

Id	Name	Category	Site	Link	Author	Date	Description
4192	Making Creatures for Morrowind with Blender and Nifskope v2.1	Tutorials	MMH	106-14982	Muspila, Lord Berandas	2013-09-10	This tutorial is supposed to guide you through some of the steps necessary to make a working creature for the game Morrowind. It assumes that you already have the necessary know-how about the modelling of meshes, UV-mapping as well as the handling of armatures, weight-painting and basic animation...