0)	/0
Write-Only:	(0)	/0
Read-Write:	(0)	/0
Write (Discard):	(0)	/0
Write (No Overwrite):	(0)	/0

Resource Types

Unknown:	(0)	/0
Buffers:	(0)	/0
Index:	0	
Vertex:	0	
Constant:	0	

Live Texture View

Current list represents 163.71 MiB of texture memory [0] Frames Between Texture Refreshes

Refresh Textures

Generate Mipmaps

Used Textures

Clear Debug

Reload All Injected Textures

H

Area_Common_Build_Camp_A_01_Diffuse
Area_Common_Build_Camp_A_01_Normal
Area_Common_Build_Camp_A_01_SMBE
Area_Common_Flower_Detail_01_Diffuse_NoMip
Area_Dq_Flower_Common_BlueEyes_Diffuse_NoMip
Area_Dq_Flower_Common_Reeds_01_Diffuse_NoMip
Area_Dq_Flower_Common_Tint_Mask_NoMip
Area_Dq_Grass_Common_Lhc_01_ESA
Area_Dq_Grass_Common_Ty_01_Diffuse
Area_Dq_Grass_Common_Ty_01_LSAB

Live RenderTarget View

SwapChain-B

0000003
0000005
0000006
0000007
0000008
0000009
0000010
0000011
0000012
0000013
0000014
0000015

箭头指向可拉动



启用高亮显示

Live Shader View

VERTEX : 1.15 Million
GEOM : <Unused>
TESS : <Unused>
RASTER : 79.0% Filled
PIXEL : 41.32 Million
COMPUTE : 5.81 Million

Clear Shader State

Vertex Shaders

Pixel Shaders

Geometry Shaders

Compute Shaders

Draw Call Filters

Vertex Shader: 0

Add Min Filter 0

Add Max Filter 0

Live Memory View

Mapped Memory

Read-Only: (0)
Write-Only: (0)
Read-Write: (0)

Live Texture View

Current list represents 141.82 MiB of texture memory 0 Frames Between Texture Refreshes

Refresh Textures

Generate Mipmaps

Used Textures

Clear Debug

Reload All Injected Textures

Highlight Selected Texture in Game

Hide

- Area_MdBuild_SdMoss02_Diffuse
- Avatar_Girl_Catalyst_Kokomi_Tex_Body_Diffuse
- Avatar_Girl_Catalyst_Kokomi_Tex_Body_Lightmap
- Avatar_Girl_Catalyst_Kokomi_Tex_Face_Diffuse
- Avatar_Girl_Catalyst_Kokomi_Tex_Hair_Diffuse
- Avatar_Girl_Catalyst_Kokomi_Tex_Hair_Lightmap

身体

服装

面部

发型

References: 4

Flip Vertically Flip Horizontally

Dump Texture to Disk Texture was rescaled to fit.

- Press [] to select the previous texture from this list
- Press [] to select the next texture from this list

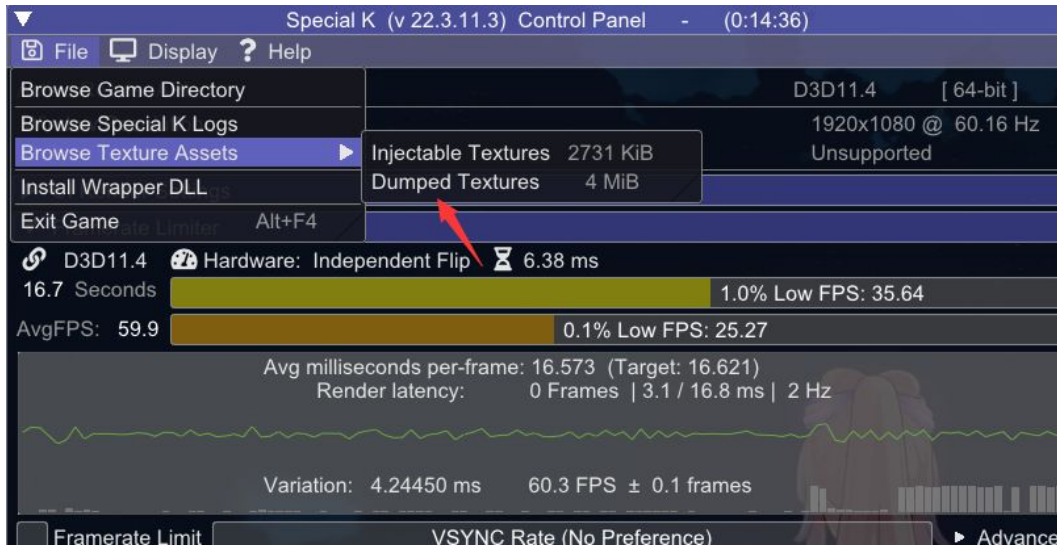
选中左边框内对应模型后点击将会导出对应dds文件

发型下面没选中的是发色，在游戏内点击相应文件右边框内会显示图形，同时人物相应部位会高亮显示选中的是当前人物的模型。



框内文件一直变化时可以点击刷新，变化是因为鼠标移动导致游戏场景变化





之后可以关闭Render Mod Tools窗口,找到这里打开导出的dds文件对应的文件夹



将你下载的对应的角色对应贴图文件重命名为导出的文件名,但要去掉前缀:
'Compressed_'只保留后面的如:'D4142F6F'
放到下图中的文件夹内



之后退出原神再次用Special K启动
进入游戏后换到相应角色就会变为修改之后的样子。
涩图下载地址：

https://github.com/zeroruka/GI_Textures

这个大佬做的,要以压缩包形式下载

每次都要用Special K打开原神才会改模型，我自己测试时候是这样的，不用Special K打开模型就会变成原样