

CREDITS & REFERENCES FOR ART OF WAR

PRIMARY TOOL SOURCE LIST

The primary tools and software used for designing the bulk of my mods are outlined below:

- **Adobe Photoshop, Illustrator, and other Adobe Tools**
<https://www.adobe.com/>
- **Audacity**- Sound Editing and Design
<https://www.audacityteam.org/>
- **BA2 Archive Version Patcher** - Downgrades the header version of next gen ba2 archives from versions 7 and 8 to version 1
<https://www.nexusmods.com/fallout4/mods/82114>
- **Blender** - Model Editing and Optimization
<https://www.blender.org/>
- **BSArchPro** - BA2 Editing and Merging
<https://www.nexusmods.com/fallout4/mods/63243>
- **Creation Kit, Nifskope, Archive2, and other Bethesda Modding Tools** - Fallout 4 Modification Suite
https://store.steampowered.com/app/1946160/Fallout_4_Creation_Kit/
- **Creation Kit Platform Extended for Fallout 4** - Large scale overhaul that provides Various patches and bug fixes for the Creation Kit
<https://www.nexusmods.com/fallout4/mods/51165>
- **Fallout 4 Animation Kit and Tools** - HKX Data Editing
<https://www.nexusmods.com/fallout4/mods/25>
- **FOMOD Creation Tool** - Installer creation
<https://www.nexusmods.com/fallout4/mods/6821>
- **GIMP** - Texture Design and .DDS support
<https://www.gimp.org/>
- **Merge Plugins for Fallout 4** - Plugin Merging and Error Checking
<https://www.nexusmods.com/skyrim/mods/69905>

- **MultiXwm** - Audio format conversion
<https://www.nexusmods.com/fallout4/mods/3663/>
- **Notepad++** - Script and Text Data Editing
<https://notepad-plus-plus.org/>
- **Outfit Studio** - Rigging and Model Editing
<https://www.nexusmods.com/fallout4/mods/25>
- **XEdit/FO4Edit** - Mod Cleaning and Editing
<https://www.nexusmods.com/fallout4/mods/2737>
- **Wrye Bash** - Plugin Alteration and Error Checking
<https://www.nexusmods.com/skyrim/mods/1840>

PRIMARY INFORMATIONAL SOURCE LIST

The primary list of information resources for mod development, information, research, and conflict-resolution are outlined below:

- **Bethesda Creation Kit Tutorials** - Full playlist of tutorials and resources designed to teach the basics on modding with the official Bethesda tools.
<https://www.youtube.com/watch?v=HTS0CMS0u00&list=PLD5AA9F15CAA68B07>
- **Bethesda Mod School** - Essential modding resources by Kinggath on Youtube - covering a broad range of subject matter.
https://youtube.com/playlist?list=PL2g2oK5KhZT0WUOw0Y_8HFudZbgfmcdeI
- **Creation Kit Wiki** - Official database of information regarding the Creation Kit and Bethesda mod tools.
https://www.creationkit.com/index.php?title=Main_Page
- **Fallout Anthology** - All games in the Fallout franchise, including Brotherhood and Tactics, were used for research and resource gathering.

Fallout 1:

https://store.steampowered.com/app/38400/Fallout_A_Post_Nuclear_Role_Playing_Game/

Fallout 2:

https://store.steampowered.com/app/38410/Fallout_2_A_Post_Nuclear_Role_Playing_Game/

Fallout Tactics:

https://store.steampowered.com/app/38420/Fallout_Tactics_Brotherhood_of_Steel/

Fallout 3:

https://store.steampowered.com/app/22370/Fallout_3_Game_of_the_Year_Edition/

Fallout New Vegas:

https://store.steampowered.com/app/22380/Fallout_New_Vegas/

Fallout 4:

https://store.steampowered.com/app/377160/Fallout_4/

Fallout 76:

https://store.steampowered.com/app/1151340/Fallout_76/

- **The Fallout Bible** - Supplemental PDFs compiled by the original Fallout 3 (Van Buren) design team at Black Isle (primarily Chris Avellone) following its cancellation. Largely contains design notes and interviews regarding the classic game series. Primarily out-of-game resources, speculated to be non-canon (by author Chris Avellone), and some of the information contained therein has been retconned in more recent Fallout franchise entries.
<https://www.nma-fallout.com/resources/the-fallout-bible-complete-by-chris-avellone.16/>
- **Fallout 4 Creation Kit Tutorials** - Invaluable Creation Kit tutorials by Seddon 4494 on Youtube, primarily covering quest design and papyrus scripting.
https://www.youtube.com/playlist?list=PLElczpoUwHC4jZXDF_3mp_iXgALiLHw-k
- **Fallout 4 Creation Kit Wiki** - Database of information regarding Fallout 4's Creation Kit and Fallout 4-exclusive modding information.
https://falloutck.uesp.net/wiki/Main_Page
- **Fallout The Roleplaying Game (TTRPG)** - Tabletop Role Playing Game by Modiphius, containing additional, canonical information regarding the Fallout universe.
<https://www.modiphius.net/en-us/pages/fallout-the-roleplaying-game>
- **Fallout: Wasteland Warfare** - Tabletop War Game by Modiphius, containing additional or rephrased canonical information regarding the Fallout universe.
<https://www.modiphius.net/en-us/pages/fallout-wasteland-warfare>

- **Fallout Wiki (Nukapedia)** - Database for information regarding the Fallout franchise.
https://fallout.fandom.com/wiki/Fallout_Wiki
- **Fallout Wiki (The Vault)** - Alternative information database for the Fallout franchise.
https://fallout-archive.fandom.com/wiki/The_Vault_Fallout_Wiki
- **Mod Projects** - Some ideas and asset leads pulled from large mod projects like Fallout London and Fallout Miami.

Fallout London Project:

<https://fallout4london.com/>

Fallout Miami Project:

<https://www.falloutmiami.com/>

- **Outfitstudio Rigging Tutorials** - Tutorial by MrCasual on Nexusmods. This mod would not exist otherwise.
<https://www.nexusmods.com/fallout4/mods/13723>
- **The Art of Fallout Series** - Art books containing information and insight on the development of their respective Fallout games - including alternate designs and cut content.

The Art of Fallout 3:

https://archive.org/details/artbook-The_Art_Of_Fallout_3

The Art of Fallout 4:

<https://archive.org/details/the-art-of-fallout-4>

- **Timothy Cain on Youtube** - Original lead designer on Fallout, sharing valuable insights on tone and the design philosophy behind the Fallout franchise during its inception and initial development.

<https://www.youtube.com/@CainOnGames>

ASSET CREDITS

MAIN DATABASE LIST

The primary databases used for gathering assets and information are outlined below:

[Wikimedia Commons](#) - A collection of 107,612,084 freely usable media files to which anyone can contribute

[Camouflage Wiki](#) - Camouflage Wiki is a community site that anyone can contribute to. Discover, share and add your knowledge!

[Call Of Duty Wiki](#) - The Call of Duty Wiki is a Call of Duty database that anyone can edit. It covers all Call of Duty titles since the series inception in 2003.

Disclaimer: All media gathered from these sources were registered as either Public Domain or CC 4.0.

PRIMARY SOURCE LIST

The primary assets and sources utilized in the development of Art of War are listed below.

Ajhakra's Cubemaps by ajhakra:

<https://www.nexusmods.com/fallout4/mods/27631>

C.R.A.P. 3.0 - Commonwealth Rust Addon Pack (Semi defunct) by CSEPteam

<https://www.nexusmods.com/fallout4/mods/53003>

Dak's Assault Rifle Replacer REDUX and Dak's Combat Rifle Remesh REDUX by DegenerateDak:

<https://www.nexusmods.com/fallout4/mods/64725>

<https://www.nexusmods.com/fallout4/mods/77363>

(Disclaimer: No unmodified assets were used or included in Art of War)

Double Barrel Shotgun - Antique Retexture and Ornamental Weapons (Retex Expansion) by ralfetas:

<https://www.nexusmods.com/fallout4/mods/19720>

<https://www.nexusmods.com/fallout4/mods/20477>

Gunmetal Weapon Skins by ShawnPhillips:

<https://www.nexusmods.com/fallout4/mods/28396>

(**Disclaimer:** No unmodified assets were used or included in Art of War)

PRIMARY REFERENCE LIST

The following mods were used as visual references when designing Art of War. While cues, ideas, and inspiration were taken from these sources, NO UNMODIFIED ASSETS WERE USED OR INCLUDED IN ART OF WAR.

(Referenced for inspiration when creating Laser Gun skins) **AER14 Prototype by Mover123:**

<https://www.nexusmods.com/fallout4/mods/18729>

(Referenced for inspiration when creating Laser Gun skins)

New Vegas Uniques 01 - AER14 Prototype by captain-ultima:

<https://www.nexusmods.com/fallout4/mods/24050>

(Referenced for inspiration when creating Laser Gun skins)

Ultracite Power Armor by NewerMind43 and CaptainUltima:

<https://www.nexusmods.com/fallout4/mods/44804>