– HEAVY BURNS 2022 ANIMATION MODS –

SETUP GUIDE



Introduction

Welcome to the accompanying setup guide to the 2022 Animation video! The aim of this guide is to provide more information to those of you who wish to set up the mods shown off in the video.

A few disclaimers before we begin:

(1)

*This is **not in any way intended to be a flawless bug free mod list.** I have not played hundreds of hours testing compatibility with every part of the game, the purpose of this guide is to help those of you who would like more information on how to install, setup and tweak some of the more complicated aspects of modding synergies that were displayed in the video.*

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(2)

*This setup **ONLY** works on Skyrim 1.5.97 or 1.6.353; if you are in the latest steam version, which is 1.6.640, you won't be able to install any of the DAR-dependant mods.*

You'll have to downgrade your game executable using the downgrade patcher, the mods will list the links for both 1.5.97 and 1.6.353.

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(4)

*The final thing to note is I will do my best where i can, however, **this guide will assume** for the most part **you have some experience with basic modding techniques**, (ie. you know how to use Nexus, download through a mod manager, already have basic setups like SKSE etc.)*

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(5)

*The guide was **written using MO2**, this is just a byproduct of the author of the guide being far more experienced with it than with Vortex, if you are using Vortex just make sure to install the mods in the order they are listed and sort out the file conflicts yourself.*

FOUNDATION

Before we install all of the fancy animations we'll need to install all of the requirements for everything,

Starting with the basic foundation of the Script Extender and all of the various requirements needed for the animations and behaviour mods to work.

Skyrim Script Extender (SKSE64)
–> Link for 1.5.97 ←
–> Link for 1.6.353 ←

Video on how to install SKSE

Address Library for SKSE Plugins
→ *Link for 1.5.97* ←
→ *Link for 1.6.353* ←

SkyUI
Version doesn't matter for SkyUI, simply download the latest version, SkyUI is needed to enable all of the MCM menus in various animation mods.

MCM Helper
→ *Link for 1.5.97* ←
→ *Link for 1.6.353* ←

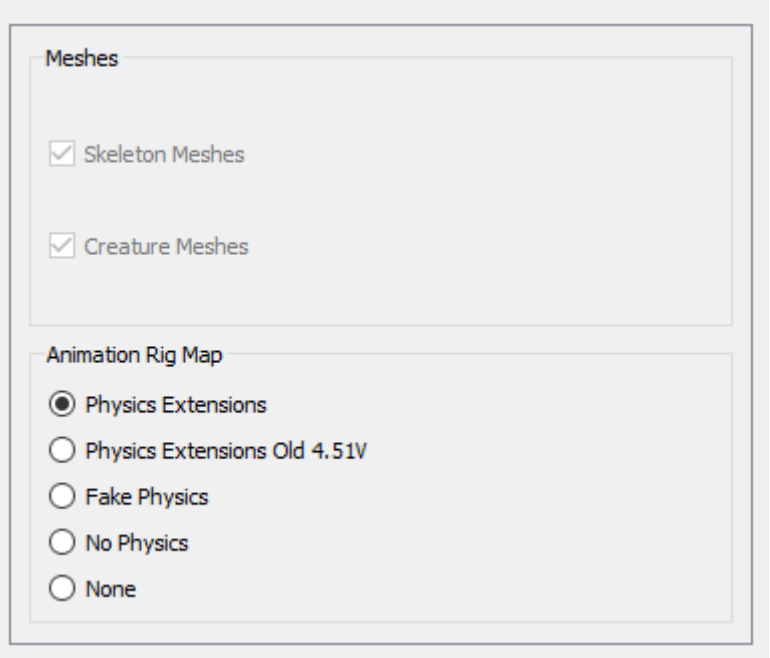
PapyrusUtil SE
→ *Link for 1.5.97* ←
→ *Link for 1.6.353* ←

XP32 Maximum Skeleton Special Extended

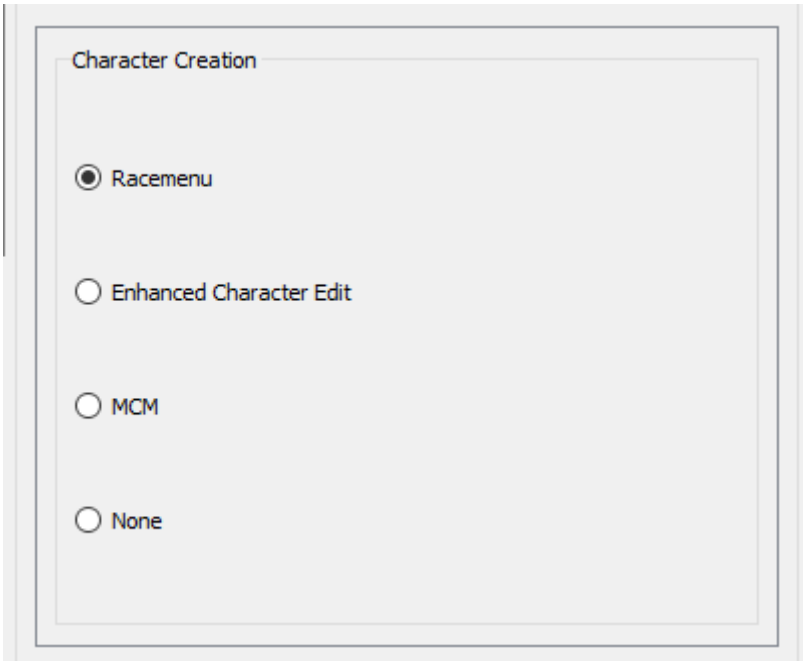
Just install the main file, all Skyrim versions work.

FOMOD:

Page 1



Page 2



Page 3 onwards doesn't matter what you pick.

By default the option for 'Schlongs of Skyrim' will be marked, click on 'None' if you don't use that mod



XP32 Maximum Skeleton - Fixed Scripts

&

XP32 Maximum Skeleton - Nemesis Papyrus Stack Fix

Just install the main file of these two mods, all Skyrim versions work.

*If you're using Vortex, load the Fixed Scripts **BEFORE** the Papyrus Stack Fix, both of these mods should load after XP32.*

*XP32 Skeleton → **before** → XP32 Fixed Scripts → **before** → XP32 Papyrus Stack Fix*

Simple Dual Sheath

→ Link for both 1.5.97 and 1.6.353 ←

Additionally

–> Left Hand Rotation Mesh ←

*If you are using Vortex, load the Left Hand Rotation **AFTER** XP32*

Immersive Equipment Display

→ Link for both 1.5.97 and 1.6.353 ←

Dynamic Animation Replacer

→ *Link for 1.5.97* ←

→ *Link for 1.6.353* ←

Payload Interpreter

→ Link for both 1.5.97 and 1.6.353 ←

PowerOfThree Tweaks

→ Link for both 1.5.97 and 1.6.353 ←

In the FOMOD select your game version accordingly.

PowerOfThree Papyrus Extender

→ Link for both 1.5.97 and 1.6.353 ←

In the FOMOD select your game version accordingly.

Keyword Item Distributor (KID)

→ Link for both 1.5.97 and 1.6.353 ←

In the FOMOD select your game version accordingly.

Spell Perk Item Distributor (SPID)

→ Link for both 1.5.97 and 1.6.353 ←

In the FOMOD select your game version accordingly.

Animation Motion Revolution

→ Link for both 1.5.97 and 1.6.353 ←

Just install the main file, all Skyrim versions work.

Race Menu

→ *Link for 1.5.97* ←

→ *Link for 1.6.353* ←

ONLY FOR 1.5.97 USERS

→ *Racemenu Memory Leak Fix* ←

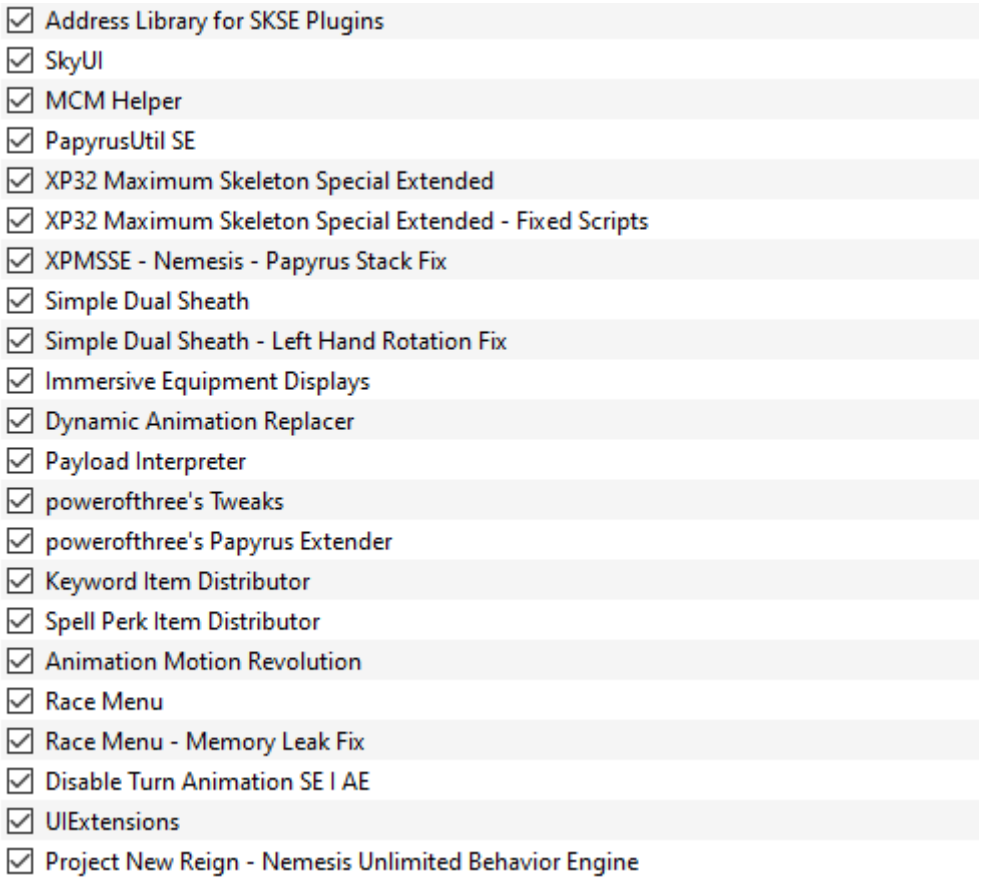
Disable Turn Animation

Just install the main file, all Skyrim versions work.

UIExtensions

Just install the main file, all Skyrim versions work..

MO2 Screenshot



If you've been following along you should have these mods installed in the order shown in the picture.

Remember that the 'Race Menu - Memory Leak Fix' mod is only needed if you have Skyrim at version 1.5.97.

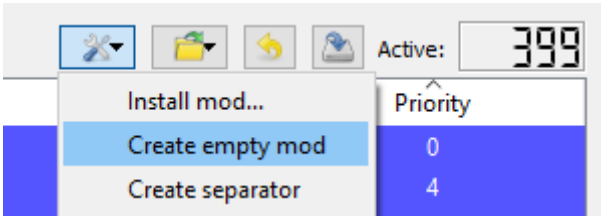
NEMESIS TOOL SETUP FOR MO2

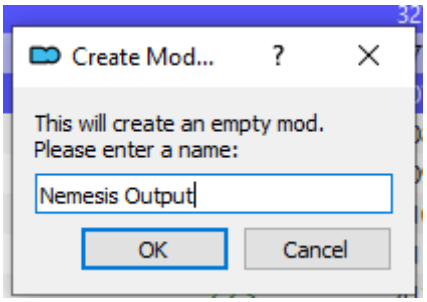
(If you use Vortex you only need to install Nemesis, video guide, ignore the 'crouching slide' mod installed in the linked video.)

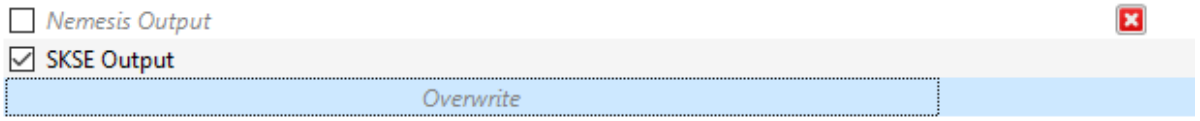
Now that the foundation for everything has been set up, we need to move to the next step, installing Nemesis and having a Nemesis Output mod (only for MO2).

Firstly, download and install Project New Reign - Nemesis like a normal mod inside MO2, ***DON'T*** **EXTRACT IT TO YOUR SKYRIM DATA FOLDER.**

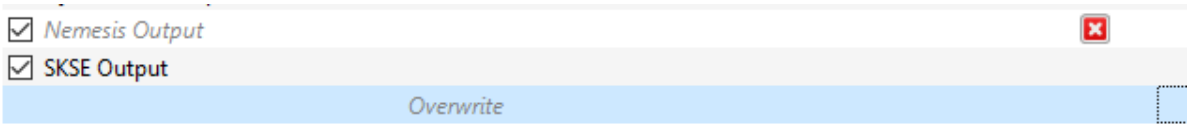
Now make an empty mod and name it 'Nemesis Output'





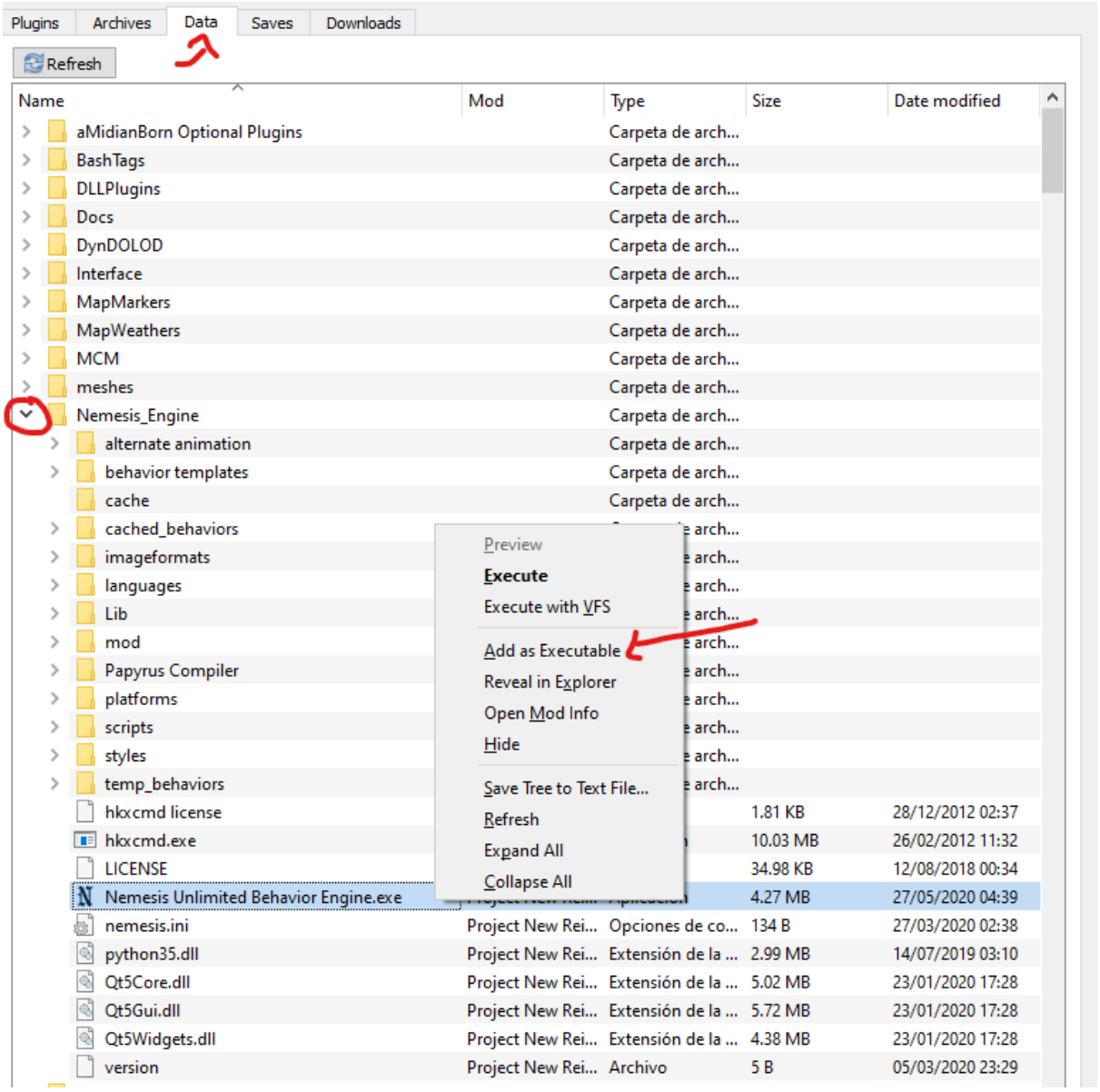


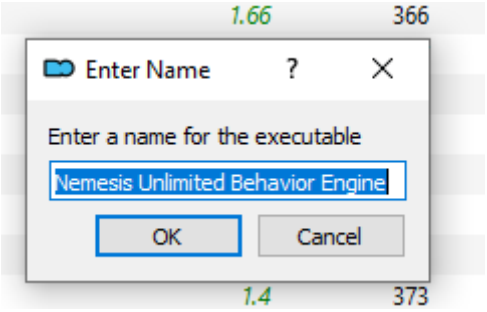
The mod should be sitting at the bottom of your left panel (ignore the 'SKSE Output' mod)



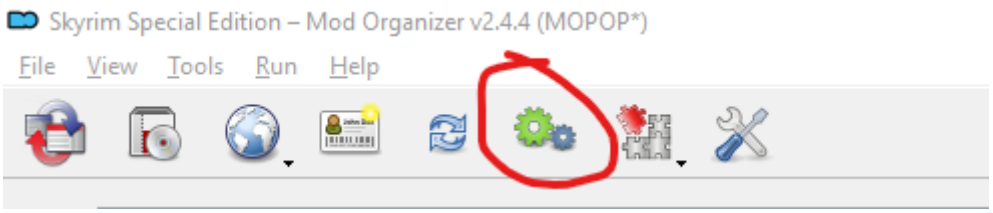
Make sure to enable the mod by clicking on the white box to the left.

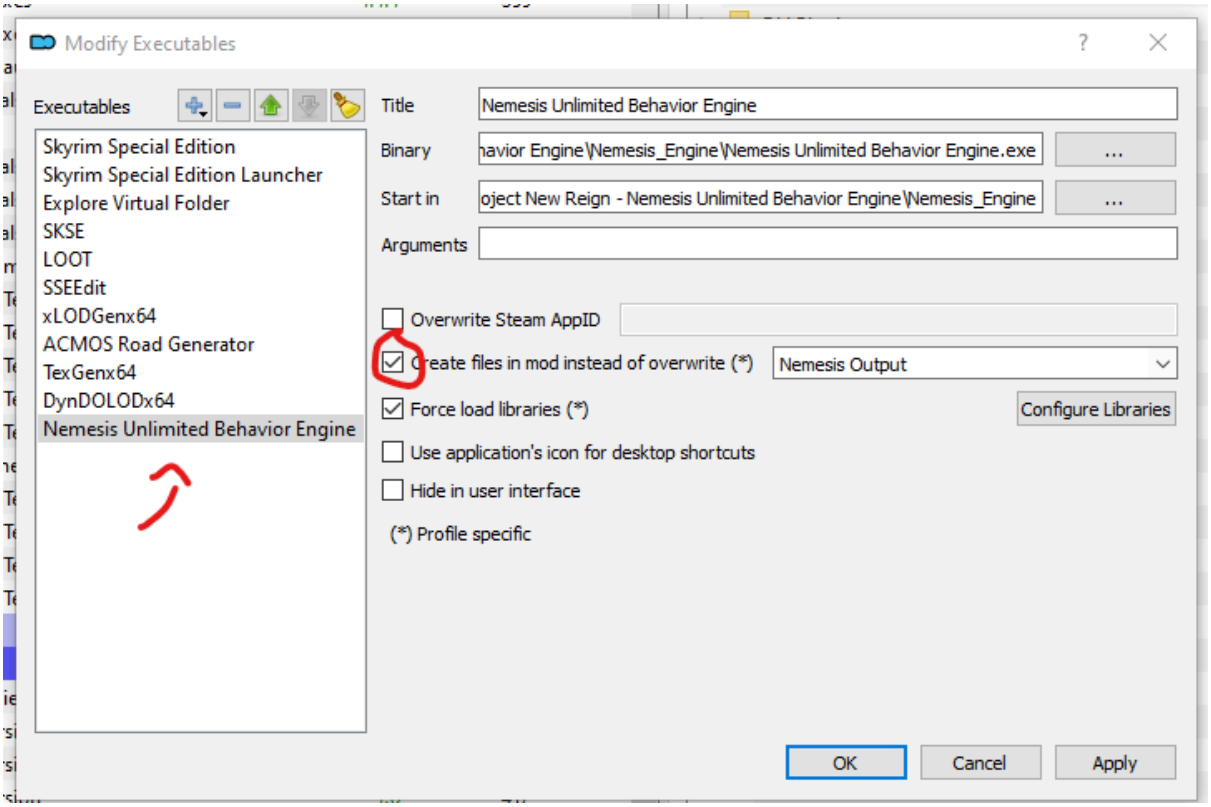
Now click on the ‘Data’ tab of MO2, in the right panel, expand the folder named ‘Nemesis_Engine’ and then right click on Nemesis Unlimited Behavior Engine.exe, then click on ‘Add as executable’





Just Click OK, now click on the cogs in the top bar of MO2.





(Ignore the other executables in the list, the only one that matters is Nemesis)

You'll notice a new element in the list, just click on it and then tick the box that says 'Create Files in mod', the dropdown will be available and you need to select 'Nemesis Output' from the list, then click Apply in the bottom right corner.

And that's done for the time being, now we can begin to install all of the animation mods.

Do NOT launch your game until we're done installing all the animations mods and we run Nemesis.

ANIMATION INSTALLATION

True Directional Movement

→ Link for both 1.5.97 and 1.6.353 ←

Eating Animations and Sounds

→ Link for both 1.5.97 and 1.6.353 ←

Read the Room

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

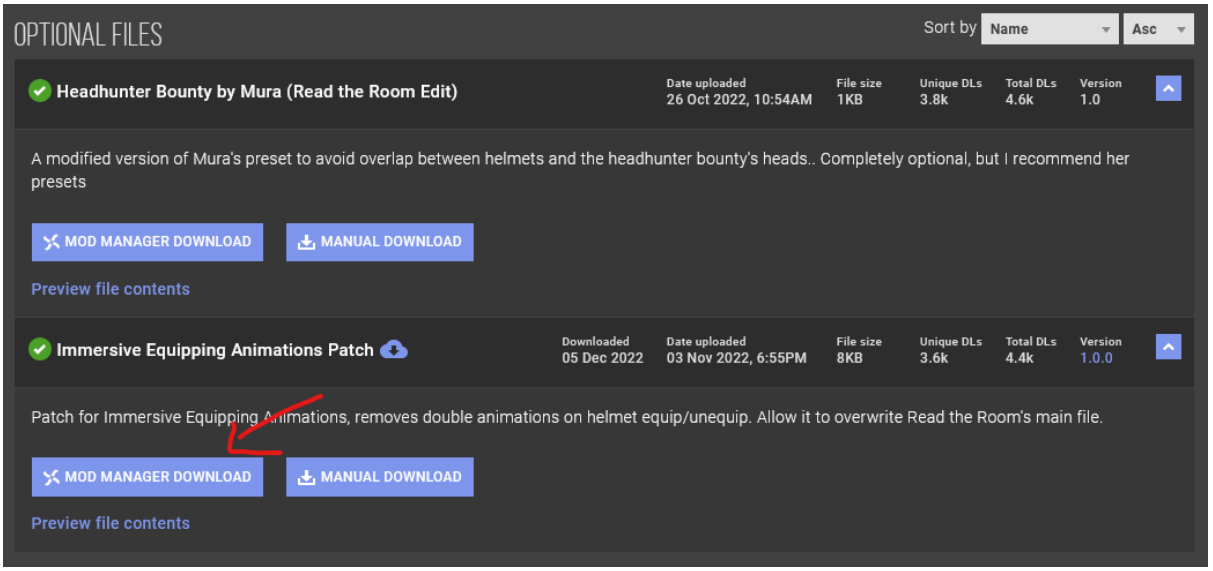
Immersive Equipment Animations

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

Read the Room - Immersive Equipment Animations Patch

→ *Link to the Patch* ←



*If you're a Vortex user, make sure this patch is loading **AFTER** the original 'Read the Room'*

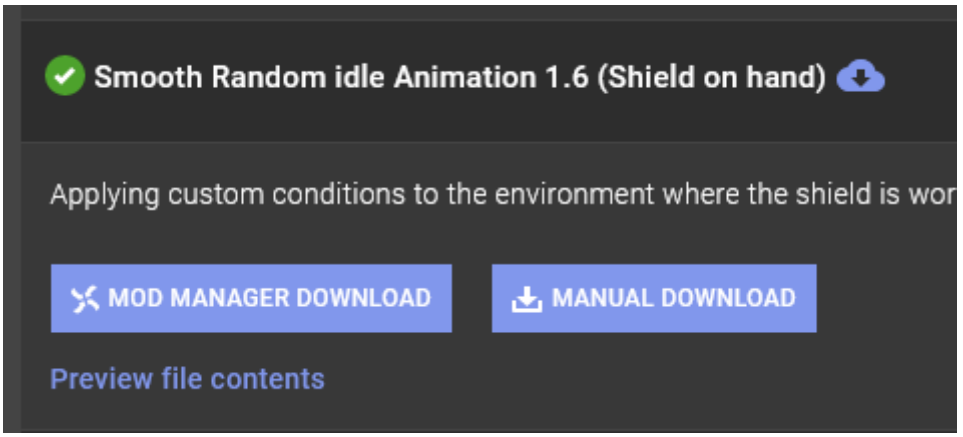
Immersive Interactions

→ Link for both 1.5.97 and 1.6.353 ←

Smooth Random Idle Animation

→ Link for both 1.5.97 and 1.6.353 ←

Only install the 'Shield on Hand' file.



Reanimated NPC Animation

→ Link for both 1.5.97 and 1.6.353 ←

Leaps of Faith - A Misc Quest

→ Link for both 1.5.97 and 1.6.353 ←

Tools not Weapons - DAR

→ Link for both 1.5.97 and 1.6.353 ←

More Powerful Mining Animation

→ Link for both 1.5.97 and 1.6.353 ←

Telekinesis Wood Chopping

2 Files to pick from

→ Animation will play only for your female character ←

→ Animation will play for Female NPCs and Players with Alteration above 60 ←

Only pick one.

Goetia Animations - Female

→ Link for both 1.5.97 and 1.6.353 ←

Download the main file.

Goetia Animations - Male

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

HB Animations 2022
Setup Guide

Goetia Animations - Sprint

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

Vanargand Animations - Sneak Idle Walk And Run

→ Link for both 1.5.97 and 1.6.353 ←

Jump Behaviour Overhaul

→ Link for both 1.5.97 and 1.6.353 ←

FOMOD:

Page 1

Click on Behaviour Module

Page 2

Click on Realistic Jump (Recommended)

Page 3

Pick between Short and Long Jump.

Page 4

Don't select anything.

Sprint Swimming

→ Link for both 1.5.97 and 1.6.353 ←

EVG Conditional Idles

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

FOMOD:

Doesn't matter, just click next until it lets you install it.

EVG Animation Variance

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

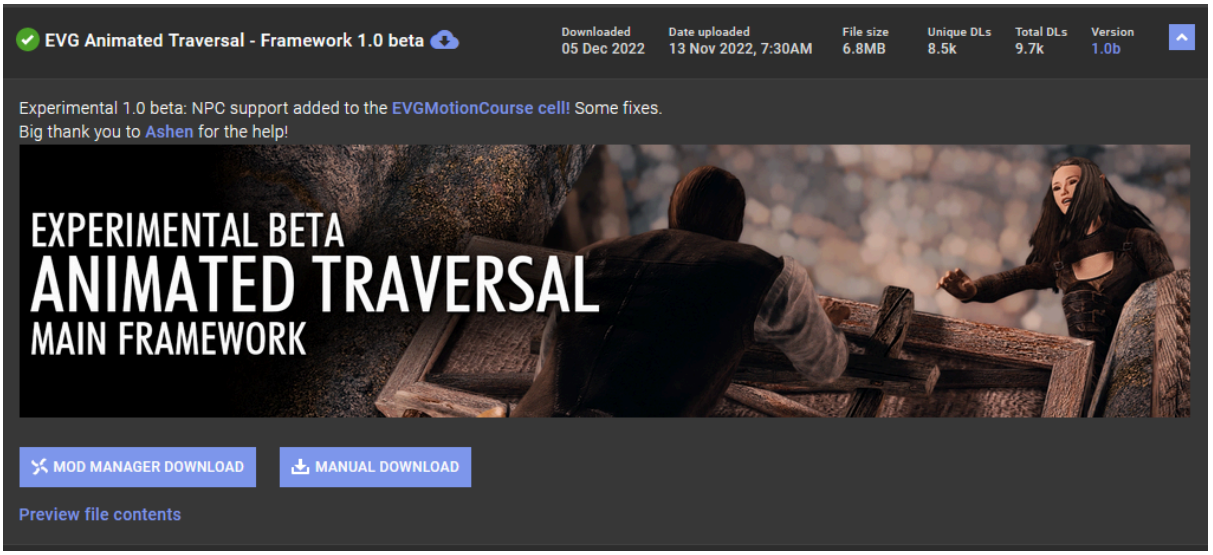
FOMOD:

Page 1

Click on 'Recommended'

EVG Animated Traversal (Framework)

→ Link for both 1.5.97 and 1.6.353 ←



FOMOD:

Page 1

Pick preference (I picked Subtle Markers)

Page 2

Pick preference

Page 3

Just click install.

Animated Ingredients

→ Link for both 1.5.97 and 1.6.353 ←

Animated Potions

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

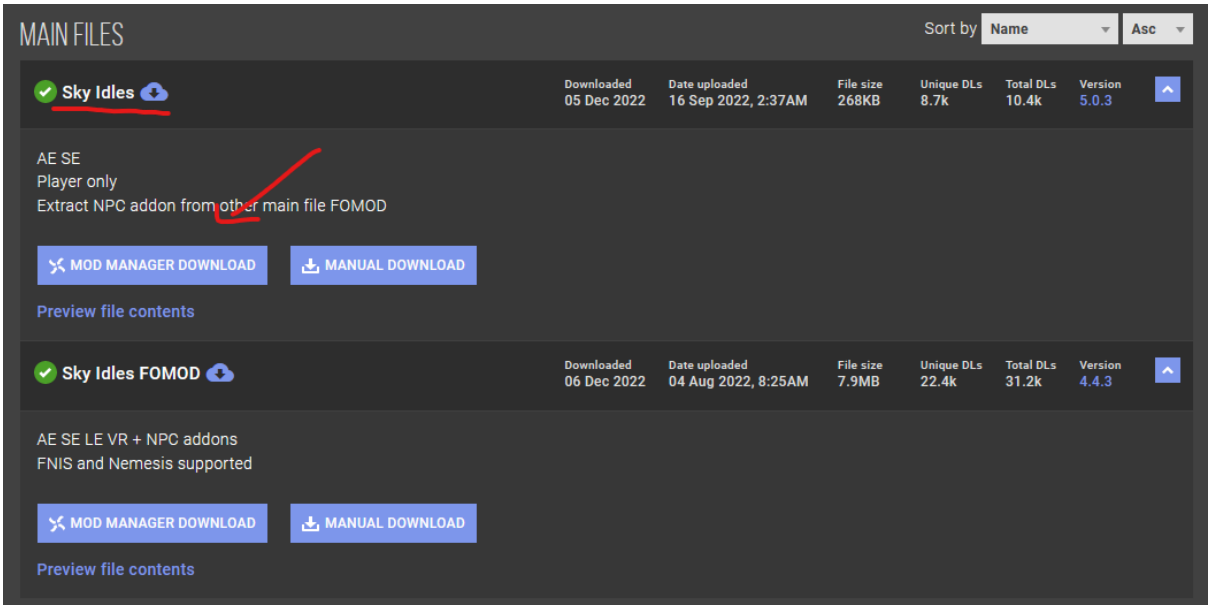
Animated Poisons

→ Link for both 1.5.97 and 1.6.353 ←

Only install the main file.

Sky Idles

→ Link for both 1.5.97 and 1.6.353 ←



NPC Animation Remix - DAR

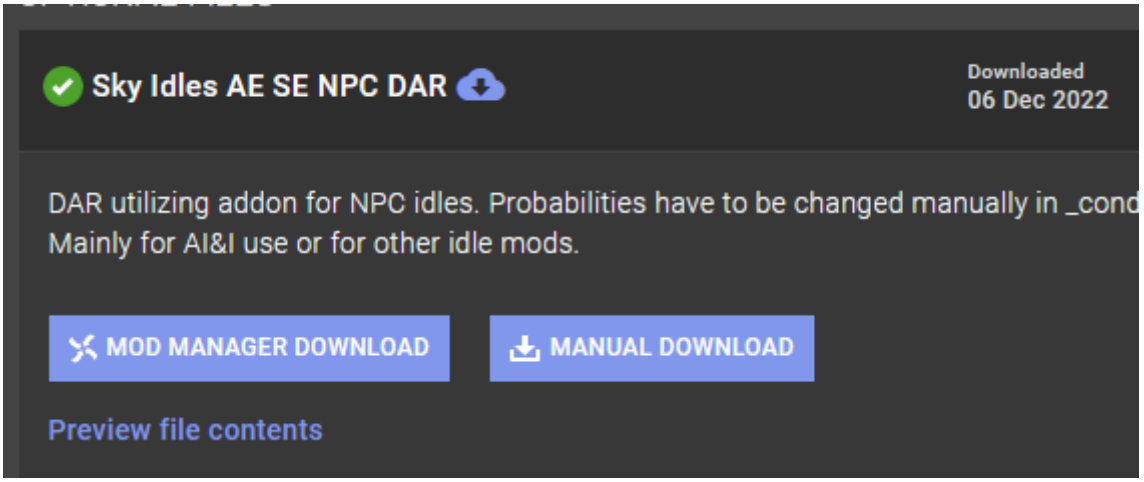
→ Link for both 1.5.97 and 1.6.353 ←

Gesture Animation Remix - DAR

→ Link for both 1.5.97 and 1.6.353 ←

Sky Idles - NPC Addon

→ Link for both 1.5.97 and 1.6.353 ←



If you're a Vortex user make sure this mod loads **AFTER** Gesture Animation Remix

Lively Children Animation - DAR

→ Link for both 1.5.97 and 1.6.353 ←

New Praying Animation - DAR

→ Link for both 1.5.97 and 1.6.353 ←

Lively Cart Driver Animation Replacer

→ Link for both 1.5.97 and 1.6.353 ←

Immersive Folded Hands - DAR

→ Link for both 1.5.97 and 1.6.353 ←

Conditional Tavern Cheering - DAR

→ Link for both 1.5.97 and 1.6.353 ←

MO2 Screenshot



If you've been following along you should have these mods installed in the order shown in the picture.

The plugin order for the right panel doesn't really matter, just run LOOT and it should sort everything out.

NEMESIS USAGE

Before using Nemesis please ***DISABLE WINDOWS REAL TIME PROTECTION***

Turn Microsoft Defender Antivirus real-time protection on or off

Sometimes you may need to briefly stop running real-time protection. While real-time protection is off, files you open or download won't be scanned for threats. However, real-time protection will soon turn on automatically again to protect your device.

Turn real-time protection off temporarily

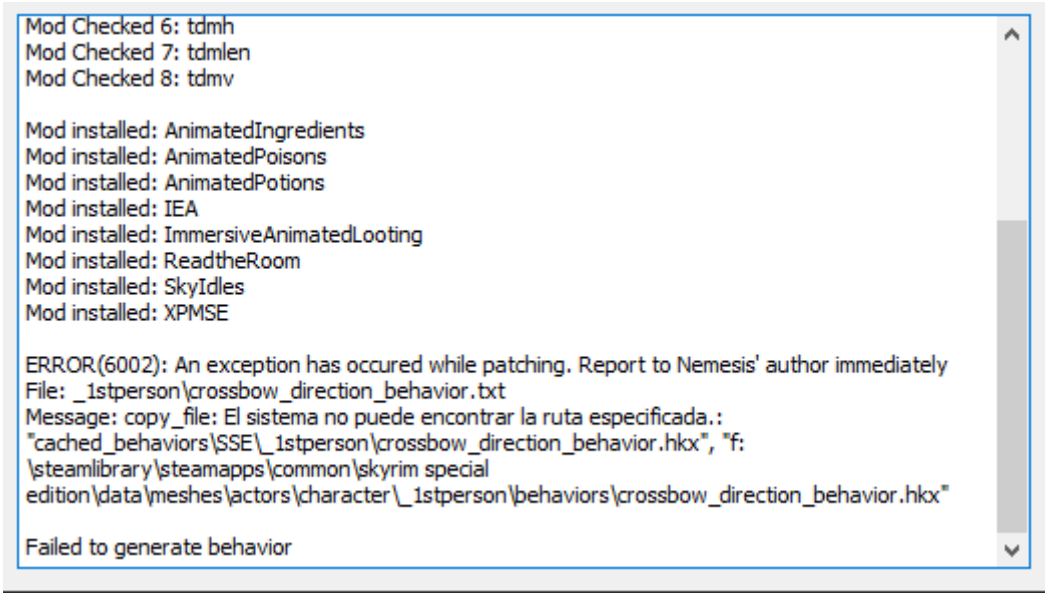
Note: Because of streamlined security, this isn't available if you're running Windows 10 or 11 in S mode.

1. Select **Start** > **Settings** > **Update & Security** > **Windows Security** and then **Virus & threat protection** > **Manage settings**. (In early versions of Windows 10, select **Virus & threat protection** > **Virus & threat protection settings**.)

   Open Windows Security settings

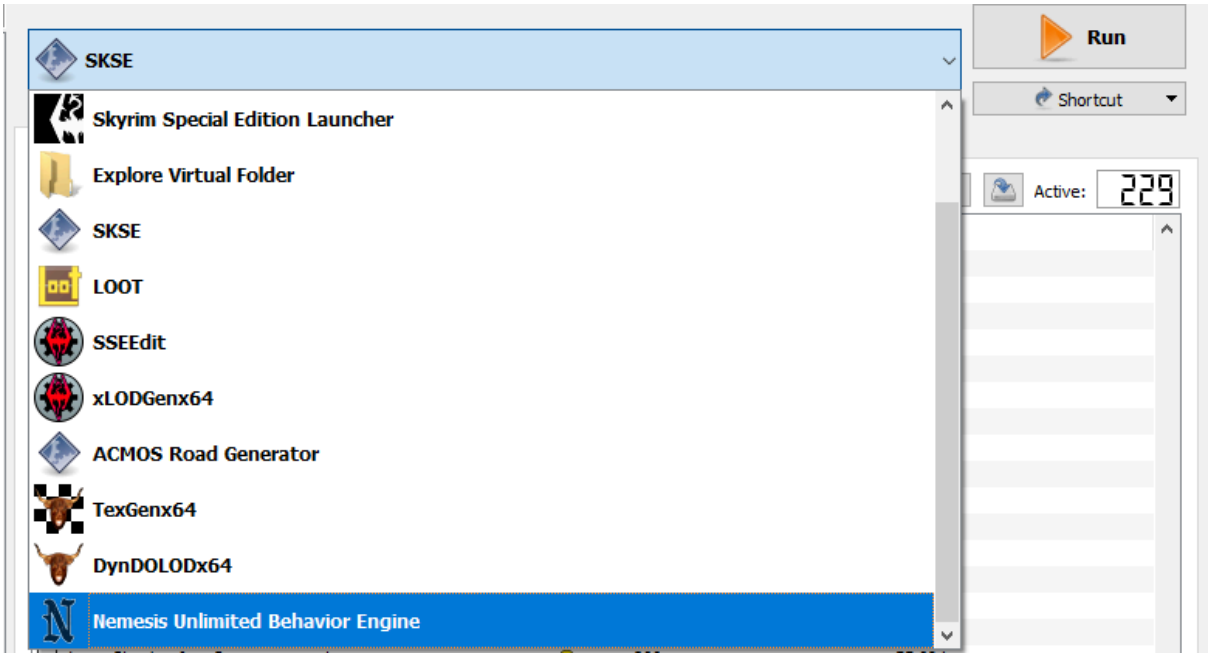
2. Switch the **Real-time protection** setting to **Off** and choose **Yes** to verify.

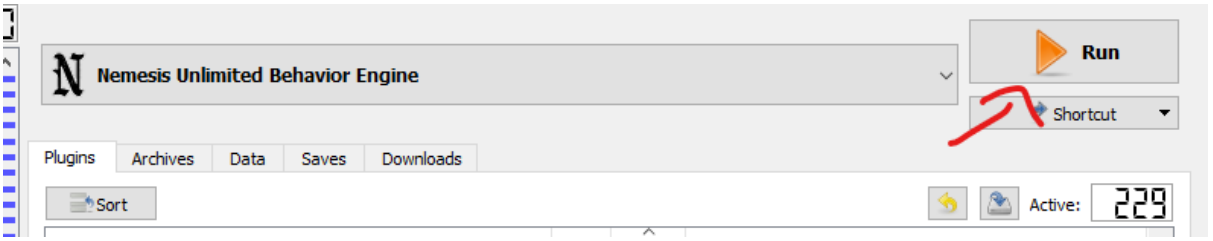
If you don't disable the real time protection you'll run into error 6002 and you won't be able to finish the Nemesis installation.



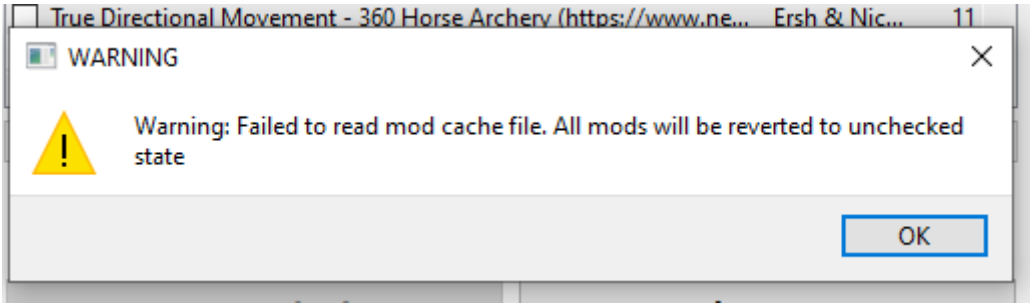
You have to disable the real time protection every time you use Nemesis, after using Nemesis you can re-activate the real time protection.

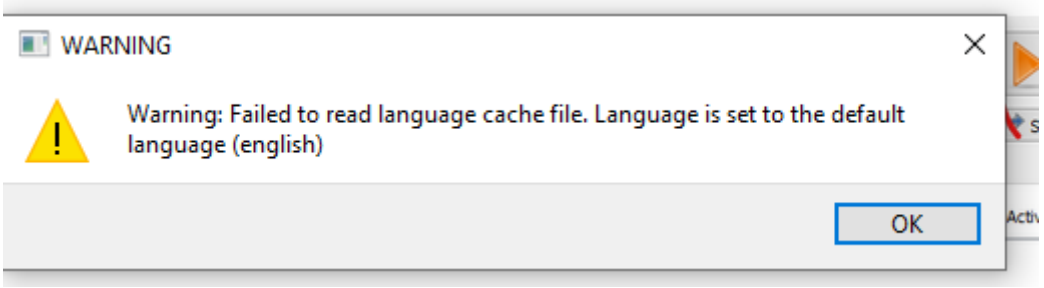
Now select Nemesis from the executable list (don't mind my list, it's a mess.)





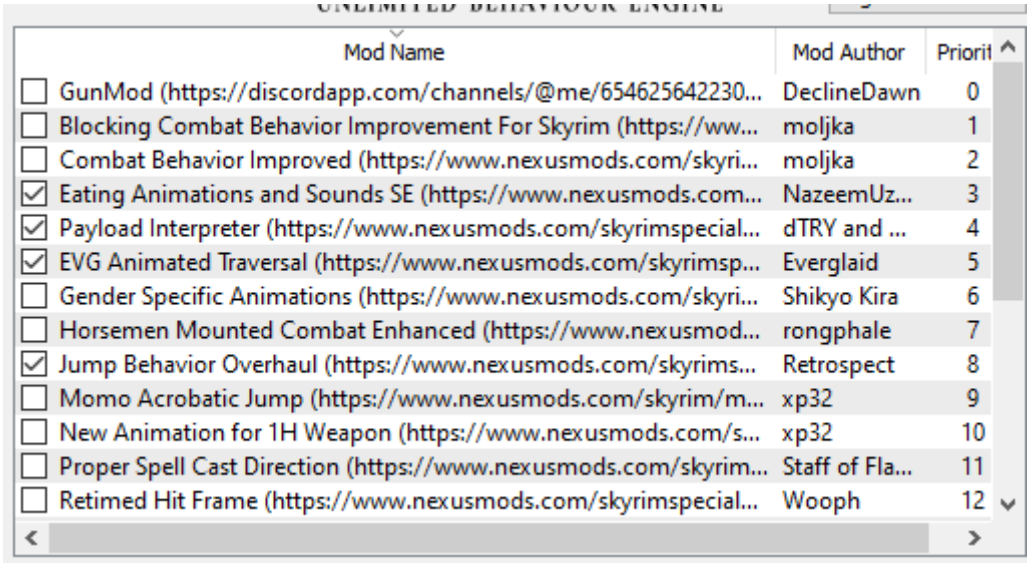
Then click on run, it'll initialise the tool.

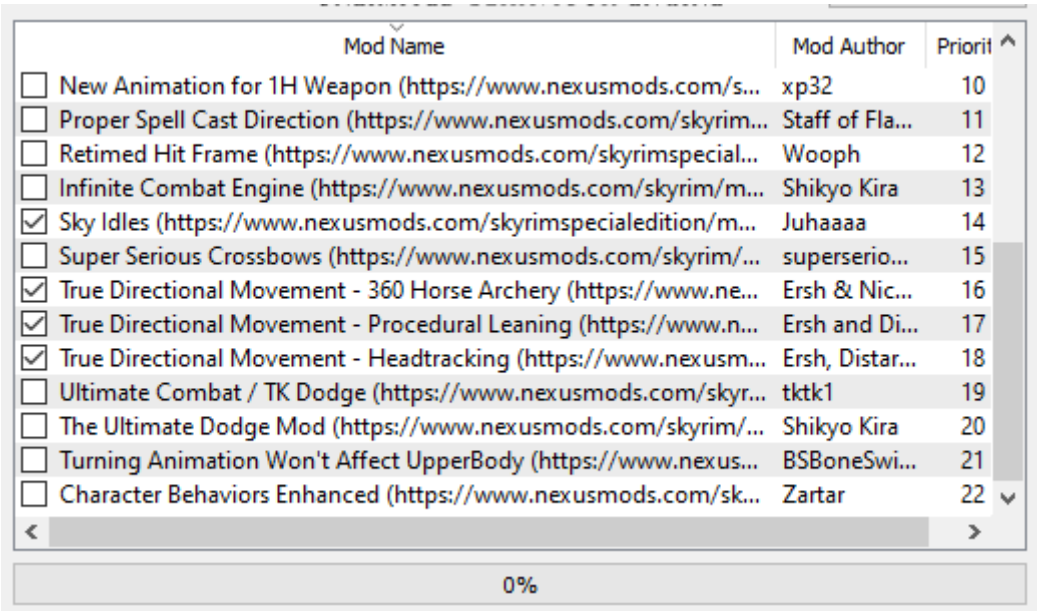




You'll get these two warnings, don't worry, these are normal warnings, click 'Ok' in both of them.

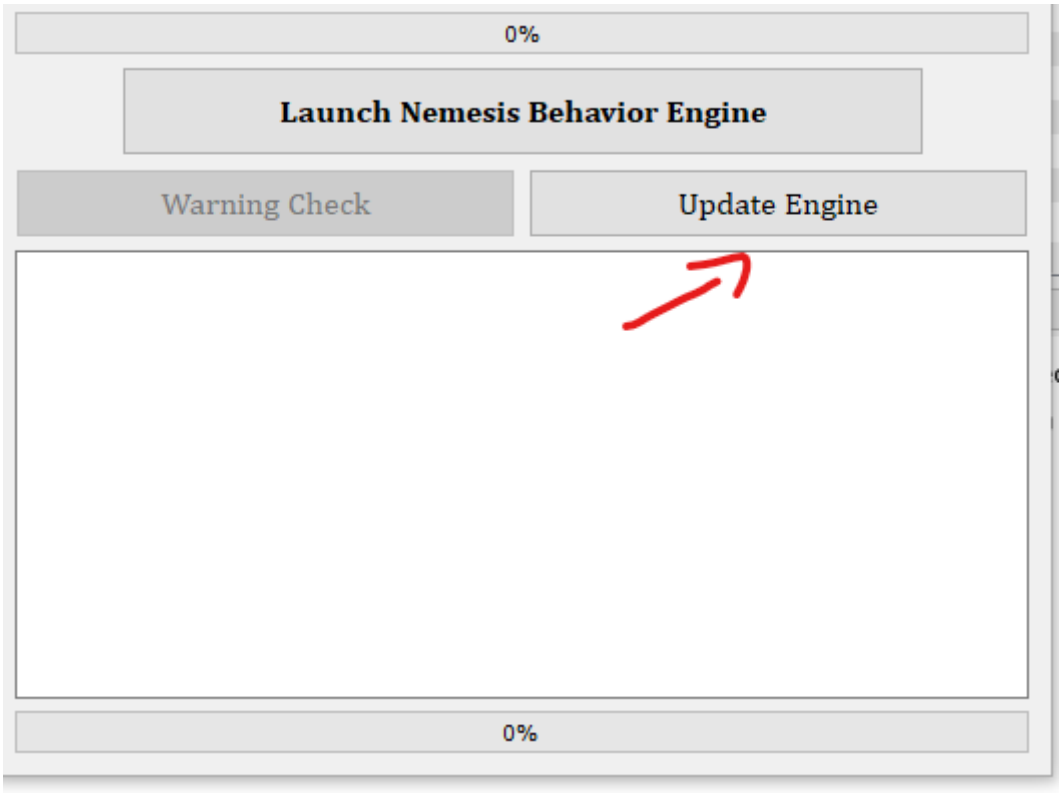
Once the UI load you'll see a lot of boxes to tick but don't rush and tick them all, you only need to click the ones that are relevant to the mods you installed



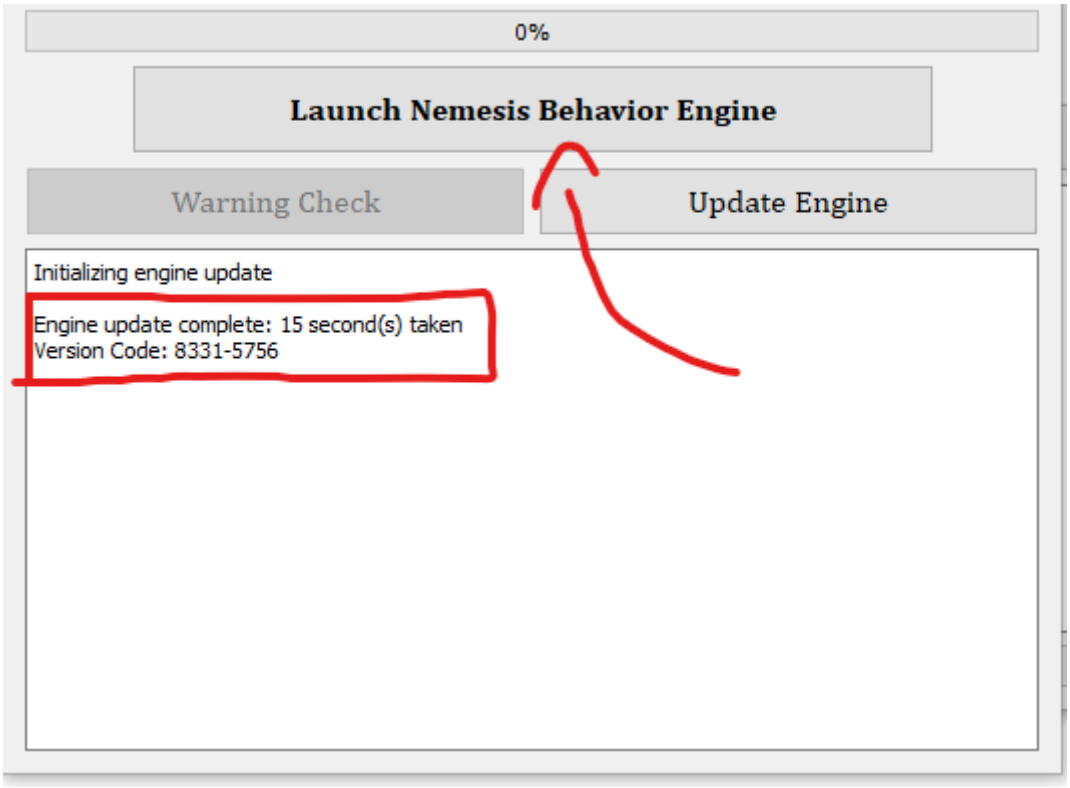


Match with the pictures, every other white box should be left unchecked.

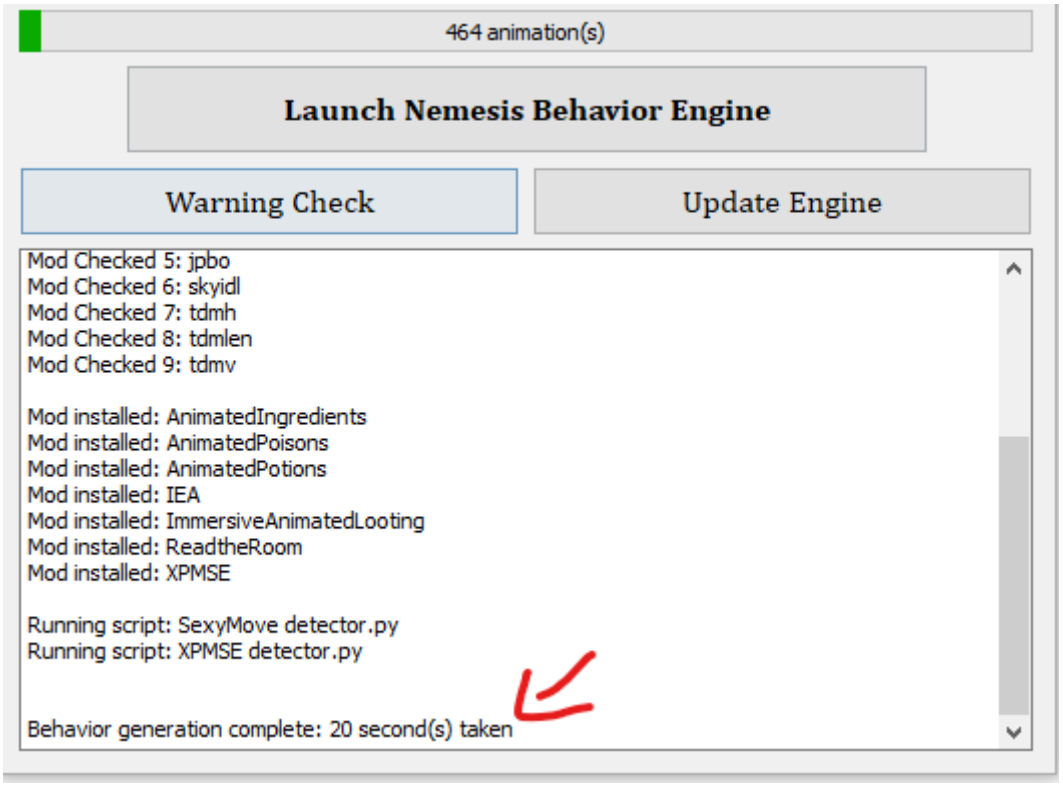
After you're done with that click on the 'Update Engine' button



It'll begin loading and you'll have to wait a few seconds, it might take between 15 and 40 seconds, just wait until you see the message that says 'Engine update complete', after its completed click on the big button that says 'Launch Nemesis Behaviour Engine'



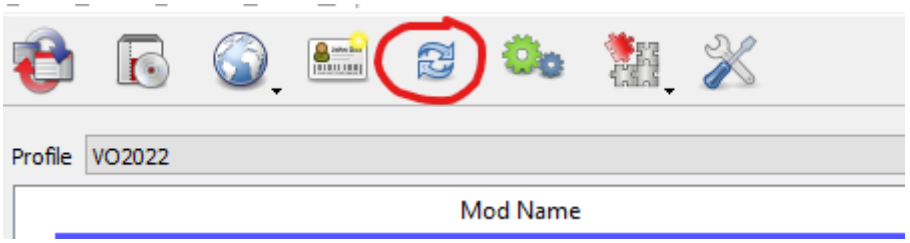
And it'll begin loading and processing all of the animations...



Wait until the tool completes the process, once it's done you'll see a message that says 'Behaviour Generation Complete: ## Second(s) taken', that's when you know the tool has been finalised.

After that you can close the tool.

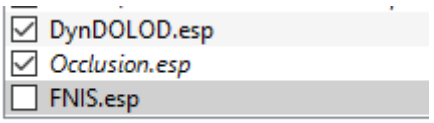
MO2 users, after closing the tool refresh mod organiser by pressing the F5 key or the refresh button found in the top bar of the UI.



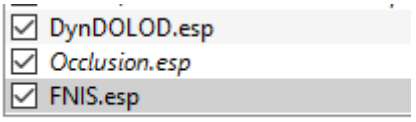
After the mod organiser refreshes, scroll to the bottom to find the 'Nemesis Output' mod.



Disable it and then enable it again, this is to ensure the FNIS.esp plugin is enabled properly, ***alternatively*** find 'FNIS.esp' in your right panel and enable it.



Click on the white box to enable it.



And after that you're done! You can now boot into your game and use all of the animations, if your character is on a T-pose after starting a game don't panic! The T-posing is caused by Dynamic Animation Replacer starting up, it can take up to ~1 or 2 minutes to fully initialise.