



All New ORE Newsletter!

Welcome the new ORE newsletter. We hope to provide you this periodic bulletin to inform you of the latest and ongoing information on the world of house modding.

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Welcome to Oblivion's Real Estate. A site dedicated entirely to houses that Modders have contributed for the game Oblivion.

Shezrie..Site Admin.

Save Oblivion House Modding



ORE is on the look out for new and modded tile sets. We want to enhance Oblivion house modding by gathering all info about them. If you know of modded tile sets, or 3rd party sets that could be used by the modding community, let us know! Our aim is to have the diversity of the entire Elderscrolls series.

As you know from the front page of ORE, we have been campaigning to bring back the great house modding days of Morrowind, by providing modders with interior tilesets and customizable exteriors. We have been appealing for modelers, texturers and everyone's support. Well I am happy to announce that your support has paid off big time! It seems our German counterparts were thinking along the same lines and a very talented modder named Blaexx has created an entire tileset for Chorrol style architecture! Now we can customise both Chorrol exterior and interiors! The picture shows only a few of the entire set.



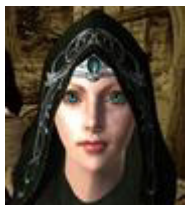
Unfortunately Blaexx has left the community for now, however NewRaven, admin of NewRaven.net has very generously given me permission to host the files on ORE with an English translation. Many thanks to Rung on the Official Forums for directing me to this incredible work.

We have also been fortunate to have the help of Vince, creator of Top of the World, who has removed exterior windows from a farmhouse and given us a customizable exterior and Mr. Siika, who has modelled a brand new exterior window based off a Morrowind window!

It is the hard work of talented modders such as these that will keep Oblivion house modding going for years to come.



Meet the ORE staff



Shezrie

-32, Southampton, Bermuda. Admin and creator of ORE. Loves in life are modding, gaming, my border collie dog, working out, singing, interior design, fencing, fire dancing, belly dancing. Modding gives me the opportunity to be creative in a way I could never be in real life, by allowing me to design, build and 'live in' full villages and houses. I have released 15 mods for the elderscrolls so far.



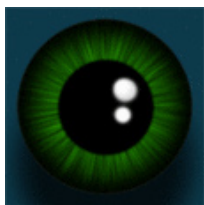
Phaedra

- 29, Washington, USA. Lifelong gamer and professional mod player. I've been a gamer since I was a little girl playing with a joystick on the Atari. My top five favorite games in no specific order are: Morrowind, Oblivion, Castlevania: SOTN, Resident Evil 4, and Final Fantasy VII. I have only released a few mods for Elderscrolls, but I have learned quite a bit by modding other people's mods to fit my game.



Speckled Guar

- 34, Minnesota, USA. Long time Elder Scrolls Fan, Artist, Librarian. I love any game that is sandbox in style, and being able to mod is a tremendous bonus, and creative outlet. For me it takes me back to my childhood. It's like tinker toys, lincon logs, and legos all rolled into one. Favorite mods: Unique landscapes, Dremora companion, Villages, OOO, and Ravenview.



Mindfeeder

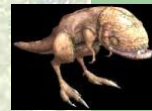
-32, Belgium. This staff member loves Oblivion, Guildwars and modding. Having released mods such as White Rose Lodge. Just had a beautiful new baby girl, Mylia.

ORE Guild Mod

Work is progressing on the ORE Guild mod. Keep your eyes open for an update coming soon!



Modder Interview



*This edition's interview is with ORE founder Shezrie.
Look for new interviews each edition.*

-How did you get into Elderscrolls?

I was tempted back into gaming by the Sims1 after a long break from it. In fact the last time I had played computer games was back in the wild old days of DOS. Eventually bored of the Sims and anxiously awaiting the Sims2 I took a trip to my local gaming store to find an interim game and really wanted one like my all time favorite Ultima Underworld. So I asked the store clerk for a game just like that, one that took place in dungeons and that you saw the action from a first person viewpoint.

"Ultima what?" he said.

"Ultima Underworld...you know...avatar...Lord British..takes place in a dungeon!"

He didn't know it, but took me over to the shelf and handed me something called Morrowind GOTY edition, swearing blind that even though it didn't take place in a dungeon, there WERE dungeons in it and after all look at the many awards it had won and it was first person view! I took it and dubiously looked it over, it didn't look like what I wanted but it did have dungeons and that view point like Underworld had..ah well, may as well try it. I bought it.

I was totally unaware that in my hand I was holding something that would utterly take over my love for any other game and give me years of enjoyment and fun, occupying so much of my time.

Believe me that was the short answer.lol

-Do you play any other types of game? What games?

The only other games I play are the Sims, although not very much anymore. However recently I have taken to going back and playing many of my old favorites like the later games of the Ultima series, classics like Dune, Maniac Mansion, Prince of Persia and even the very, very first games I ever played on a computer, Alley Cat and Dark Tower. I am having a nostalgia phase right now. However I am going to finally get Guild Wars after years of avoiding on-line games.

-What are your favorite mods and why?

My all time favorite mod is White Wolf of Lokken, a Morrowind mod by Emma. An absolutely incredible quest line that takes place in a stunning location.

For Oblivion I will certainly admit to being blown away by Simyaz's The Butcher of Armindale, such an intricate character and quest mod released so early on in Oblivion modding is nothing short of mind blowing. NPC's with Jobs is one that I am watching closely having seen examples of their work that already look incredible and add much needed realism. On a day to day basis I keep my mod list simple as I have to beta test so many houses but recurring mods in my list are Kalikut's Goods and Trade, Dark Rose armor, MD's Natural Faces, Phaedras Vanilla Eyes Addon and Slof's Horses Base...everything that is required to keep a girl and her transport looking good.

-How do you get inspiration for your villages? Do you get inspiration from any real life locals? Is Woodland or Ravenview based on anyplace you've been?

Definitely, Ravenview's park and the tiers I always do are actually inspired from a townhouse complex nearby. Woodland's layout is to some extent inspired by the small villages I visited on my holiday in the South of France a few years back, in that it has the close alleyways and a small cafe. I love finding inspiration for my modding in my real life surroundings. Don't be surprised if the next village is located at the bottom of and up the sides of a valley as that is the location I live in at present.

-With keeping ORE updated, running the ORE forums, and modding, do you ever find time to play?

Not a lot. ORE, the forums and the many projects I work on at any given time keep me very busy. Though ever so often I do like to drop everything and venture into the wilderness around Cyrodiil.

-Where do you hope the next Elderscrolls will take place?

I have taken a fancy to Hammerfell, probably whiled away too many hours sitting on Wood House's deck in Ravenview Village overlooking Hammerfell.

-How did/ do you go about deciding where to place a village, what to name it. Your current project? others?

Usually I either have a place in mind that I saw earlier or I spend quite a bit of time looking for that perfect location that inspires a village.

-What has been the biggest challenge in your modding?

No doubt about it, the biggest current challenge to house and village modding in general is the lack of interior tile sets and customizable exterior sets. Think back to Morrowind where every single house was different because of the tile sets, whereas in Oblivion every interior and exterior is one piece. This is the main reason I moved to doing villages.

-Are your villages and mods heavily planned or do you work on the fly?

Sometimes I will draw out a layout, but mostly I just work as inspiration hits and they kind of build themselves.

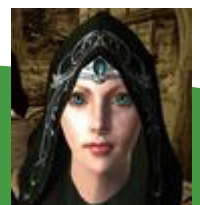
-If you could design any type of game, featuring any content what would it be, and how would it work?

It would be to be...the Sims meets Oblivion! A more immersive and realistic medieval RPG that allows you all the fun, excitement, exploration and open ended play of Oblivion, but allows you to role play far more realistically with more developed characters and more immersion into the society of the world. The need to eat, sleep, bath, interact with others and the ability to have and raise children, get married, settledown and do the day to day chores we all find so tedious in our real lives.

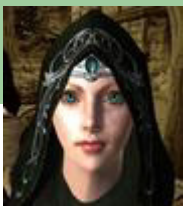
Now that would be the ultimate game for me.



Interview by Speckledguar and Phaedra,
continued on next page...



Modder Interview Continued...



Shezrie Says, “click this box for video!”

Many of our members know that Sarkandar and I have been working on the Assassin's Blade for a long time now. Our extremely long story, written novel style will be included in a quest for Woodland Village. Basically it will be a treasure hunt to find the volumes of the Assassin's Blade. Here is a somewhat small excerpt from it, just don't tell Sarkandar I am showing you this bit.

“The sargeant swung his sword, parry and thrust, every move expertly manovered, the result of hours of daily practice. Sword glanced off sword with a metallic clang, sparks flew, briefly illuminating his opponent's face with it's red glowing eyes, features twisted in a maniacal grin. Swiftly parrying a blow aimed at his heart, the fatigued soldier chanced a brief glance around him at his fellow soldiers. Around him armored imperial soldiers fought the robed assailants, to his right a soldier fell, a sword piercing right through his chest and out his back before it was quickly withdrawn with a revolting sucking sound. The murderer turning his blade on another luckless soldier. They were loosing ground. The surprise attack they had made on the assassins had given them a small edge for a while but the assassins had swiftly recovered.

The sargeant grunted in pain as he parried another blow aimed at his heart, his muscles burning with the exertion of what felt like an eternity of fighting. He pressed the attack and finally an opening..the assassin stumbled backwards slightly overbalanced by the force of the sargeant's blow. It was enough, the sargeant dropped into a sudden crouch as the assassin recovered and ploughed back towards him. Angling his blade upwards, he drove it true into the assassin's gut, the luckless killer's own weight driving the blade deeper. It was a favorite surprise move of the sargeant's and one that had saved his life over and over. Putting his foot against the dead man's stomach, he pulled his sword free.

Time to call his troops back, they were loosing ground and needed a better defensive position. Behind him the last few citizens were being swiftly evacuated through the massive gates into the palace grounds, where they would stand their final defense if it came to that. “Pull back!” he roared at the last remaining group of soldiers. Swiftly they pulled back, retreating over ground littered with bodies.

The assassins pressed forward, spurred on by their victory and closing in for the kill. A quick glance told the sargeant that the last citizens had now disappeared behind the massive gates that separated the Market District from the Imperial Palace. The imperial soldiers were now grouped infront of the gate, a small group holding off a massive number of assassins. The sargeant felt a fierce pride for his soldiers and their fighting abilities. They siphoned off their numbers through the gate until only a small group remained, just enough to hold back the tide of enemies. The sargeant was elbow to elbow with the remaining few soldiers. They were down to the last few and they would not all make it through the gate, someone had to stay and hold the assassins off, giving the others time to run through and barricade the gate from the other side. As though on cue the soldier to his right spoke.

“Go, I will hold them!” he shouted.

The sargeant hesitated. Then another man called out.

“Sargeant, get through the gate, I will hold them off!” The sargeant recognised the man, Junas, a good soldier and the first soldier, Rathar, another good man whom he had served with for many years.

Making a split decision he acknowledged their choice with a quick nod at each man. Then called to the other soldiers to quickly move through the massive gate. He retreated last and moved through. His last view as the gate was pushed closed was of the last two brave men facing an overwhelming army.”





A New Challenge!

ORE Villages



After the success of the Underwater House Challenge, the Hovering Homes Challenge, the Shivering Isles Homes Challenge and the Open Homes Challenge, it is time for a new challenge. We introduce....The Villages of Tamriel Challenge!

The aim is of course to fill a lack in Oblivion, while having fun and pushing the limits of modding. In this challenge people will split into teams of two and create an outpost village on the borders, or just beyond the borders into a province. What we aim to have by the end of this challenge is remote villages that push the borders of Cyrodiil further back and open up the vast useable space in each of the provinces.

See the forum to join or support those who are taking up this challenge. Entrants must be signed up by the end of September 15th and have until the end of October 15th to complete their entries. The winning mod is placed on ORE's front page for one full month.

Member Spotlight

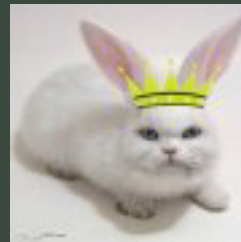


Lucky Lewis! A fantastic modder, Artist, house modder, and village designer. A special ORE member who has been designing all of our new banners from custom specifications.

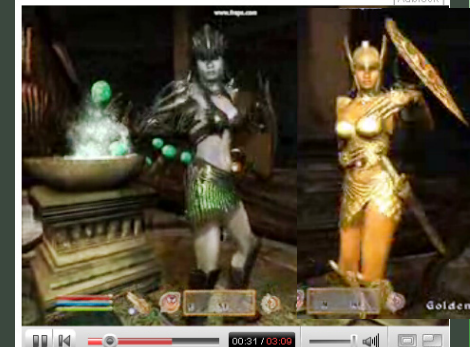
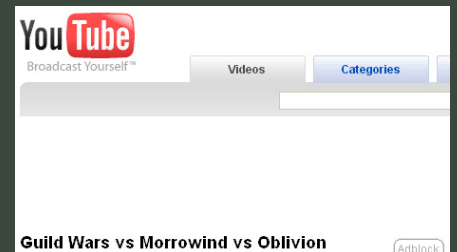
<http://www.youtube.com/watch?v=3uUjyk44180&eurl=http%3A%2F%2Fbethblog%2Ecom%2F%3Fcat%3D16>

Guild Wars vs Morrowind vs Oblivion

DANCE OFF VIDEO!



Princess Stomper!
Renowned
Elderscrolls
modder. Creates
Video Sensation!



Sacryn, Village Modder, World builder, and master ingame photographer entertains and delights with award winning snapshots!



Featured Mod



Phitt's Bravil Sea Domes

Available at <http://tesdb.com/files/file.php?id=9388>

Bravil Sea Domes is located across the Niben Bay from Bravil, just north of the mouth of the Panther River. The entrance is through an onshore cave, while the domes themselves are at the bottom of the sea. Upon entering you will traverse a long sloping hallway to reach the domes below. The main hall features a pond surrounded by statuettes of jumping dolphins and a gorgeous rotating waterfall that may be turned on and off. Branching off from the main hall are three rooms, each of these rooms has reinforced glass windows that allow you to see out into the ocean beyond. It should be noted that the Alive Waters plugin is supported with optional window views to match. To the left of the main hall is the dining room with seating for four. A crystal chandelier hangs above the dining table which can also be set to rotate via a switch on the wall. Next there is a cozy study with a warm free standing fireplace. There is also a gaming table for playing chess and dice. Last, but not least, there is the bedroom with lovely four poster bed made with fine green satin.

Additional information:

Size/number of rooms

Medium size home with four rooms.

Cost/quest to acquire

Purchase deed and upgrades from A Fair Deal in Bravil. Base prices \$10,000 for deed and \$7,500 total for upgrades, actual prices are based on your depending on personality and merchantile. The home is functional before purchasing upgrades, there is a bed to sleep in and containers for storage.

Fast travel enabled

Yes, map marker added once you find the home or purchase the deed.

Safe for fast travel on horseback

Yes.

Companion friendly (path nodes)

Yes, this mod was tested with a companion and he had no troubles getting around.

Extra beds for companions

No.

Plenty of nonrespawning storage

No respawning containers, plenty of storage. Including: 2 large cupboards, 4 dressers, 2 desks, 2 chests, 2 sacks, and 1 jewelry box. If you use Harvest Containers the jewelry box will open, but does not respawn.

Display

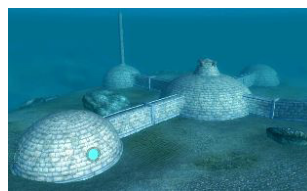
10 display cases. They come predecorated, but you can remove the items and add your own.

New meshes/textures

Yes to both. The domes, windows, chandelier, chess set, dice, fireplace, bed with pillows, and fountain are all new.

Craftsmanship

This mod is very well constructed and has no flaws. It is obvious that a lot of skill and care went into making it.



Oblivion Real Estate

Forum Features



Modder's Resources

There are quite a few modders resources for TESIV that are available. We have a special topic on our forum listing most of the resources, retextures and new models. We also have a special section on the main web site with highlights from these lists. Here are a couple of newer ones.

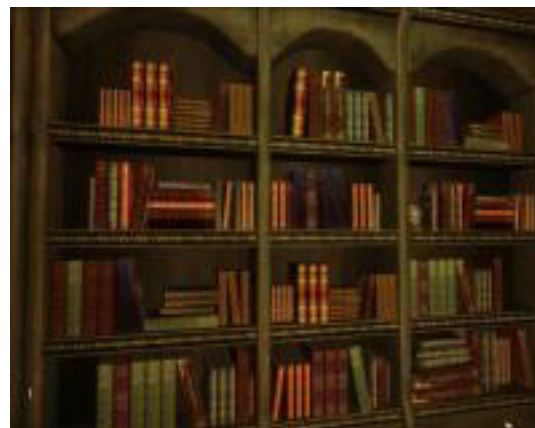
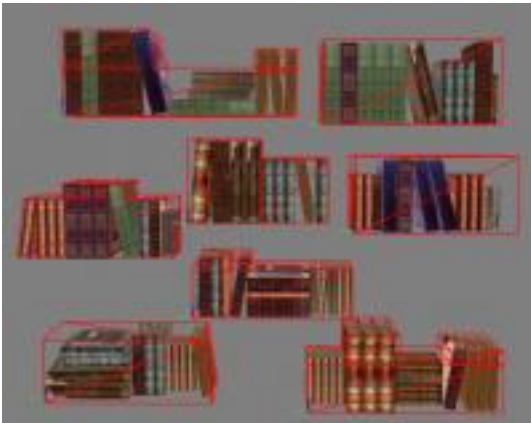
Crypt Set

<http://planetelderscrolls.gamespy.com/View.php?view=OblivionMods.Detail&id=2689>



Garak's Booksets

http://www.planetoblivion.de/index.php?option=com_content&task=view&id=953&Itemid=117



There are new and emerging TESIII 3rd party resources that are being converted to TESIV. There will also be tile sets, statics, activators and game resources found only on ORE! Stay tuned for details!

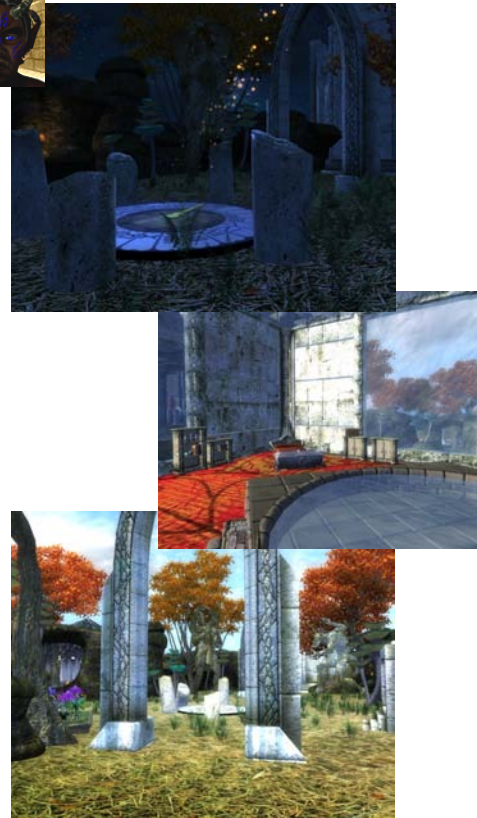
Oblivion Real Estate

Upcoming Mod Highlights

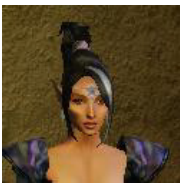
[WIP] Update - **Weather Tower** by Invader13



Weather Tower was the Open Homes - Modded winner and you can download it on ORE. So wait a minute, how can Weather Tower be a work in progress? Because Invader13 is working on a fabulous update, that's how. I got the pleasure to beta test the update and check out the new additions. Here is a brief rundown of the features from the original: an ayleid control panel to change the weather, a fancy lounge, a pool, a kitchen, a small alchemy garden, a rotating lighthouse beam, a working clock, lights that can be switched on and off, and gorgeous views over looking the ocean and the Gold Coast. Now onto the juicy stuff. My favorite addition is the garden. The new garden features flora from the Shivering Isles as well as Cyrodiil's natural flora. The garden is beautiful by day and a psychedelic dreamscape by night. There is a brand new master bedroom that is not just a bedroom. It is an inside-out bedroom with a view in each direction thanks to the walls being partially made of glass. Don't worry if you have companions, they can still sleep in the bedroom behind the kitchen or in the cabin of the ship. Weather tower now comes with a few service providers. There is Altair, the mage, and Ugak-Gromak, the smith, each with their own unique homes inside Weather Tower. There is also cozy little bar, also with a view, tended by the lovely barkeep, Alessia. For more information visit the forum topic at <http://ljosa.proboards57.com/index.cgi?board=releases&action=display&thread=1184254298>.



[WIP] The Octagon - **The House of Magic** by Pekka



The Octagon is a house that will be formed around a alchemy shelf as alchemy and magic will be the theme for this house. The most important parts in the Morrowind houses was the kitchen and the alchemy sorters and I want it to be the absolute center and the most important room in this house that will have many

other services for you as player as well as there will be servants and merchants as well and maybe something more. The main theme for the Octagon is 8, so I try to use the shape of 8 as much as possible but if you look carefully at the screenies, you will also find a shape of 12, which fitted better. I will try to use a combination of colors between MW and OB as the OB colors are often too boring. Follow the progress here:

<http://ljosa.proboards57.com/index.cgi?board=wip&action=display&thread=1185528297>

Or:

<http://canadianice.ufrealms.net/forum2/index.php?topic=6802>

