

Id	Name	Category	Site	Link	Author	Date	Description
12974	UC: Nature	Models and Textures	Fliggerty	*568	Knots	2011-10-20	<p>UNIFICATION COMPILATION: NATURE by AOF, Apel, Ayse, Bloodinfested, CJW-Craigor, Earth_Wyrm, Evanmeisterx, Khalazza, Kieve, LestatDeLioncourt, Lord Gabryael, Nich, Papill6n, Plangkye, Qarl, Raptre, Rhymer, Slartibartfast, Taddeus, Vality, Vurt, Wollibeebee, & Zuldazug. Compiled by Knots. FEATURES: - Replacement high res textures for all ground textures -Replacement high-poly meshes and high-res textures for all trees and most rocks & plants -Signy Signposts, Diverse Ore Veins, Texture Fix and Bloodmoon Landscape Overhaul built in DESCRIPTION & MORE INFO: This is a compilation that includes most (if not all) of the best landscape replacers/retextures for Bethesda's the Elder Scrolls III: Morrowind. It represents nearly a decade of incredible work from the MW modding community, a group of gifted individuals I feel fortunate to have shared a corner of the internet with. With the included mods applied, every single region on Vvardenfell and Solstheim gets a facelift with high resolution textures and high poly mesh replacers for most trees, rocks, and plantlife. While most of the mods included in this pack are pluginless by definition, it is still heavily recommended that you use the included plugin file. The .ESM includes texture seam fixes for Vvardenfell and Landscaping for Solstheim by Slartibartfast and tree placement fixes for the Grazelands & Bittercoast by Vurt that should ensure that his new meshes (included in this pack) look proper. The .esm is also required for Earth Wyrm's Signposts and CJW-Craigor's Ore Veins to work properly. This is the second of several packs in a series called Unification Compilation. You can follow my progress on the various packs here, at the official thread. For a complete overhaul of the game's presentation, I recommend following my Morrowind Modding Guide, which is written with UC in mind. You can find a complete list of credits here. If you would like to read the complete Readme, it can be found here.</p>
12973	UC: Interface	Models and Textures	Fliggerty	*614	Knots	2012-01-27	<p>-UC Navigation: Nature Armory Interface UNIFICATION COMPILATION: INTERFACE by Alaisiagae, Anonymous, Hrnchamd, Knots, Marbred, Papill6n, Sir Bob, & Vurt. Compiled by Knots. FEATURES: -A dark red leather pattern for all modules, with a main menu intro to match -A high resolution replacement for the original font -A new crosshair modeled after TES4's -A smaller/cleaner player position marker for the map and minimap -High resolution replacements for the journal, books, and scrolls -Crisper textures for every icon in the game -Less busy enchantment icon indicators DESCRIPTION & INFO: This is a compilation that includes most (if not all) of the more popular interface enhancements created for Bethesda's the Elder Scrolls III: Morrowind. It represents nearly a decade of incredible work from the MW modding community, a group of gifted individuals I feel fortunate to have shared a corner of the internet with. With the included mods applied, every aspect of Morrowind's interface gets a facelift! Some of the changes made I realize are subjective. If you don't like the dark red leather background of this version, you may prefer the version of this mod with only the basic changes, called ALT This is the third of several packs in a series called Unification Compilation. You can follow my progress on the various packs here, at the official thread. For a complete overhaul of the game's presentation, I recommend following my Morrowind Modding Guide, which is written with UC in mind. You can find a complete list of credits here. If you would like to read the complete Readme, it can be found here.</p>

Id	Name	Category	Site	Link	Author	Date	Description
12972	UC: Armory	Models and Textures	Fliggerty	*566	Knots	2011-10-14	<p>-UC Navigation: Nature Armory Interface UNIFICATION COMPILATION: ARMORY by AOF, Bahamut, Baldurian, Baofu, Chainy, Danke, Darknut, Fallen One, Kane, Kalamestari_69, KINGPIX, Midgetalien, Oripher, Papill6n, Plangkye, Psymoniser, Saint_Jiub, StarX, & Wollibeebee. Compiled by Knots FEATURES: - Replacement, high res textures for all weapons and armor - Replacement, high poly meshes for most armor and some weapons including Wraithguard! -Many weapons and armor now have bump, environment, and glow maps where appropriate -Several weapons and pieces of armor that previously had unique names/enchantments but not unique meshes now look distinctive. - Glass shields and weapons are now transparent on the 'glass' bits DESCRIPTION & MORE INFO: This is a compilation that includes most (if not all) of the best weapon and armor replacers for Bethesda's the Elder Scrolls III: Morrowind. It represents nearly a decade of incredible work from the MW modding community, a group of gifted individuals I feel fortunate to have shared a corner of the internet with. Each modder showcased in this package shows an eye for detail and an appreciation for the game's original look and feel; each weapon and piece of armor should be familiar to a veteran player of the vanilla game, while at the same time having been lent the ability to sparkle and shine (sometimes literally!) on today's high resolution displays. Optionally, some weapons that previously had not unique meshes but were uniquely named/enchanted have become visually unique. You will need to use UCArmoryUnique.esp for these changes to become apparent in your game. The items made unique by use of the .esp are the following: Banhammer, Bonebiter Bow of Sul-Senipul, Boots of Blinding Speed, Conoon Chodala's Axe, Conoon Chodala's Boots, Dagger of Symaccus, Dreugh Cuirass, Ebony Spear, Erur-Dan's Cuirass, Erur-Dan's Spear, Karpal's Friend, Light of Day, Mountain Spirit, Seasplitter, Spirit Eater, Staff of Carnal Channeling, Stormforge, Temreki, and Trebonius' Staff In addition to the above effects, this pack contains Plankye's enchantment glow remover (pluginless noglow). If you use anything that modifies the enchantment glow, you may want to take care to make sure the relevant files are not replaced. Keep in mind however that many of the rare artifacts that would generally have a glow now have bump and environment maps, and that the vanilla glow or any replacements for it besides a remover like the one included will diminish or completely override the effect of the new detail. This is the first of several packs in a series called Unification Compilation. You can follow my progress on the various packs here, at the official thread. For a complete overhaul of the game's presentation, I recommend following my Morrowind Modding Guide, which is written with UC in mind. You can find a complete list of credits here. If you would like to read the complete Readme, it can be found here.</p>
4557	PWRP fix	Bugfixes	MMH	13-15107	Knots	2013-12-24	<p>These are fixed meshes for Fallen One's PWRP - specifically, Crysamere and Goldbrand. As far as I could tell, Umbra should be fine. In Fallen One's release, he made a mistake in assigning the texture paths in so that his mod would only work correctly for someone who had Morrowind insta...</p>