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Bodyslide Changes: Added Dragon Mask (set on Mag Journeyman) Added high poly foot nails for all open shoes Added nail extension for all open finger braces Added female Clavicus Mask fitted to the female head and neck Fixed partition errors on DB gloves, Dragonscale, Hide heavy gloves, Fur Bracers, Imperial Heavy Gauntlets and Steel Plate Fixed missing hand sliders on some gloves fixed minor clipping between Mag Hood and Mag Journeyman and Magician Apprentice Boots Fixed minor clippings on DB boots, DB gloves and Kynareth Amulet Fixed First-person Mesh for Savior Hide Fixed UV Errors on Farm 4 Fixed Nightingale Cloak zap ESP Changes: Added female version of Clavicus Mask with weight slider included Added Nightingale hood and zap to remove eye covers and/or mask Added zap Nightingale to remove the cloak Re-added Akatosh, Arcai and Stendarr Amulets Fixed Rotation on Senior Council Amulet Fixed sections on many grids (Ex. It will fix the clipping boots on iron Armor) Bodyslide Changes: Added female version of Sheogorath outfit and boots Removed HDT scales from Ancient Nord (Non HDT version) Removed Akatosh Amulet, Arcai Amulet and Stendar Amulet, do not know how to fix their yet removed female and beast male glove options (maybe, will DB Boots, DB Gauntlets, DB Gloves, Jester Boots, Jester Gloves Fixed Missing Feet at Barkeeper and Chief Fixed Missing Sliders for Dark Brotherhood Fixed Deformed Belt at Dark Brotherhood Fixed Animation Dragon Aspect Mesh Fixed Minor Cut-off at All Thief Options with kneepads fixed minor clippings on the miner fixed a minor clipping on the ancient Nord Gauntlets Fixed clipping with hands on The Magician Apprentice Fixed clipping on Dawnguard 4 Fixed shader / shaderflags and added cubemap and neighborhood map Dawnguard 3 and 5 Fixed Guard Boots Fixed zap on Thief Karlia Added zappa to Ancient Nord, Dark Brotherhood and Ebony ESP Changes: Added women's version of Sheogorath outfit and boots with included weight slider Removed all beast gloves edits Removed a lot of armor edits - To make it more compatible with other languages - Use USLEP and you get a lot of those edits, which I removed included a fixed filepath for the Dark Elf first-person version of the Fixed Dragon Aspect mesh so it's not bent in some presets fixed by a minor clipping by thief Carly Fixed bug with not being able to build an ancient gloves and beast version and mythical gloves Dawn Fixed clipping hands on Vampire Armor Bodyslide Changes : New Bodyslides Structure, Smaller ShapeData Folders and SliderSets Files Added All Amulets Added Dark Brotherhood Hood (clothing version) and Miraak Hood Added Dragon Full, Mid and Light Added for Oath Gloves, Falmer Heavy Gauntlets, Stahlrim Heavy Gauntlets Beast and Vampire Boots (Somehow I Missed These) Added Falmer, Forsworn, Fur, Leather, Nightingale, Prisoner Cuffs, Thief (All Options), Ulfric and Jarl 2 Added All Variations monk and monk hood (due to compatibility with other mods) New mesh for Jester, Daedric and Night (with new underwear) with more polygons returned to vanilla mesh for Daedric Gauntlets Refitted, Iron Heavy, Iron, Prisoner, Prisoner To look best in most preset Fixed weigh-in on the prisoner, prisoner Bloody and Prisoner Rags Fixed clipping while wearing Dragonscale gloves with Dragonscale Armor Fixed minor clippings on Bonemold Heavy, Prisoner Shoes and Dragonscale Reduction Cut-off with Boots at Archmage, Magician Apprentice and Journeyman Mag added optional bikinis. , one of the unofficial patch (vanilla one will now give invisible caviar) zapps added to farm 3 Option, Fine 1, Fur 3 and 4, Imperial Heavy, Iron Heavy, Iron, Leather, Miner, Merchant, Night, Prisoner Rags, Prisoner, Prisoner Bloody, Redguard, Thief Carly : Skyrim Version: Added all versions of the beast mitts for men and women (Added men for consistency) Fixed color world model for Ulfric clothing Boots and gloves Fixed color first face mesh of several clothes with different versions Fixed showing amulets and rings on several clothes (Not every outfit that the unofficial patch does, but some) Carried over the latest unofficial patch entries, downloading names) Moved a few keywords from the clothes and clutter of Fixes and Arms and Armor Fixes Removed my edits Monk Robs and Monk : Transferred keyword from Dawnguard to Falmer Bracers Fixed color first-face mesh Vampire Armor and Vampire Royal Armor variants Dragonborn version : Added version of the Beast Blackguard gloves Fixed mesh color of the first-person Dark Elf options Of Clothing and Clutter Fix 2.0 ESP Replacement (Dawnguard and Dragonborn required) Compatible with weapons and armor Fixes, but it is not a master redirected all the records that remain intentional Added bodyslides for the magician hood (fur and furless) and Magician Journeyman Hood Added bodyslides to female executioner Set of Weapons and Armor Fixes Set CaCF 2.0 Set WAF (Optional) Home Installation UUN P Vanilla Bodyslides Set this to replace ESP and rewrite the main ESP Place of this ESP after caCF and WaF remade all buggy dresses from 1.5 Removed Body from Jester Gloves Added Mag Apprentice Hood Fixed Order Shape on Imperial Gloves Heavy and Light so that alternative colors work added Face mesh for imperial gloves heavy and light for beasts Added first-person mesh for imperial heavy armor, Medium and Light Modified Fineclothes1, so the amulet looks normal in all presets Fixed Monk HDT Sliders Fixed minor clippings around the hands on Dark Brotherhood Armor Added Hoods (Beast Options included) Added all the first-person mesh that shows the skin added USLEP version of fine boots 1 Fixed HDT scales on thin clothing 1 Fixed HDT On nightly clothes Fixed weekend options on Vampire Armor Fixed Neck slider at Monk Robes and improved installation Fixed clipping on Wench Clothing and improved installation Fixed clipping on Nordic Carved Armor Refitted lots of clothing and a few armor fixed all gauntlets problems converted In Clothing Tinted Down HDT Scales on Ancient Nord Armor and Magper Aageintice Re-added Daedric Armor Added All Gloves Wolf Gloves (esp Update) Fixed clipping on vampire armor Fixed HDT weights on Farmclothes3 HDT version Altered Mesh for Nightingale and Wolf Armor for those with more polygons added by CBAdvanced group, so that everyone can build outfits in CBBE bodies (Still UNP UV card) Fixed so that all shoes are generated by Bodyslide. Fixed Guard Boots Fixed HDT Weights on City Guard Fixed Color Option Redguard Armor Fixed Color Version of Thin Clothing Fixed Sliders Fixed Clippings Around Hands, Legs and Chest New Mesh Armor Blades from USLEP Added Female Version of Wolf and City Guard Boots Added Female Version of Prisoners Rags, Only Pants and Bra Fixed Many Clippings Fixed Names , Dawnguard 3 and cultist fixed Non HDT outfits that were HDT mistakenly fixed weighing on HDT outfits Fixed Guard armor colors on variations on the lower end of the skirt Added underwear on the nightwear, Savior's Hide, Falmer and Falmer Heavy that caused CTDs. I'll add it again when I find out the problem of fixed sliders for The Lower Armor So the different colors of Page 2's work the purpose of this mod is to give all Skyrim architecture a complete new look by changing its texture to custom. Aside from architecture, a few other things such as landscape, dungeons (ruins, mines, caves, etc.), clutter things, etc. have been re-textured as well as to fit the rest of Noble Skyrim. Enjoy! Page 3 NOW VERSION 0.4! Skyrim edition of my Advanced Night Sky mod. Changes stars and galactic nebulae with high resolution replacements from stellar photography to dazzling night sky. Permits and Loans Loans Loans and Permission to Distribute Assets Of Other Users Some Assets in The file belongs to other authors. You will need to get permission from these authors before you can use your assets Download permission You can download this file to other sites, but you have to credit me as the creator of the permission to modify the file You must get permission from me before you can change my files to improve its Conversion resolution You can not convert this file to work on other games under any circumstances Permission to use the assets you must get permission from me, Before you can use any of the assets in this Asset permission file to use in mods/files that are sold you cannot use the assets from this file in any file for money, on Steam Workshop or other Asset platforms use permission in mods/files that earn donation points you must get permission to receive donation points for your mods if they use my assets This author has not provided any additional notes Regarding the resolution of the files A big thank you to Wei Hao Wang for the image of the star field. The galaxy is the source of the image from the European space agency Herschel Observatory.Also thanks to Bethesda to create a basic layer of sky texture. This mod is not a choice in receiving Donation Mirror Goggles - Previews (by Sartekarian) (by NGF) Full Resolution Comparisons Galaxy - Stars WHAT It Makes Replaces Stars and Galaxy Textures with high-resolution night sky alternatives. Choose between four varieties of nebulae (color, icy blue, aquamarine, or green) and four levels of star field density. Use as a combination, or just a star or a galaxy replacement in itself, if that's your preference! The Enhanced Night Skyrim replaces the textures of the night sky with high-resolution alternatives made from real astrophotography - it changes only the star and galactic background nebula (no other textures are affected, and constellations still appear as usual.) Maud now has four nebula variants and four star field density levels to choose from. Choose one option each to install, or use either yourself if that's your preference. I highly recommend also install mods to darken night light levels such as Advanced Shaders (which is what I use now) or one of the various FXAA injector mods. It's not required, but does complete the look for really dazzling nights. Enjoy yourselves! WHAT NEW IN v0.4 Based on the feedback I received, this update covers several things: Added two new variations of the galaxy nebula: green and aquamarine. (Why aquamarine? well, I was going for a more intense, turquoise-like color initially, but because of the way the texture turns out I couldn't quite get it right and settled on this duller blue-green at the moment.) The contrast between the alpha channels of the galaxy has been increased, so they seem less dirty and much brighter. be too bright for some, so I left the old boot still up.) Added the fourth level of the density of the star field (Lower), which has much less stars than the low, but still more than the default game. (Now, hopefully, there must be something for every taste!) Minor fix, but I also remade mipmaps on the texture of the star (should look better for the lower low now too.) Unzip texture folder from each archive to the SkyrimData folder. (UNINSTALLATION) Delete skystars.dds and/or skyrimgalaxy.dds files from the texturessky folder (depending on what you've installed). READ MORE HISTORY No.0.1 Initial release0.2 Added medium- and low-density versions.0.3 Fixed star textures, updated density levels, added color and blue galaxies.0.4 Added green and aquamarine galaxies, new alpha levels for all galaxies, redesigned mipmaps for all levels of stars, added a new version of star density. Does this mod interfere with the fashion X?A. This mod should not affect other fashions, except those that also change the texture of the night sky (particularly the stars and background of the galaxy.) Will it affect satellites/auroras/constellations/others?A. No, this mod only changes the appearance of the stars and backgrounds of the galactic nebula. Does this fashion make nights darker? No, but you can try an advanced Shader mod or one of the FXAA Injector mods (or similar) to change your color and lighting levels. What is the difference between the density levels of the star field?A. High fashion by default, with a full range of stars visible. Low has a significantly reduced number of stars (although still retains the same overall picture.) The average is between them - not as intense as high, but without as many stars removed as low. The bottom is the rarest, with more stars than the default game, but smaller than Low. My moon (s) is gone! What's going on? If the moon doesn't reappear, try installing the mod and then reinstalling it again. (This is a strange but rare mistake I encountered with the new Bethesda engine, which is currently indestructible.) - PROVENING Thank you very much Wei-Hao Wang for taking pictures of the star field. The galaxy is the source of the image from the European Space Agency Herschel Observatory.Also thanks to Bethesda for creating a base layer of sky (and Skyrim in general.) - LEGAL (Please contact me before you redistribute this mod. Don't use the assets of fashion without permission videogame_asset. To view the list of favorite games. 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Sign in to see a list of your favorite games. View all games (1,096) Page 9 videogame_asset My Games When Logged In, you can select up to 12 games that will be displayed as favorites in this menu. Sign in to see a list of your favorite games. View all games (1,096) Page 10 NOW VERSION 0.4! Skyrim edition of my Advanced Night Sky mod. Changes stars and galactic nebulae with high resolution replacements from stellar photography to dazzling night sky. Permits and Loans Loans Credits and Permission to Distribute Assets of Other Users Some assets in this file belong to other authors. You will need to get permission from these authors before you can use your assets Download permission You can download this file to other sites, but you have to credit me as the creator of the permission to modify the file you have to get permission from me, Before you can change my files to improve its conversion resolution you can't convert this file to work on other games under any circumstances Permission to use assets you must get permission from me before you can use any of the assets in this asset permission file in mods/files that are sold you can't use the assets from that file in any mods/files that are sold, for money, on Steam Workshop or other platforms who earn points of donation you must get permission to earn donation points for your mods if they use my assets This author has not provided any additional notes regarding the permission of the file Thank you very much Wei Hao Wang for the image of the star field. The galaxy is the source of the image from the European space agency Herschel Observatory.Also thanks to Bethesda to create a basic layer of sky texture. This mod is not a choice in receiving Donation Mirror Points - Previews (by Sartekarian) (by NGF) » Full Resolution 'Galaxy - Stars' WHAT it does Replaces stars and galaxy textures with high-resolution night sky alternatives. Choose between four varieties of nebulae (color, icy blue, aquamarine, or green) and four levels of star field density. Use as a combination, or just a star or a galaxy replacement in itself, if that's your preference! DESCRIPTION Enhanced Night Skyrim replaces the texture of the night sky with high-resolution alternatives made from real astrophotography - it changes only stars and galactic galactic Background (no other textures are affected, and constellations still appear as usual.) Mod now has four nebula variants and four star field density levels to choose from. 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