

ELDER STATUE V 1.0

-MODDERS RESOURCE-

Description

- A modders resource, adds an Elder Statue holding a scroll which can be used for your level, castle, or dungeon.

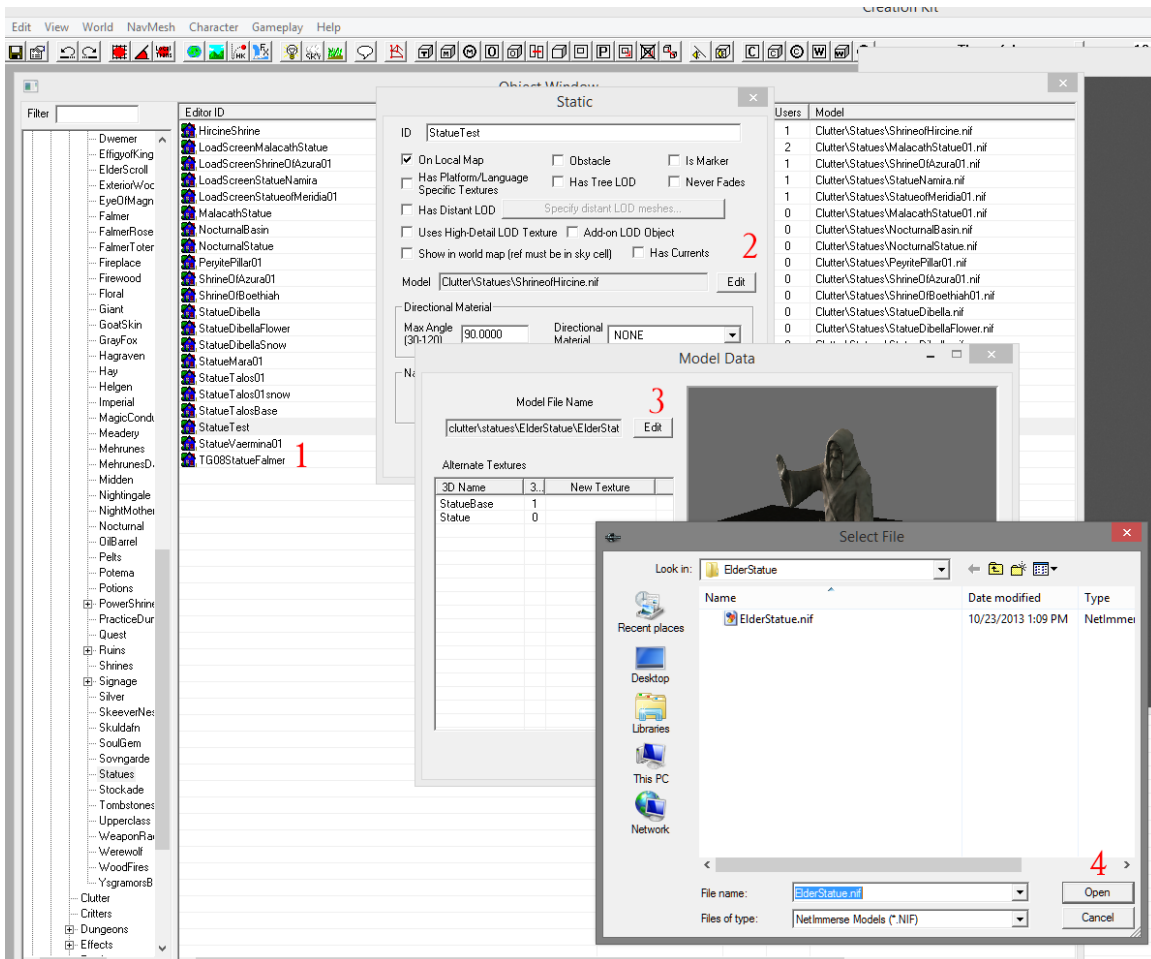
Installation

- **Mesh** - Skyrim\Data\meshes\clutter\statues\ElderStatue.nif
- **Textures** - Skyrim\Data\textures\clutter\statues\textures\

Creation Kit

- 1. Create a new static instance or *duplicate* an existing statue under *Static / Clutter / Statues*.
- 2. Click on the *Edit* button under *Model*.
- 3. With *Model Data* open, click on *Edit*.
- 4. Finally point Creation Kit to the mesh location, it should be under meshes/clutter/statue/ElderStatue. At this point the mesh should be drag-n-drop ready.

You don't have to use this setup if you have your own file structure going, it's just an example.



- To change the default file location(s) to fit your mod, just change the directory, then change the texture directory in nifScope. *This isn't rely necessary, just giving a heads up.*

Technical

- Polys 5,600
- Textures 2048x2048 & 1024x1024 .dds
- To reduce this mods footprint, you can reduce the textures by ½ and apply an *Unsharp Mask* to help bring back some detail.