

Id	Name	Category	Site	Link	Author	Date	Description
9293	Unique Tombs	Models and Textures	MMH	56-6566	tronvillain	2010-10-14	Does the fact that tombs look exactly the same as the rest of the Velothi architecture ever get on your nerves? It does mine, so after being unable to find a mod that changed that and being told that it couldn't or shouldn't be done, I decided to give it a try myself. *chuckle* Now, a...
8393	Better Scamps v1.0b	Models and Textures	MMH	56-6737	tronvillain	2011-06-06	After opening them in Nifscope, I noticed how bad the UV maps for the scamp were. I attempted to modify them with Nifscope, but that is nearly impossible, but now that I have learned a little about Blender I have succeeded in mostly "fixing" the scamp. Included are vanilla-esque versions of EJ-12...