



Welcome to ORE!

123 new members joined the ORE forums in September. Lets give them a big welcome!



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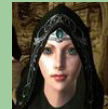
Member Quotes:

Hello from one newb to the other newbs. This is a great site. Even stupid questions are answered nicely!!! That's new to me.
-Oblivimonk

LOL.....lucky i'm not a Moderator, i would of banned half our members by now. 🙄👍
-Sacryn

Note from the ORE staff to ORE members, "You may have won the last one, but next time...oh yes...next time...closed at 200 POSTS!!! muhahahahaha!!!! 🤔👍
-ORE Staff

MORE and MORE!



Welcome, to our second ORE newsletter.

In this edition we have some very exciting news to unveil. But first I would like to thank both Phaedra and Speckledguar, both ORE staff members who co-create the ORE newsletter with myself, for their hard work.

So onto the news, firstly we are now going to be hosting the actual files on ORE. Given the recent troubles with TesSource and the fact that changing the current ORE links took around seven solid hours to fix and, that it is easier on searchers to download directly from ORE, we figured it was time to host the files directly on ORE.

Luckily through donations, we have the space and bandwidth to do so. And it is also due to donations that I am able to announce the next exciting piece of news and unveil our new sister site to ORE, called Modder's of ORE or MORE!!

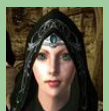
MORE is a site that catagorizes mods as ORE does, however it is dedicated to modders in that it is entirely modder's resources. Not just house modder's resources, ALL resources. As a modder myself I know how difficult and time consuming it is to find what modder's resources are available....it is high time these were all compiled in one location. So without further ado I give you MORE.....(clicky here)



If you are not a modder than MORE is most likely not of much interest to you, however we do have a third site planned to go ahead when we have enough funds, that will most definately be of interest to ALL Oblivion players and modders. But that is secret for now...



Caps off to Sacryn!



Sacryn, our resident expert world builder and village modder had this cap made up. Don't know about you but something about it has me thinking it's the best cap ever made, but then I may be a little biast...

"We went to the Adelaide Show (State Fair) today and at one of the market stalls there was a guy painting caps by request. I thought they look cool, so i got myself one....."

Modder Interview



*This edition's interview is with modder PrincessStomper.
Look for new interviews each edition.*

How did you come up with your screen name?

PS: My husband's nick is Bug_Stomper, so that's where the "stomper" bit comes from. The "princess" bit comes from "A Little Princess" by Frances Hodgson Burnett: "I am a princess, all girls are". I loved the sentiment behind that - that glamor and empowerment. Plus I have a habit of wearing sturdy walking boots and having lots of pink sparkly things around. For some weird reason people think the name suits me.

Where are you from and can you tell us a little bit in general about your background?

PS: I live in a swamp in the UK. It IS a swamp - it's below sea level, anyway. It's in the middle of bloody nowhere, there's no decent shops, it's obviously been designed purely to taunt anyone with hayfever, and the people are really rude. On the plus side, it looks like Morrowind's Pelagiad and is just as tranquil, so that's good. I've lived in big cities too, though.
Oh yes, people, I was cool once. *cough*
Um ... aged 30, female, average desk job for multinational.

I've noticed your online presence in the Elder Scrolls modding community for several years now. I've followed your work for a while now and your contributions seem impressive, especially with TES3. It looks like you've gotten quite a start in TES4 too. How would you describe this journey to the uninitiated?

PS: I blame Emma entirely. I played Morrowind continuously for two years before I ever even heard of mods, and then I was like a lot of other people, and thought that modding was really difficult and something I could never do. Then I played The White Wolf of Lokken Mountain and wanted to turn the hidden passage into a swimming pool to enjoy after the main quest. Of course, it was disastrous. Have you ever heard of the Doubling Bug for Morrowind? It's to do with the way TES3 retains information - Wrye knows about this stuff. Anyway, it remembers what it used to be like AND what it's like now, so you get two of everything - doors, banners, even people - if you change a mod and add it to an ongoing game. By the time I'd finished my first foray into CS tinkering, I had FOUR sets of everything, and there were effing BILLIONS of barbarians standing threateningly out in the cold! I almost 'did a Fergie' in my graves! Honestly, I needed a stiff flagon of mead after that one. So, I gave up for a bit (I remade the mod later, though).

I wrote some books for Children of Morrowind and Emma encouraged me to continue. I then made a house - Nerevar's Magic Tent - and persuaded Kagz to help me upload it. He passed the mod straight back and asked me to fix it, telling me that frankly I'd have to do better than that. QUITE RIGHT! So I did, and the rest was ... uh ... Tamrielic geography. As time went on there were so many mods for Morrowind that a sort of friendly competition set in - people ran out of Data Files space, so would junk all but their favorite mods, which meant that the standard had to be very high if you wanted your mod to be downloaded and installed. It keeps us all on our toes. Now even first mods are of quite jaw-dropping standards, which benefits everyone, not least the player. The "friendly" aspect is important, though - I consider a lot of modders to be genuine friends.

As for Oblivion, I bought it to mod it, but only by playing Shivering Isles did I really fall in love with it. By the time I finished the main quest, I had enough ideas to keep me occupied for *years*. The thing about Oblivion modding is that the culture is very, very different. Most release threads at the official forums - even of really good mods - get buried instantly. You post your release threads and before you can even check back to see the (lack of) replies, it's on page 20.

I'm basing my experiences on Morrowind, but I'm reliably informed that it's the same for other games - you've been doing it a while, people know roughly what to expect, and you just stick up a few screenies and a download link. You can check back a day or so later, and there'll be a responses and maybe a few bug reports and suggestions. With Oblivion, you have the potential for far more downloads, but promoting the mod becomes part of the process of making the mod. It's certainly very evident in, say, competition entries - where there IS no WIP thread - how much that factor weighs in when mods are made. It becomes like promoting a film, and you find yourself working almost as hard on plugging it as making it. Nobody should ever mod purely for the number of downloads they think they're going to get, but it can be pretty disappointing to have spent weeks or months on something and nobody even knows it exists. The sane, sensible part of you keeps telling you how bloody ridiculous it all is, but just as you're on the verge of calling a press junket and handing out party bags, suddenly all the effort pays off and people finally start posting in the thread.

Given your modding history do you plan on bringing most of your TES3 creations to TES4 as time goes on, and as other proveniences are modded, such as Tamriel Rebuilt?

If so do you have any plans? If not what are a couple of mods that from TES3 that you'd like to see in TES4?

PS: Kateri and I are making a sequel for TES4 to Dance of the Three-Legged Guar, our "epic comedy quest mod" for Morrowind.

As well as TLG2 (as we're calling it), I'm redoing Homes To Let - a rentable house mod - and The Holiday Mod, which adds festival days, though that might be scrapped if someone beats me to it. I'm also planning a sequel of sorts to Mournhold Expanded, but it will be much smaller and take place in the Shivering Isles. Without giving too much away, the TES3 update to Mournhold Expanded will feature a tie-in between the two mods in terms of story. I also plan to remake Princess Crate Manor. Basically, Pseron Wyrd made some comment about forum n00bs being so demanding that they expect to find a mansion in a crate in Seyda Neen, and it was a "festival day" in which I had imbibed more wine than is becoming of a Lady. So, I literally knocked up this mansion in 45 minutes. I even left a wall out, I was so wrecked. Still, PW thought it was funny, which was rather the point.

It's nice to see you've kept up some links on your web site to the TES3 community. What is one aspect of the TES3 community that you wish was still around?

PS: The people, most of all. When the likes of Emma and Qarl and Tommy move on, it does sort of leave a gaping hole. Of course, they don't get away with it that easily. I'm actually teasing Qarl as we speak. I can multitask, see? I'm clever like that. Hey, Qarl! I'm being interviewed for ORE! How surreal is that! Have you done one of these?

Qarl: Did an interview for some Russian magazine. And a German one.

PS: Did they come out well?

Q: Dunno - I can't read Russian or German.

PS: Well, since you're here, why aren't you modding for Morrowind?

Q: TES3 - easy. the engine is too dated. TES4 ... it's too time-consuming... I'll consider starting up again if they fix the LipSync fuction.

PS: Fuction? That must be a Hot Coffee-like CS feature I haven't found yet.

Q: *laughs* - "function" - although frankly, that wouldn't hurt either.

Out of all your mods' which is your 2 favorite? How about others mods? And why?

PS: Mine? Well, the "masterpiece" is Mournhold Expanded, which took a year to make. Basically, I started it in early 2005, but realized that I just didn't have the experience to make it. I shelved it for a while, and then I found a half-finished beta called Mournhold Docks by Nemon, which he let me turn into the Docks and Andeera. It was like moving into an empty house - the shape was there (and what a shape!) but I gutted and refitted it, mixing up stuff I made with modder's resources. I ended up making five more completely new districts plus a 12-zone 'theme park'. There were so many other mods used to make it, it was never really "my" mod, any more than [Morrowind must-have] Balmora Expansion is fully Gorg's. Still, it took a lot of effort and I'm very proud of it. The ultimate moment was when Nemon gave his verdict on the beta, and really loved it. My other favorite is Leyawiin, which I made for the Cyrodiil: Dawn of Oblivion project for Morrowind. It took about six months, and is cell-for-cell the best thing I've ever done, not least because I used some pretty amazing resources. I don't really think I've hit my stride yet in Oblivion - Silorn Manor is the best so far but I hope it won't be my best for very long, if you get what I mean. Others' mods? I don't think I can narrow it down to two. If my life depended on choosing, for Morrowind it would be Wizards' Islands, and for Oblivion probably Nascosto Isles. Wizards' Islands truly deserves its "unofficial expansion" title - it's a huge landmass, awesomely detailed, with some of the best worldbuilding I've seen, and that's before you get to the 30-hour quest. I don't think my favorite Oblivion mod has been released yet - I still see it as very "young" in modding terms. In Oblivion, we haven't seen the likes of Kateri's Ashlander Companion yet, or The Underground or Lokken Mountain.

Visit PrincessStomper's Webpage



Interview by Speckledguar,
continued on next page...

Modder Interview Continued...

I see on your web site that you can search mods by title or destination. Can you tell us or give a quick run down of your site PS Travel? The idea behind it, and future plans?

PS: It's actually based on the old Tapestry Holidays website, which used to look exactly like PS Travel, only it said 'Greece' and 'Turkey' instead of 'Cyrodiiil' and 'Vvardenfell'. I play my own mods as much as anyone else's, and the experience I'm always going for is 'a virtual holiday'. I love that feeling of being in a strange place, but being comfortable. As for the title/destination thing, the overriding need is for people to go to a simple site in which they can quickly find whatever they are looking for. If they don't know what they want, they can just click on the destination (location) or type of mod they are looking for - house, quest, etc. If they just want to download it without fuss, they can just click on the title list. There's nothing worse than spending ages trying to find your way around a site, which is why modding sites tend to be simple but easy-to-use, which is how they should be. I've recently added bookmarks on the longer pages to make it easier to jump to the (title) letter of the mod instead of scrolling. In the future, I may have to go for another redesign as I make more and more mods and the site becomes cluttered. I'd have to copy Tapestry again, of course!

You've got quite a bit of Vvardenfell modded. Do you have any major plans or dreams for Cyrodiiil? **PS:** Oh, definitely. For a start there's Homes To Let (Oblivion), which will add a home to every major city. I've got an unfinished Mania Camp, as well, and quite a few announced but not-yet-started mods. Then there's a tavern in Split, and I'm going to make a sequel to Silorn Manor - a tree village near Leyawiin. The Mournhold Expanded sequel will be called Shivering Park. Then there's the Arcane Academy, a school mod like my Morrowind mod Sadrith Mora Academy of Magecraft. I've started it but have paused it for the moment, while I work on other stuff. To get around the usual rows, I'll only include older "children" - teenagers.

Could you tell us about any of your WIP mods for TES4?

PS: The main one at the moment is Arnard Jastal: TLG2. It takes place six years after the TES3 mod, and is a short quest (as opposed to the full-length TES3 mod), but with several new locations to enjoy including two player homes. It's essentially a companion mod with a choice of husband or wife, but with lots of houses. Dialog will be minimal by TES3 standards, but enough to show personality - and humor! There will be backup collateral like journals, letters and essays (Arnie's an archeologist, Evie's a mage academic). I still have Edgar Greysadow's 12 voice files for Arnard (in a wonderful mixed accent appropriate for his character), which could perhaps be recut to form new samples, but I imagine it will end up with me having to record Evie's Dialog myself and have her "carry" the quest. I just need to practice doing a slight French accent. They're High Rock Breton, see? Travelled a lot. The challenge will be creating the Charborne Cove worldspace - a small island with waterfalls and mountains and a lake, with a whacking great castle-like manor in the middle, and surrounding cottages.

I hear you've donated some modding resources from TES3 for use in TES4, Could you tell us how you developed those?

I made a couple of painting packs for Morrowind, applied to mighty_joe_young's frames. For Mournhold Expanded's Royal Pavilion palace (my favorite of my own houses), I had made some portraits as I hadn't seen any portrait resources. One or two of them were photoshopped to look like Dark Elves - I cut the faces out, turned them monochrome for the grey skin, painted their eyes red and added pointed tips to their ears. When I noticed a dearth of portraits for Oblivion, I just released the textures loose. Fortunately, Brendan62 spotted them and offered to put them into frames, which was nice. In the meantime, for Three-Legged Guar (TES3), I took the picture of Todd from the Beth Blog and turned *him* into a Dark Elf, so there is now a portrait of Todd surrounded by candles and flowers, shrine-style. Well, you know, who wouldn't?

Qarl: I wouldn't.

[Qarl's been drinking to celebrate some good news, and baiting people on Guild Wars.]

Qarl: I just posted... WTB: Sex with your sister!

PS: Everybody needs a hobby.

Q: Someone came back with ok, 50k.

PS: *laughs*

Q: I think he might be serious... he keeps bugging me about it now!

PS: You know this is going into the interview.

Q: Include anything from me you want. Although frankly, I think I have much better material. Plus I'll be here all week, except for Tuesday - and try the veal!

PS: Poor little lambies, you heartless git!

Qarl: Veal is calves.

PS: Poor little cowies, you heartless git!

Out of all your projects everywhere what excites you the most?

PS: Both TLG projects, equally. The TES3 one because there's so much there

- 2000 lines of dialog, a whole village, nearly 100 NPCs. Kateri and I have been working on it a year, and we've enjoyed every minute. We know that if we can make each other laugh until stuff comes out of our noses, chances are, you'll laugh too. And if you don't, well, we laughed. It's classic sitcom stuff - a lot of the jokes are from 3rd Rock from the Sun, Blackadder, Spaced and Friends - but a lot of it is based on real situations and real people. I think I'll have a lot of apologizing to do to the real-life couple whose wedding is parodied at the end. I work with a lot of naturally funny people, and often email Kateri midway through the day with some quote or other I've heard by the water cooler. (Annoyingly, I can't include the one I heard today for 'lore' reasons: "I'm shaving homeopathically." "But you have a beard!" "Nah, that's just the toxins coming out.")

Kateri, of course, makes me laugh even more. I think that's the great thing about both projects. I hate working in groups, and if I'm working on anything that takes more than a few months on my own, by the end of it I don't even want to hear the letters "CS" for a number of weeks. Occasionally I'll catch sight of my project plans and sketches and scream, "Arrgggggh! Gods! No!" and have to run off to play Guild Wars for a month or so. The benefit of modding with a brilliant partner like Kateri is that we can take it in turns to do that, and keep each other (in)sane for the most of it, bouncing ideas off each other and telling each other quite frankly which bits are crap. The net result is that not only does the project continue even when one or the other isn't working on it, but the overall outcome is improved because each of us focuses on the bits we love most - Kateri loves scripting, and I love building interiors.

Kateri: Actually, when she says we're "working on" TLG, she means that she's working on it, and I'm feeling guilty about not working on it, while drowning in baby sick. And forgetting any scripting knowledge I may have ever possessed. But I have hope! It's a great mod, and it's going to be released eventually, anything else would be just criminal. And their little accusing, pixellated eyes would haunt me forever.

PS: See what I mean? She's the funniest, least arrogant person I have ever met - a total godsend. She's done far more work on it than she gives herself credit for. The TES4 version is great because it's the challenge of learning a whole new discipline. It's finding that the apartment is too big and open-plan, and having to cut bits off with extra walls and link doors to the "wrong" places to give the illusion it's a totally different shape. It's finding ways to fake views from windows and light coming through your fake windows; it's making four poster beds and toilets out of individual planks of wood and feeling very smug about what a clever git you are. Then seeing Brendan62's new mod and feeling frankly inferior, which just makes me more determined to try harder to match that standard - which is really what drives modding forward, and is a great thing. I think that's why Brendan and I get on so well. I get inspiration, and he gets ... uh ... Adoring Fan.

Ok thanks for being a sport and for willing to be interviewed. I hope everyone gets a chance to look at your site and see all creative ideas and resources you've posted. Last question from the balcony; Do you have any comments on:

<http://planetelderscrolls.gamespy.com/fullstory.php?id=118666>

PS: Oh ... THAT. Yes, I think that Shezrie was about the first to figure it out. Apparently it was the "whilst". Americans don't say "whilst", the awkward buggers. I've now had to go back and remove all the "whilsts" from my mods whenever I find them. Basically, the story behind that goes back to a post I made on one of the (thankfully rare, though always interesting) occasions when I've staggered back from the pub and checked the forums. Some comment or other really set me off and I made a furious tirade about how Bethesda were mistreating modders, and got myself a stern telling-off. In the ensuing conversation with the moderator, he suggested that if I felt so strongly, I should write direct to Pete. So, I did, and Pete wrote straight back and ... it's impossible to stay mad at Pete for long. It was the start of a very constructive dialog for a day or two in which I summarized the things other modders were saying to me and passed them straight to Pete, and he replied with Bethesda's point of view in a disarmingly frank and approachable manner. In the middle were the moderators, who found the whole thing quite illuminating, and one of them said that modders "just want to be appreciated ... hugged a little bit from time to time", which was exactly how I'd been feeling.

Some months later, when April Fool's Day was approaching, I remembered that, and an old spoof article in The Onion about "Marilyn Manson Now Going Door To Door Trying To Shock People". I wondered what would happen if Todd and his cronies went from door to door trying to *hug* people, and knocked up the "press release" in my lunch hour. I sent it over to APY, who obligingly stuck it up at PES on 1st April.

I'm frankly HORRIFIED by the number of people who took it seriously! Have you no shame? That said, GStaff is in post now, and I'm still waiting for that hug ...

Member Spotlight



WhiteWizard's Professional Quality Screenshots

From WhiteWizard:

"I would say that these three are my favorite (In order of preference):"



"The first Wallpaper I made."

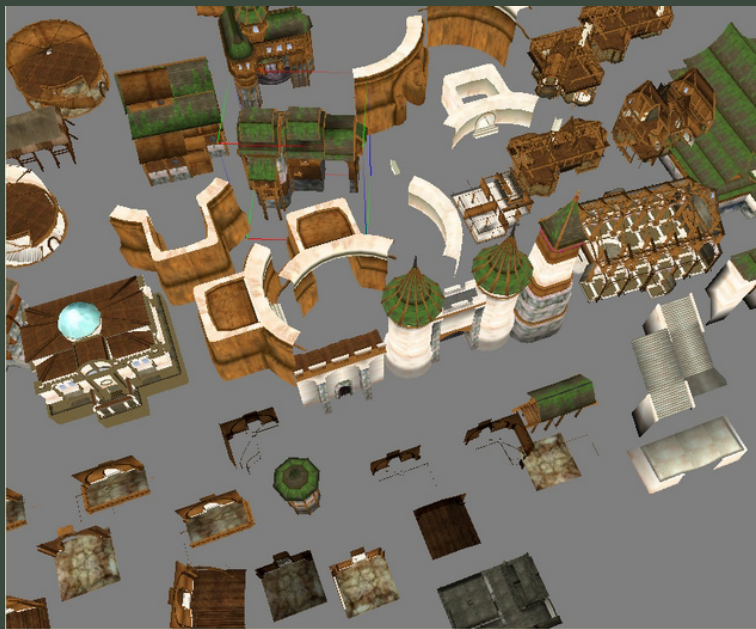


"This one took me over an hour to make, including setting up the goblin ingame."



"I'm not really sure why, but I just like it"

Click below for a link to all of WhiteWizard's website where you can view and download all of his screenshots:



From Speckleguar:

"Some of you may recall me talking about the Aezarka Resource Pack, Over 200mb worth of retexes.

The modder, Raistlin2002, freely gave his permission to use them before he left Oblivion modding. Well his website is now long gone, and the huge file was mesh and texture resources only. Not very friendly to the novice modder.

Some of you have downloaded this and may have in fact used material from it.

Right now, I am splitting it apart and putting them into esp's in separate zip files."

You can download the current files from the links below:

- [Eldoras/Dawnwood Tile Set](#)
- [Native Tile Set](#)
- [Sand and Rose Quartz Cave Tile Set](#)
- [Roman Tile Set](#)
- [Ships and Dome Set](#)



New Real Estate



Enchanted Druid Home

by AtomicDryad

Did you ever want to live in a magical tree? Now you can. This fantastic home is located just south of the Clavicus Vile Shrine near the Gold Road, secluded in the forest. The tree is a living ancient redwood and is easily the tallest tree in Cyrodiil. Upon arriving, you will see what looks like an ordinary, though very old, tree. Don't be fooled by appearances. The tree home has a powerful enchantment to blend itself in with nature. Pulling on a pod switch will reveal the door and a lovely walled-in garden. Inside is small and cozy, while being richly decorated. Mystical ayleid stone lamps give off multicolored lighting and set a peaceful mood. A miniature altar to Meridia will grant you a blessing if you have completed her quest. You can even summon a pet Will-o-wisp with the aid of a strange ayleid stone. So many wonderful details are packed into this home it is difficult to list them all here. You will just have to stop by and see it for yourself!

Alchemist's Cave

by Trollf

For sale by owner - 2,000 septims - Alchemist's Cave located on an island east of the Imperial City. Inside the cave is a shack and waterfall, outside it has its own dock. To purchase find the for sale note on the trapdoor and visit Clagiu Mero at the Main Ingredient in the Imperial City Market District. He will also sell upgrades totaling approximately 26,000 septims, so come prepared to barter. Upgrades include a mushroom garden, a flower garden, an oblivion flora garden (non-aggressive), home furnishings including switchable lights, plenty of storage, and spellmaking and enchanting alters. A cozy fireplace in the kitchen keeps the house warm with its glowing embers. Lighting inside the cave changes on a magical day and night cycle, which helps the plants grow. You may also purchase supplies which will be delivered to the docks every couple of days.

Available at: **TESNexus** and
PlanetElderscrolls

Available at: **TESNexus**



Forum Features



Need Help? You need a tutorial!

We got that!

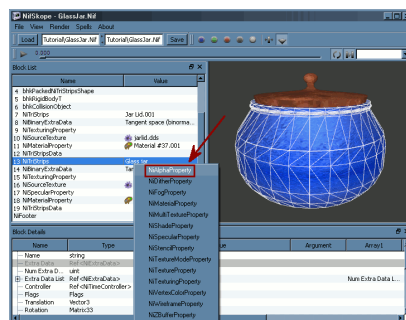
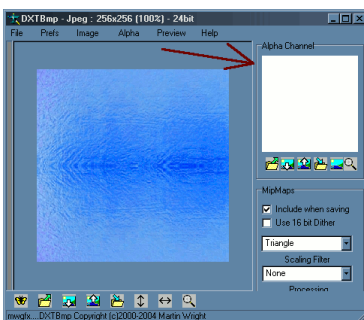
Visit our online training and tutorial threads.

One of our ORE members, Pekka - a true master of modding software has created and highlighted some terrific tutorials for TES IV. All you need is patience, motivation, time, and the ability to follow the step by step instructions.



Pekka is from Gothenburg and is currently working on new statics, textures and meshes for his magic and alchemy mod also posted the following tutorials (click for links):

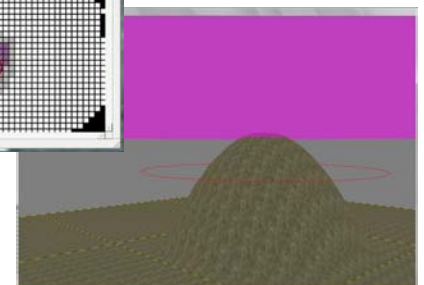
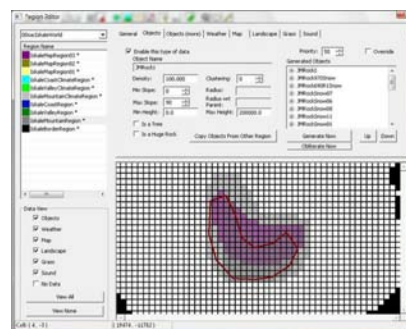
- [How to apply or change a texture in a NIF](#)
- [Pekka's GIMP Tutorial](#)
- [Alpha Channels - Transparency and Reflections](#)



ORE has other tutorials for you. Such as:

- [Alternative Terrain Textures and Tints](#)
- [House modding tutorials](#)
- [Creating custom load screens](#)
- [Region Editor tutorial](#)
- [World Space tutorial](#)
- [NCP tutorial](#)

Click below for more tutorials:



In the general Training room section we also have threads for almost every issue in modding, from A.I., to Collision, to Landscaping, to 3rd party Modding software, to World building. They include several vast and lengthy construction set sections too. These include great information, discussion and links to further help. If you can't find help here we can find you the info or direct you to someone who knows.

September Highlights



Relz:



Skye Village
by Brendan62
[ORE discussion](#)
[Download main](#)
[Download fix](#)



Dibella Temple and Willow
Lake Village
by Brendan62
[ORE discussion](#)
[Download main](#)
[Download fix](#)



Pekka's Paintings
by Pekka
[ORE discussion](#)
[Download Paintings 01](#)
[Download Painting
Exchanger](#)

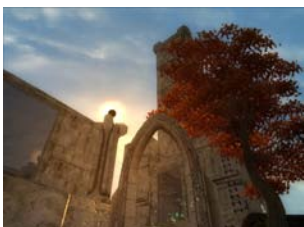


Sheogorath's Chambers
by IAMTHEEMPEROR
[ORE discussion](#)
[Download](#)

Updates:



Cinderella Ship V2.0
by Feek
[ORE discussion](#)
[Download](#)



Weather Tower V1.2
by Invader13
[ORE discussion](#)
[Download](#)

Beta:



NPCs With Jobs V0.9.8
by the NWJ Team
(including ORE's Sarkandar)
[BGS NWJ discussion](#)
[ORE Lutur discussion](#)
[Download BETA](#)



Aquiring the Sickly
Taproom
by Smokindan
[ORE discussion](#)
[Download BETA](#)

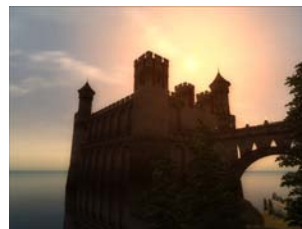


Your Elven Gardens Home
by WhiteWizard
[ORE discussion](#)
[Download BETA](#)

Wipz:



Fort Draconis Player Home
by Oblivimonk
[ORE discussion](#)



Fort Anvil
by Invader13
[ORE discussion](#)



Arnand Jastal: TLG2
by PrincessStomper and
Kateri
[ORE discussion](#)