

Id	Name	Category	Site	Link	Author	Date	Description
11974	correct UV trees	Resources	MMH	55-5808	Nich	2011-10-06	Corrects the texture orientation of all exterior Trees and logs in Vvanderfell (nearly 40 meshes), such that texture seams (which are considerably more apparent when using any of the myriad high-quality texture upgrades out there) are virtually eliminated
9376	West Gnash billboard trees vAlpha.001	Models and Textures	MMH	56-12865	Nich	2008-08-11	I have started to replace the existing trees in the West Gash region with trees having billboarded leaves like the ones from Vality's bitter coast mod. This is just my first attempt. Currently using the same Bethesda tree trunks, bark texture and leave textures. so if yo...
8494	correctUV Diverse Ore Veins v1.0	Models and Textures	MMH	56-13484	Nich	2009-06-15	CJW-Craigor created a great mod Diverse Ore Veins that matched the ore container textures to the caves the containers where placed in . Diamond, Ebony and Glass, containers for each of the 5 cave types in Morrowind - bone, mold, mud, lava, py. &#...
8492	correct UV rocks v1.0	Models and Textures	MMH	56-13485	Nich	2009-06-15	As textures became more and more detailed, seams became more noticable . These seams are a result of the UV mapping of the texture onto the meshes . This mod , to the best of my ability , corrects the UV mapping of all the exterior rocks of Vvanderfell . Nearly 400 meshe...