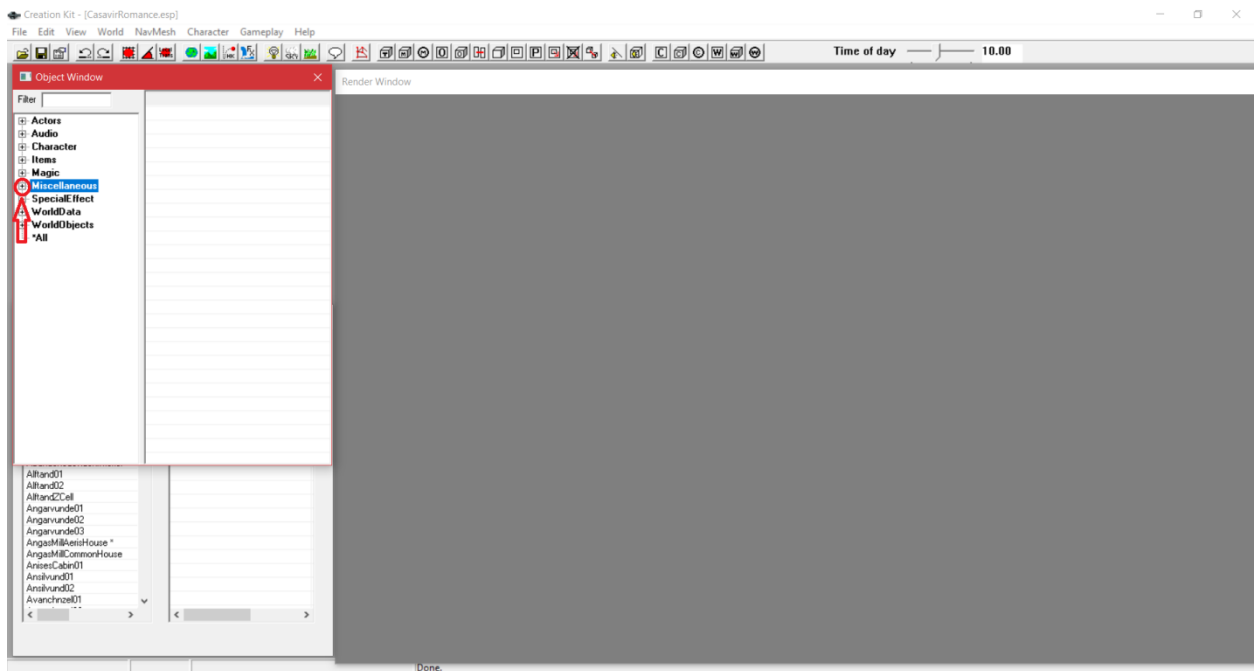


## How to Apply Textures in the Skyrim Creation Kit and Import New Models

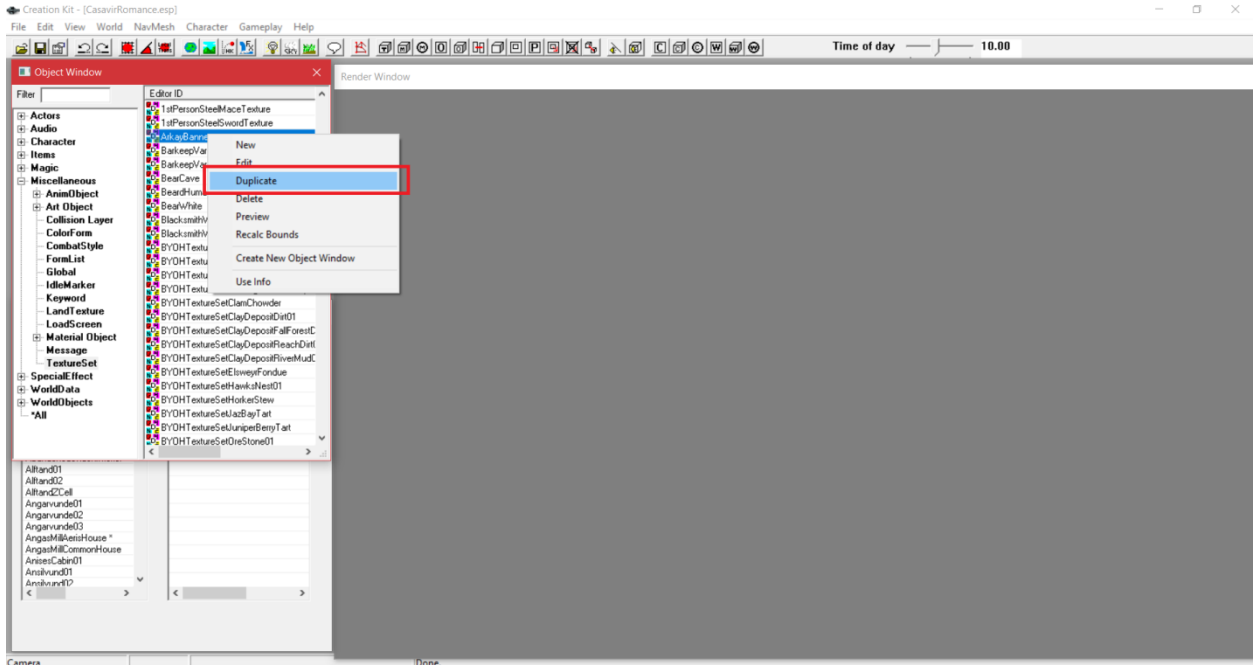
Hello again! Welcome to the second installment of my tutorial series. Here, you will learn how to “soft code” a texture. As a reminder, “soft coding” refers to applying textures via the CK as opposed to Nifskope. Before, I mentioned that “hard coding” (applying textures via Nifskope) was the typical preferred method but that there were advantages and reasons to doing “soft coding” instead. One of the reasons “soft coding” is advantageous is because it obviously does not require a program like Nifskope to function and it is a quick and dirty way to get the texture onto a mesh.

Let’s get started!

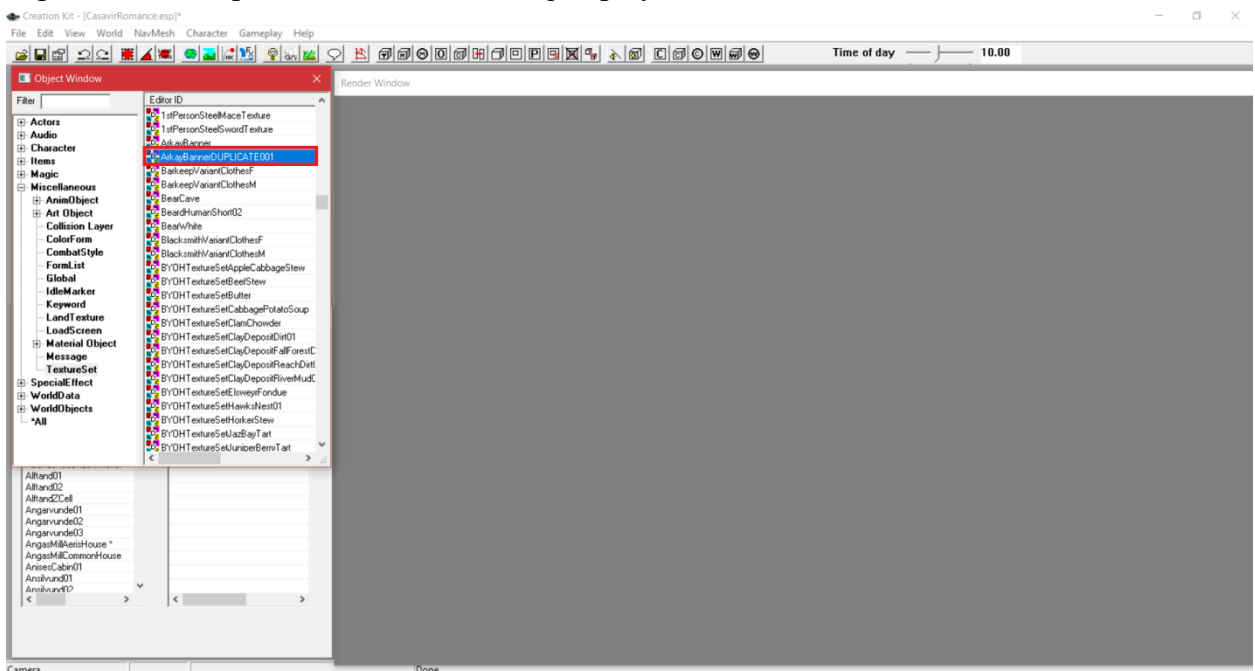
1. For this tutorial, I am going to assume you have already installed the Creation Kit and have created a mod to edit. Open the Creation Kit and load your mod.
2. Once you have done that, go to the Object Window on the left side of your screen. Find the “Miscellaneous” section, then hit the **plus sign (+)** beside it and click “TextureSet” at the bottom.



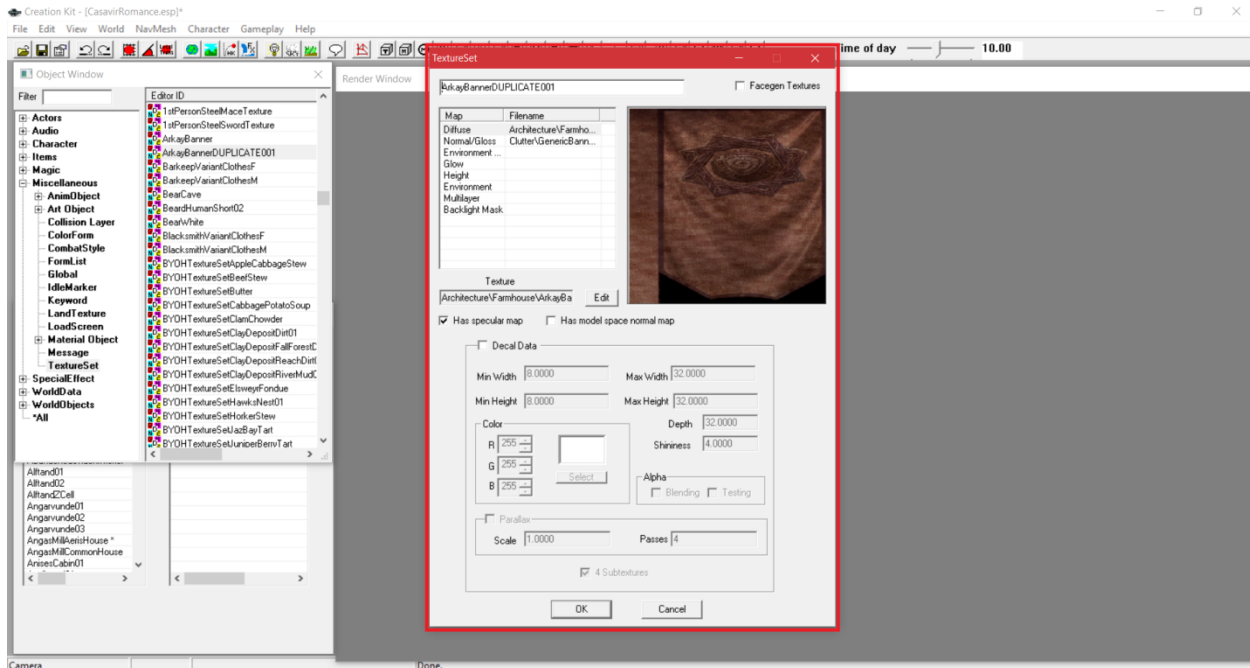




Once you hit “duplicate”, you will get a copy of the texture that looks something like this. Duplicates are indicated by the word and number “DUPLICATE001”. If you make duplicates of a duplicate, the number will go up by one (i.e. 002, 003, etc.):

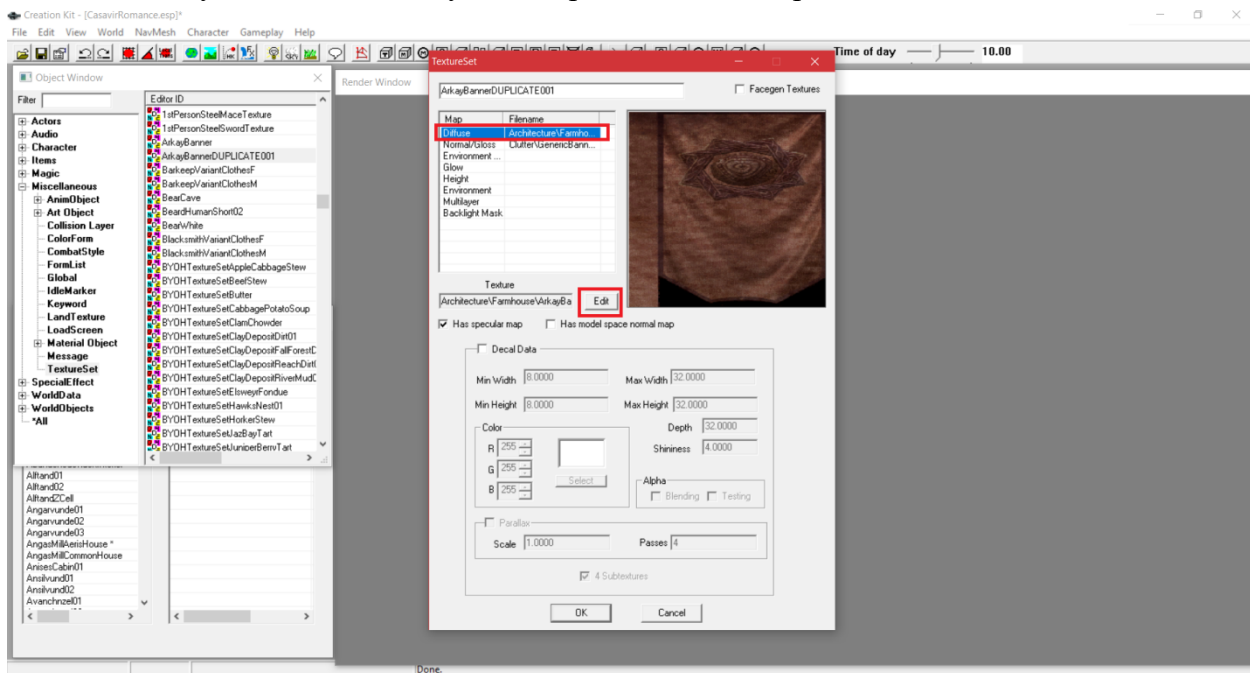


4. You can rename the duplicate by double clicking it and typing in whatever name you desire. For our purposes, I am just going to leave mine with its default name.
5. Double-click the duplicate and you will see a dialogue box sort of like this show up. The texture will be different if you selected another texture other than the one I did:

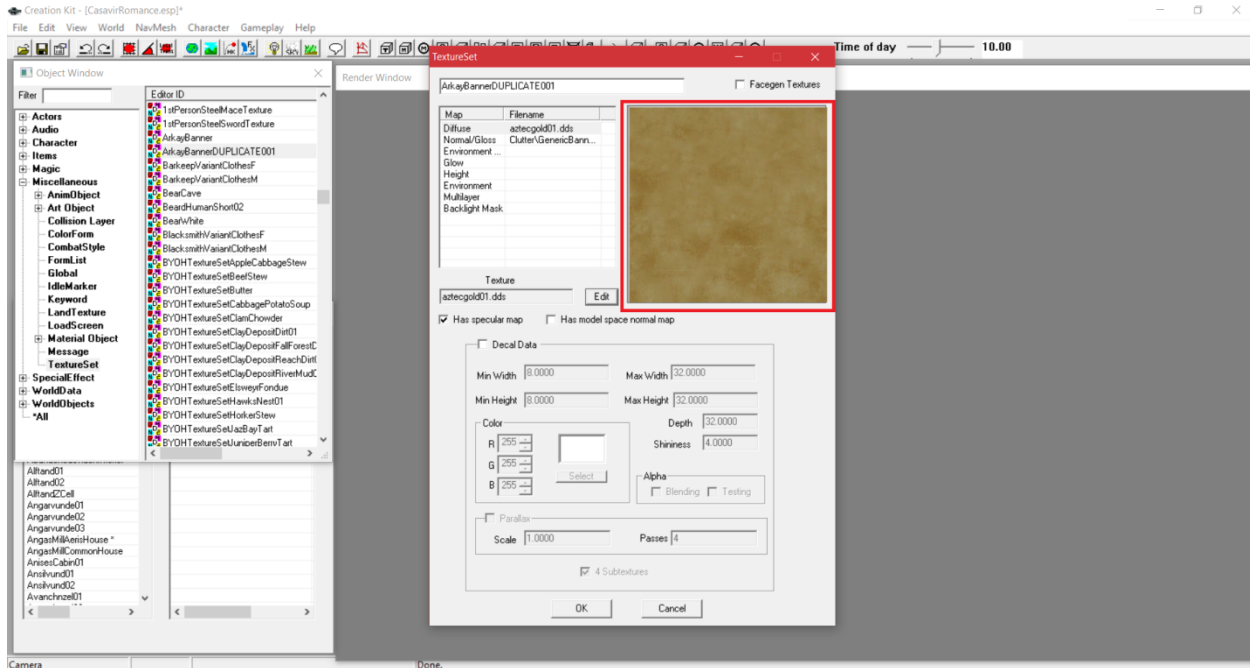


Take a breath! I know there is a lot of scary looking information on here. To put your mind at ease, we won't be tinkering with most of it. That is the benefit of using a duplicate. If you had begun a texture from scratch by hitting "new" instead of "duplicate" in the list of textures, you would have had to fill all of this information out manually. Handy, huh? Anyway, let's adjust this one to consist of a new texture.

6. Click the "Diffuse" Texture file path up top in the white section of the box, then go to the button beneath it that says "Edit." You will then be shown a dialogue box. Find the texture you wish to use on your computer, then hit "Open."



7. Below, you will see how my texture has changed from the Arkay flag to a solid gold texture.



8. You can repeat this process for any normal map textures you might want to add to the diffuse texture. You would do that by clicking the second file path under “Diffuse” which says “Normal/Gloss” and finding the new normal map on your computer. For our purposes, I am going to leave mine alone. To close this dialogue box, hit “Ok” at the bottom.

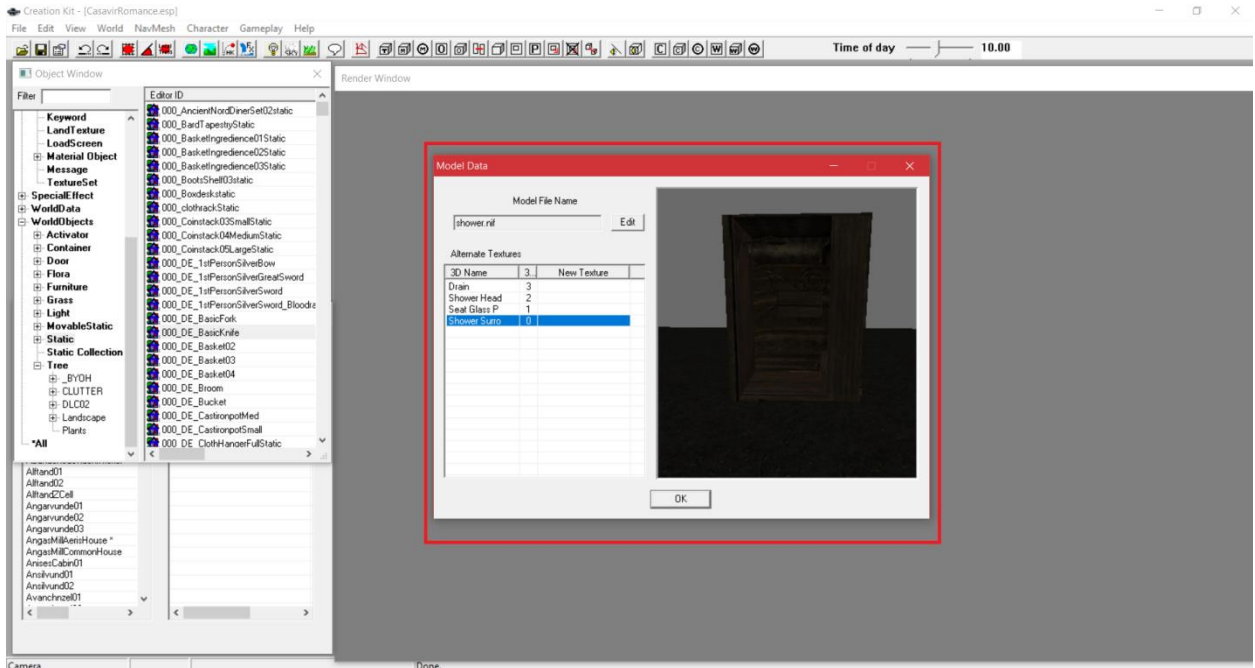
9. Now, we have a new texture in the CK that is ready to be applied to a mesh! From here, you have two options depending on what you are doing. If you have a new mesh, you can bring it into the CK and then apply the texture to it. The other option is you can duplicate an existing mesh in the game and apply the texture to it. Since I have already taught you how to duplicate items in the CK, I will show you how to bring in a new mesh and apply the texture you made to it.

10. To import a new model, return to the Object Window in the CK. Hit the **plus-sign (+)** next to “WorldObjects” and then click once on “Static.” We will explore these menus in a later tutorial in more depth, but for now, just click that word to populate the list of static meshes in the right-hand column.

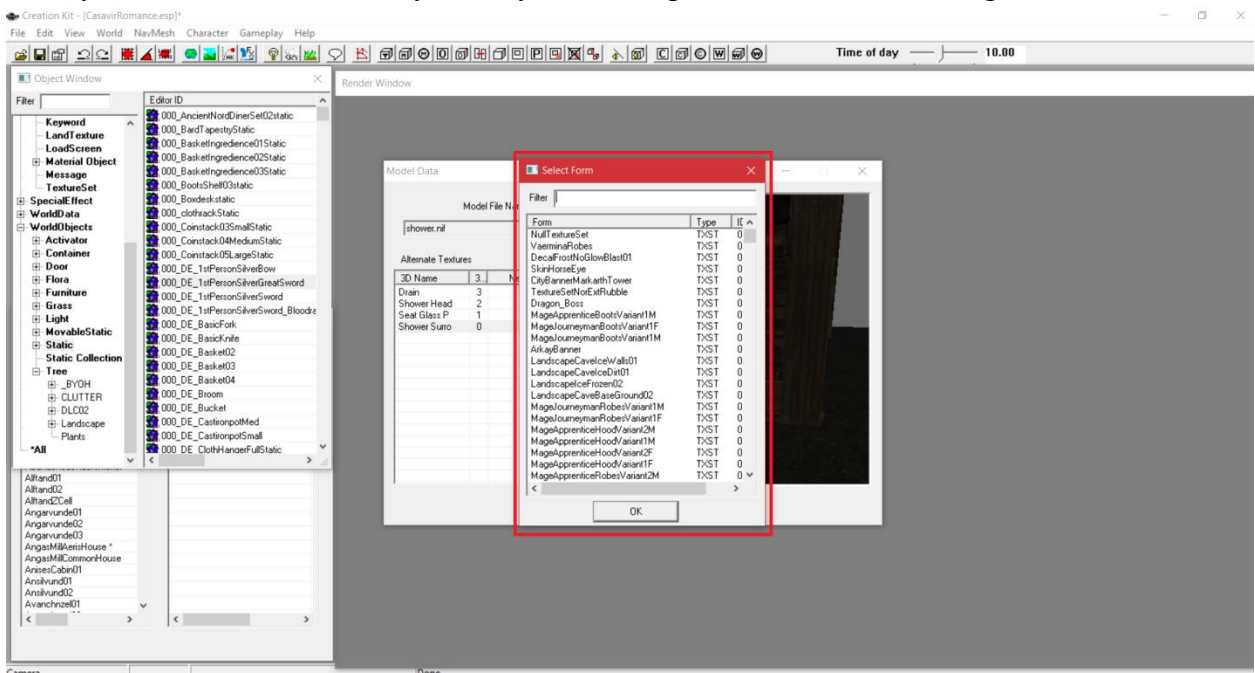
11. Go anywhere in that column, right-click, and hit “New.”

12. You will see a dialogue box appear that looks like this:



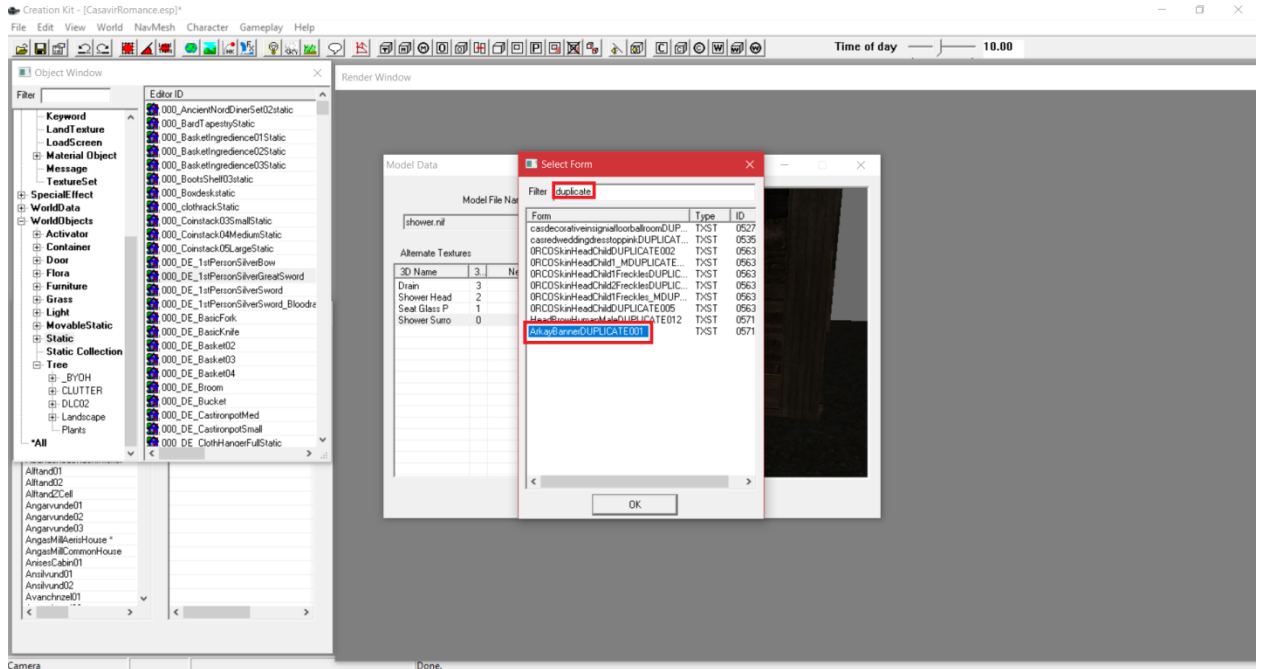


15. As you can see in the previous picture, I have highlighted the last part of the mesh in blue. You must do that for each part of the mesh you wish to apply a texture to. You then must double click in the empty blue section of the highlight to the right in the column that says “New Texture.” When you do, you will be presented with this dialogue box:

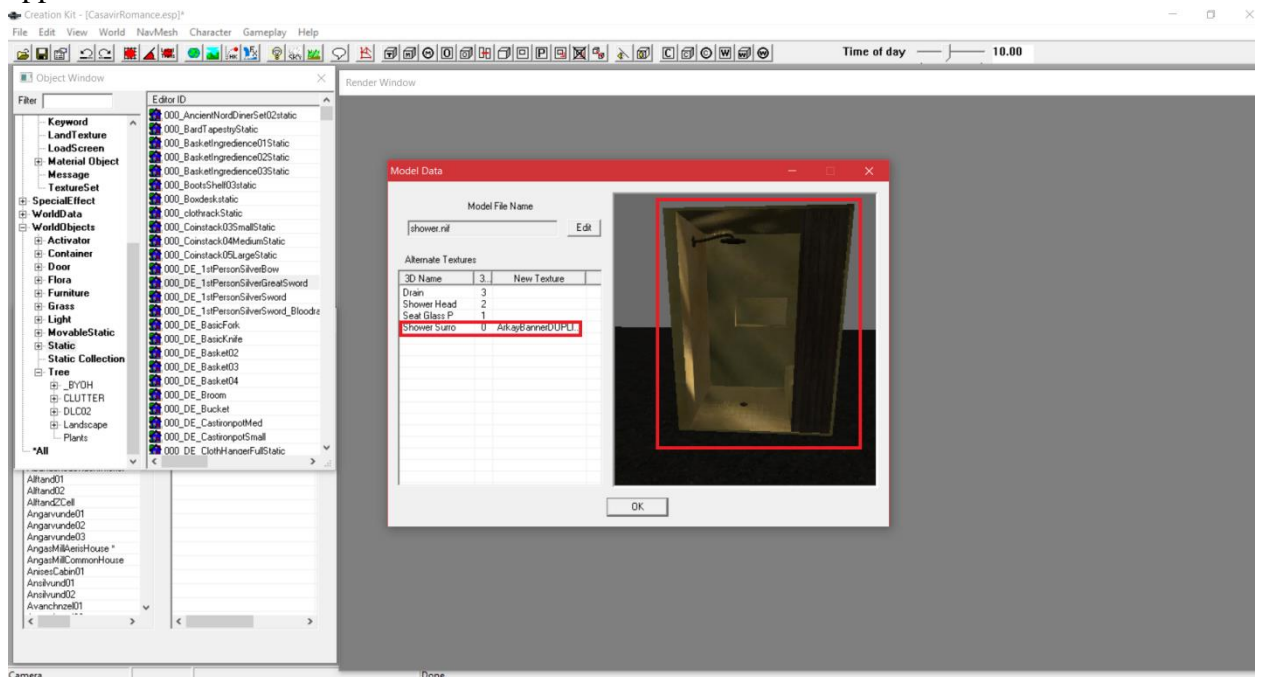


16. In the above picture, you have the full list of texture sets that exist in the CK. This is the same one you had before when you duplicated and edited the original texture you are working with. In the top “Filter” typing field, type in the name of the duplicated texture you made. You can type “duplicate” and that should help you find it.





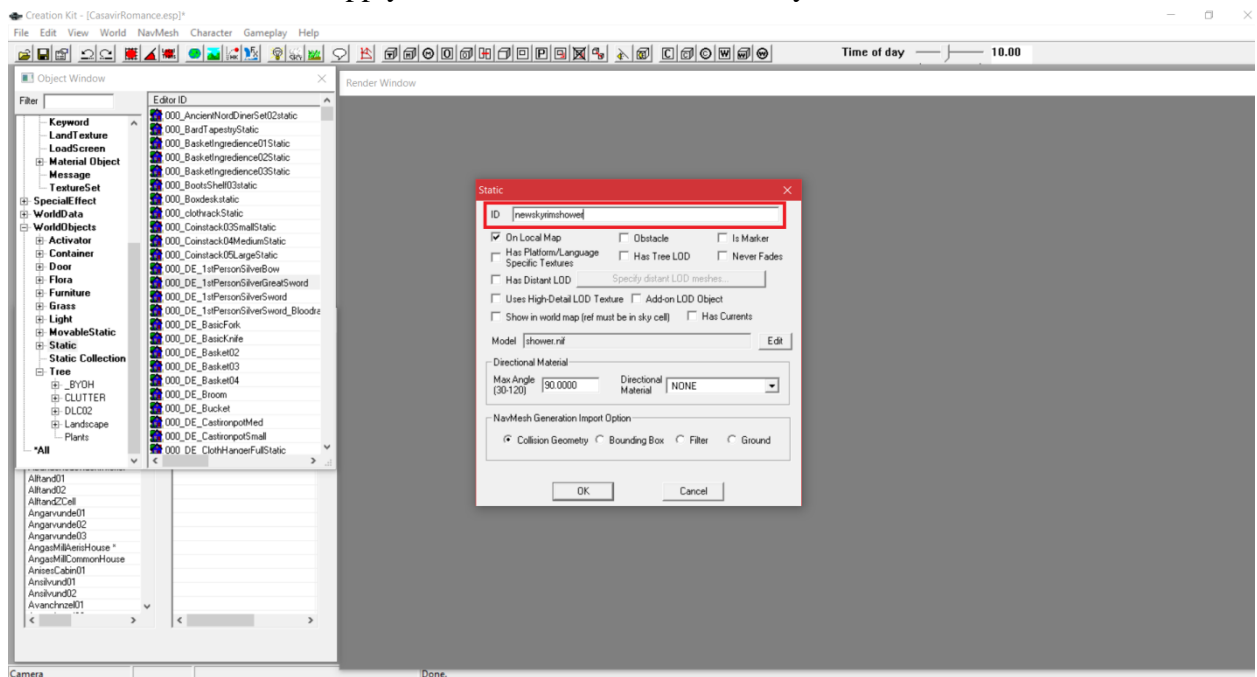
17. As you can see in the red boxes, I have successfully found my texture. Go ahead and click yours now in the list. You will see it get applied to your model as mine has been applied to mine:



18. In that picture, you can see the shower stall is no longer wooden. It is now gold like my new texture is set to be. Also take note of how the texture name shows up in the white list on the left (which I have also boxed in red). Hit "Ok" in the dialogue box to close it.



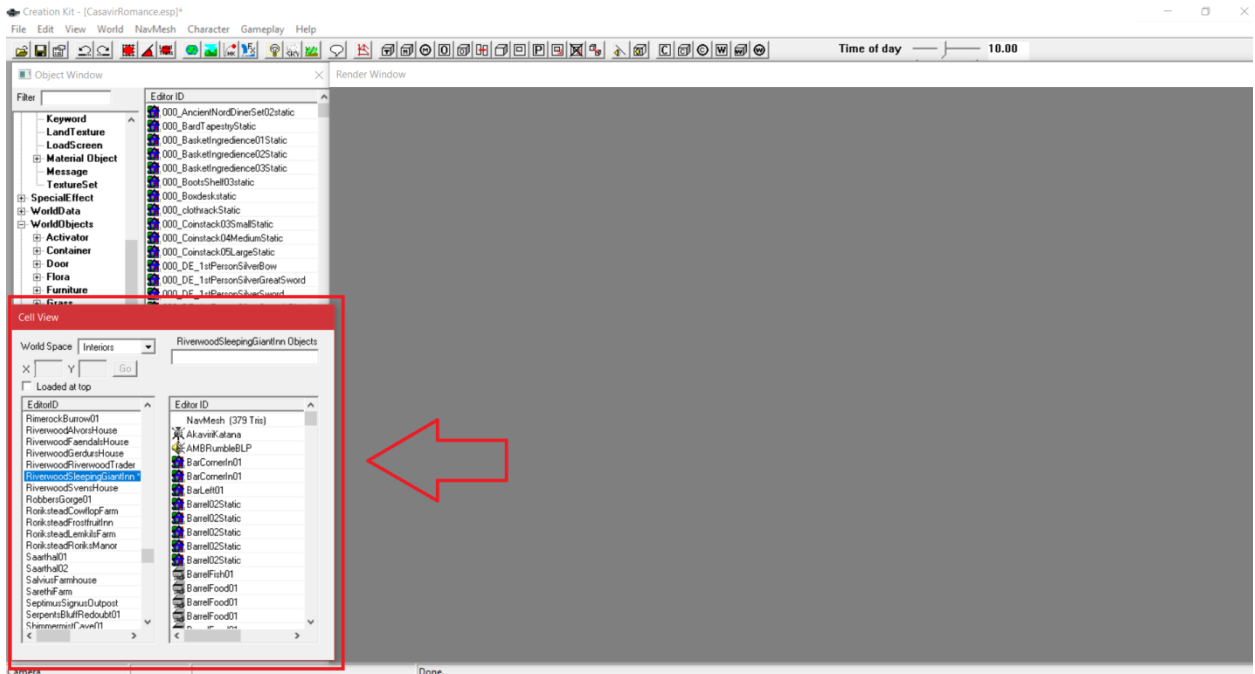
19. Once you do, you will be returned to your Static item dialogue box. In the below picture, you will notice how I have red-boxed the “ID” typing field up top. I have also given it a name. You will want to supply a name that is memorable for your new model.



20. Hit “Ok” after you have named your mesh. Let’s take a quick breather now. We’ve done a lot and need a little break. If you had duplicated an item from the static item list where you selected “New,” you would do the same procedure you just did to replace its textures. That is why I elected to show you how to import new models. The process is generally the same. For the purposes of FL, I imagine you will be putting a lot of your own models into the CK, so I wanted to be sure you knew how to do that. For that reason, I prioritized such a lesson as part of this tutorial.

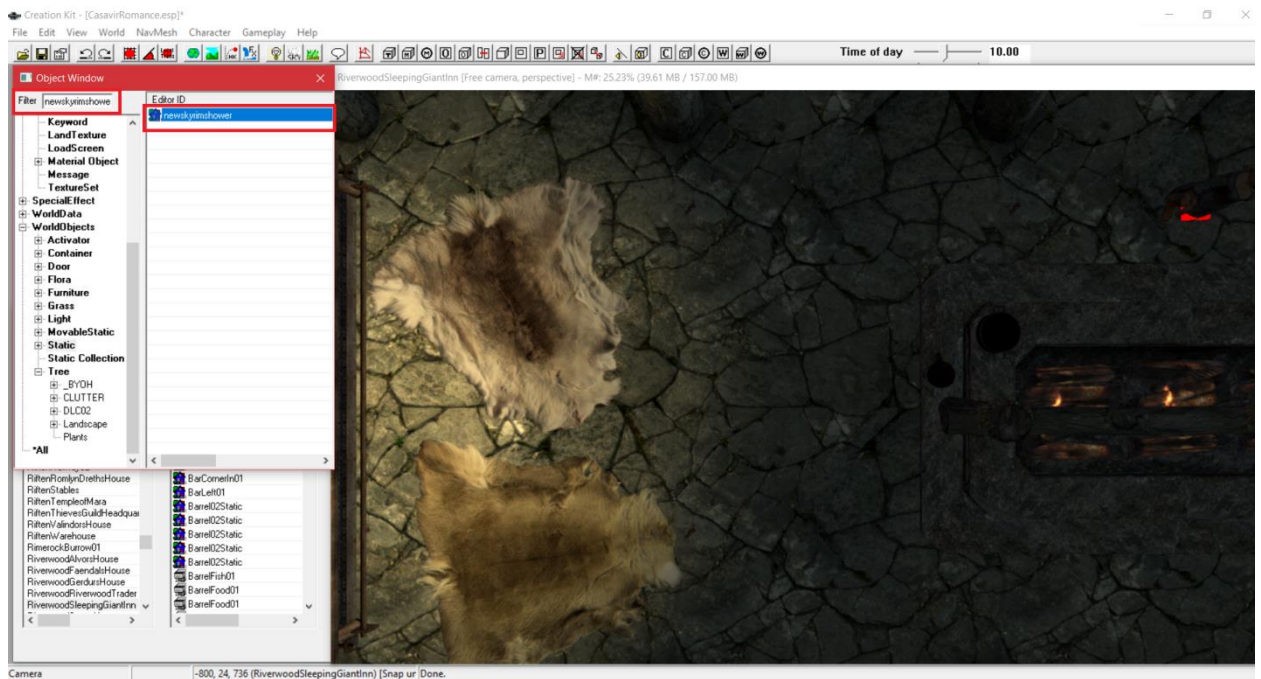
21. The last step we need to cover is how to insert the new model into a cell in the game so that it can actually be seen. Don’t worry. It is very easy. We’re almost finished!

22. Underneath the “Object Window”, you will see another window that is called “Cell View.” Interior cells are the types we need. Interior cells are all cells that are indoors and not part of the exterior environment of the map such as the wilderness or cities. For educational purposes, go ahead and find the cell “RiverwoodSleepingGiantInn” as I have below so you can learn how to input your model. You will have to find the cell where you want the model for real in your mod, but since this is training, Riverwood will do nicely:

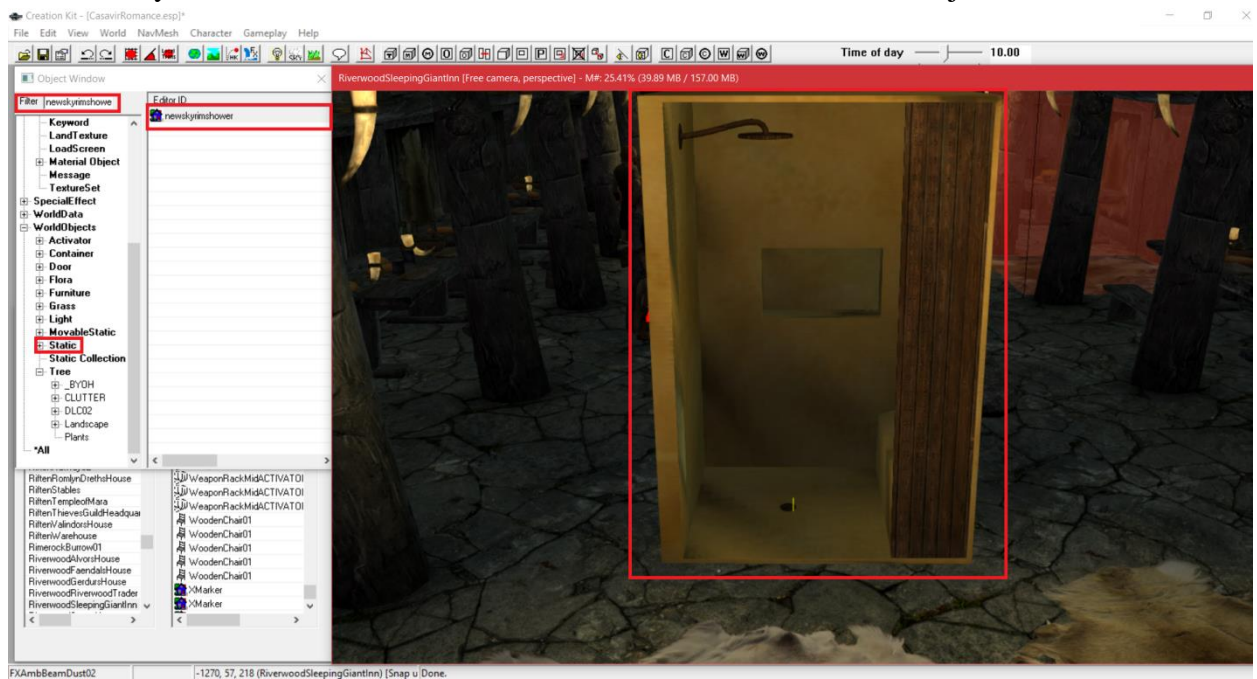


23. Once you have found it, double-click it to load it in the render window. If you have any errors that come up, hit “Yes to All” or “Retry” or “Ignore” to clear them out.

24. You will see that the cell is loaded. When it is, return to the Object Window and find the mesh you made. For me, I named mine “newskyrimshower”, so I will type that in up top to help find it easily. You should do the same with whatever you named your model



25. Find a position you like in the cell by holding down your wheel on your mouse to pan. Scroll it backwards and forwards to zoom in and out. You can also click an item in the cell and pan around it by holding the **shift key** and moving the mouse around in the directions you wish.
26. Find your model in the list in the Object Window and drag it into the render window where you want it. Use the **“Z” key** to raise it up and down on the vertical axis. This is especially useful for getting it to sit on the floor. Many times if the model has collision detection, it will snap to the closest surface. You can also hit the **“F” key** to make it find that surface. I want my shower to sit on the floor, which you can see I have done below. Additionally, I have boxed in where and how I found the model in the Object Window.



27. Once you are satisfied with where you have placed your model, all that is left is to go up top and hit File > Save to save your mod.

**A quick aside: Remember when you are in the CK that the program is extremely unreliable and sensitive. It is happy to crash for any reason at all, and I do mean any reason. Because of that, I do advise saving frequently. After every few actions you perform, save your mod to be on the safe side so you do not lose your progress. You cannot be too obsessive about saving. There is no such thing in CK land!**

28. Congratulations! You have now mastered “soft-coding” textures and importing new models into the CK. Our next tutorial will provide us with the opportunity to dive more

into the objects in the Object Window by learning how to connect interior and exterior cells with doors.