Mods I use!

Fabric is required for these mods

Aliven't Messager: (sends a message in chat any time a named mob dies) https://modrinth.com/mod/alivent-messager

Better F3: (lets you customize f3 to look nicer)

https://modrinth.com/mod/betterf3

Block Outlines Begone: (Client mod to disable block outlines when hovered over)

https://modrinth.com/mod/block-outline-begone/versions

Boat HUD: (A Fabric mod that adds a HUD specifically for boating)

https://modrinth.com/mod/boathud

Camera Utils: (adds some neat camera features)

https://modrinth.com/mod/camera-utils

Carpet: (Carpet is a mod for vanilla Minecraft that allows you to take full control of what matters from a technical perspective of the game)

https://modrinth.com/mod/carpet

Carpet Sky Additions: (useful for testing farm designs occasionally)

https://modrinth.com/mod/carpet-sky-additions

Carpet TIS Addition: (useful commands to help design farms)

https://modrinth.com/mod/carpet-tis-addition

Cherished Worlds: (Favorite/pin/bookmark certain worlds, which will always be at the top of the list and cannot be deleted.)

https://modrinth.com/mod/cherished-worlds/version/6.1.0+1.20.1

CIT Resewn: (implements custom item textures from optifine into fabric)

https://modrinth.com/mod/cit-resewn

Cloth Config API: (allows other mods to work)

https://modrinth.com/mod/cloth-config

Continuity: (implements connected textures like optifine)

https://modrinth.com/mod/continuity

[EMF] Entity Model Features: (Custom Entity Model replacement mod available for

Fabric and Forge)

https://modrinth.com/mod/entity-model-features

[ETF] Entity Texture Features: (Emissive, Random & Custom texture support for entities in resourcepacks just like Optifine but for Fabric)

https://modrinth.com/mod/entitytexturefeatures

Enhanced Block Entities: (Reduce FPS lag with block entities, as well as customize them with resource packs)

https://modrinth.com/mod/ebe

EntityCulling: (Using async path-tracing to skip rendering Block/Entities that are not visible which helps performance)

https://modrinth.com/mod/entityculling

Essential: (The best way to play Minecraft. Enhanced Minecraft features in one simple mod. Fast, friendly, and for everyone!) https://essential.gg/

Extreme sound muffler: (a client side mod that allows you to muffle sounds selectively) https://modrinth.com/mod/extreme sound muffler

Fabric API: (Essential hooks for modding with Fabric) https://modrinth.com/mod/fabric-api

Fabric Language Kotlin: (This is a dependency other mods use for compatibility) https://modrinth.com/mod/fabric-language-kotlin

FabricSkyboxes: (Allows resource packs to define custom skyboxes) https://modrinth.com/mod/fabricskyboxes

FerriteCore: (Memory usage optimizations) https://modrinth.com/mod/ferrite-core

FPS Reducer: (reduces unnecessary GPU and CPU load by reducing the frame rate automatically when the client window is inactive or you are not operating the Minecraft for a certain period of time)

https://www.curseforge.com/minecraft/mc-mods/fps-reducer

Gamma Utils: (Gamma / Brightness / Night Vision mod, making it easy to see in the dark. Basically Fullbright for Fabric)
https://modrinth.com/mod/gamma-utils

Indium: (Sodium addon providing support for the Fabric Rendering API, based on Indigo) https://modrinth.com/mod/indium

Iris Shaders: (A modern shaders mod for Minecraft intended to be compatible with existing OptiFine shader packs)

https://modrinth.com/mod/iris

Item Scroller Crafting Fix: (Modified version of Masa's itemscroller mod that fixes crafting in 1.17.1 (and adds crafting toggle ability))

https://github.com/Andrews54757/itemscroller-crafting-fix/releases

LambDynamicLights: (A dynamic lights mod for Fabric)

https://modrinth.com/mod/lambdynamiclights

Litematica: (schematics mod) https://modrinth.com/mod/litematica

Litematica Printer: (This fork adds the missing printing functionality for Litematica) https://modrinth.com/mod/litematica-printer

Lithium: (general-purpose optimization mod for Minecraft)

https://modrinth.com/mod/lithium

MaLiLib: (needed for Masa mods to work)

https://modrinth.com/mod/malilib

Memory Leak Fix: (A mod that fixes random memory leaks for both the client and server) https://modrinth.com/mod/memoryleakfix

MidnightLib: (Common library providing a lightweight configuration system) https://modrinth.com/mod/midnightlib

MiniHUD: (A client-side mod that allows displaying various "info lines" on the screen) https://modrinth.com/mod/minihud

Mod Menu: (Adds a mod menu to view the list of mods you have installed) https://modrinth.com/mod/modmenu

Model Gap Fix: (This is a simple client mod that fixes the small pixel gap on many items) https://modrinth.com/mod/modelfix

MoreCulling: (A mod that changes how multiple types of culling are handled in order to improve performance)

https://modrinth.com/mod/moreculling

OptiGUI: (A client side mod to customize the texture of in-game GUIs with resource packs) https://modrinth.com/mod/optigui

Reese's Sodium Options: (Alternative Options Menu for Sodium) https://modrinth.com/mod/reeses-sodium-options

ReplayMod: (A Minecraft Mod to record, relive and share your experience)

https://modrinth.com/mod/replaymod

Sodium Extra: (Features that shouldn't be in Sodium)

https://modrinth.com/mod/sodium-extra

Sodium: (Modern rendering engine and client-side optimization mod for Minecraft) https://modrinth.com/mod/sodium

Tweakeroo: (adds a whole bunch of various different "tweaks" to the game) https://modrinth.com/mod/tweakeroo

WorldEdit: (A Minecraft Map Editor) https://modrinth.com/plugin/worldedit