

Video Modding

Information for people who are looking to create video mods.

- [Creating Video Mods](#)

Creating Video Mods

Video modding is currently not supported by the **Eternal Mod Injector**.
Make sure to backup your video files before editing them.

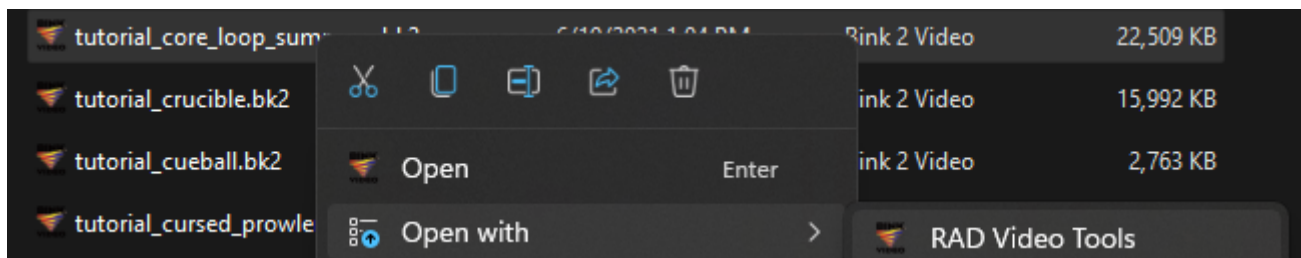
Extracting Tools:

The RAD Video Tools by Epic Games Tools - [Download](#)

Finding a Video to Replace:

Every video file can be found at **base\video** in the **DOOMEternal** installation directory. Each video uses the **.bk2** format. The only way to view **.bk2** files is to open them in RAD Video Tools.

- Right click on the video you want to play (ex: **base\video\tutorial_core_loop_summary.bk2**)
- Hover over **Open with** and click **RAD Video Tools**.
- A separate window will open up, showing the video you clicked on.

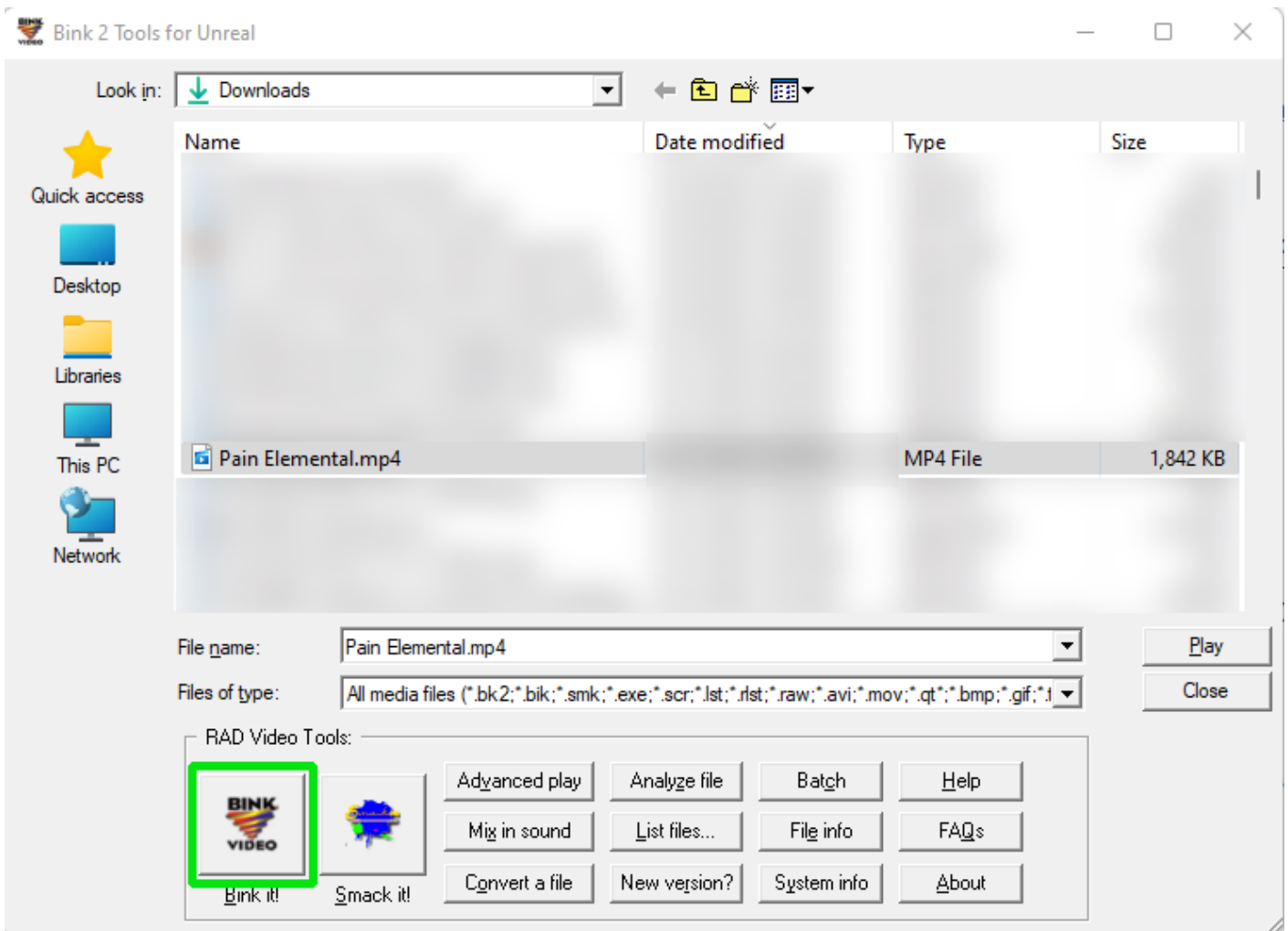


The GUI of the Context Menu might look different depending on the OS you are using.
This screenshot is from a Windows 11 GUI.

Converting a Video into the .bk2 Format

RAD Video tools can convert many different kinds of video formats into **.bk2**.
They are compatible with most video formats such as: **.mp4 .gif .mov .wmv .avi**

- Open **RAD Video Tools**
- Left click the video you want to convert to **.bk2**
- Left click **Bink it!**



- A new window will appear. The Bink Compressor provides options for changing the settings of your video before converting it. Leave them to their default value.
- Change the text under **Output file info:** to the name of the video you want to replace. Make sure to add **.bk2** as the file extension.
- After you finish naming the file, left click **Bink** located on the right side of the window. Your video will start processing into a **.bk2** video file. The video should be saved in the **same folder your original file was in.**

Output file info: ☐ Automatic overwrite?

Compression settings:

File format: ☒ Use Bink 1 (the Bink 2 encoders require a license).

Overall data rate settings:

☒ Automatic (based on input file) ☐ Compress to a data rate (bytes): ☐ Compress to a % of the original:

Key frame control: At % changed: Key at least every:

Keep peak data rate under a: ☒ multiple of the overall data rate: ☐ specific data rate (bytes):

☐ Compress as grayscale

How many frames to preview during bandwidth allocation (2-64):

☐ Click for alpha plane options (currently not processing alpha)...

Hint entry - Start, end, rate, peak, key, crst, smth, blk, brght, gamma, denoise:

Extra switches:

Input video settings:

Frame rate control (fractional frame rates ok): Frame range: Frame size (cropping): Scaling type...

Force (no adding or removing) to: Start: Left: Width: Width:

Adjust (adds/removes frames) to: End: Top: Height: Height:

Contrast - 0 (none) to 127 (max): De-noise: ☐ De-interlace: ☐ Blended ☐ Even lines ☐ Odd lines

Smooth % - 0 (none) to 100 (max): Brightness % - from 0 (dark) to 100 (no change) and up (bright):

Black clamp - 0 (none) to 255 (all): Gamma correct - from 0 (dark) to 1.0 (no change) and up (bright):

☒ Compress audio:

Compress level (0=perceptually lossless, 4=barely lossy, 99=very lossy): Convert to rate (11025, etc):

Convert to what sound format: ☐ 8-bit/mono ☐ 8-bit/stereo ☐ 16-bit/mono ☐ 16-bit/stereo

BINK VIDEO

Replacing the Existing Video File

Make sure to create a backup for the original video file and store it somewhere safe. If you fail to restore the original file, you will need to Verify File Integrity from your client.

- Go back to the file path where you originally found the video you want to replace (ex: **DOOMEternal\base\video\tutorials**)
- Put your new **.bk2** file into the file path, and replace the vanilla file.
- Run DOOM Eternal like normal, no Eternal Mod Injector needed.



To restore the original video, simply replace your modified **.bk2** file with the vanilla file.