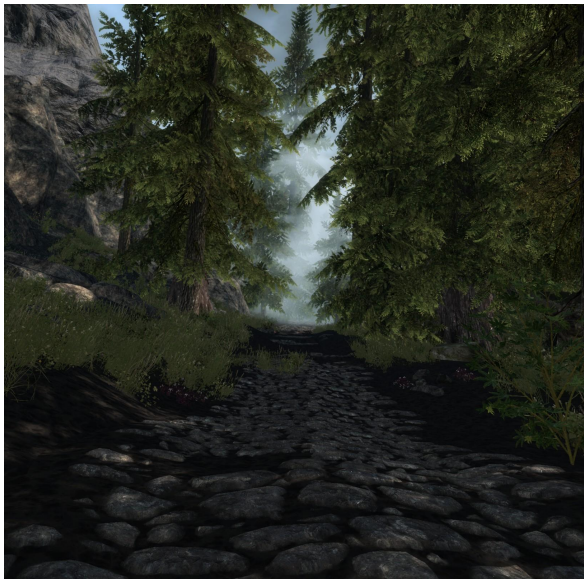




S I R V A G G

SkyrimVRs Immersive Realistic Visuals, Audio and Gameplay Guide



Introduction:

So after getting a lot of feedback, questions and suggestions, i refined my guide and focussed on getting more into detail (thanks to everyone contributing to it!). If there still is anything unclear, don't mind asking, i will give support as i did in the past. And if you have further suggestions for improvement, i'll be happy receiving your ideas :D

I tried to build a list which isn't too heavy or overloaded. The major part of this ensemble has been tested and running stable for over 260 hours and a complete playthrough, not only testing



at the same spot again and again, but completing the main quest line and all DLCs with this build (my character is at level 85), without causing issues or giving me corrupted saves. I really wanted it to be totally stable.

EDIT 03.08.2019

my written guides are like a "basic list" that can be expanded with the according spreadsheets. other mods haven't been tested with my current lists, so it's really hard to troubleshoot afterwards. every part of SIRVAGG (1,2 and 3) are standalone guides and are different builds. they're not intended to start with 1 and putting 2 or 3 on top.

My Specs:

i7 3770k (OCd 4.2) + 1070 Strix (OCd 10%) + 16gb + Oculus Rift (Force45FPS ASW enabled)
Supersampling is set via Steam to 200% (Edit: Nov 7th 2018 - in the meantime i setup a new rig and therefore made another guide for high end PCs.

New specs: i9 9900K + 1080ti + 32gb DDR4

Screenshots:

I added a bunch of in-game screenshots, so you can take a look first to know if it's worth going through this guide ;) So cheers and have fun! <https://imgur.com/a/u5ExUcK>

Game settings and Super Sampling (SS):

Before starting to mod the game, you should get it setup right. Therefore we first check how much SS can be applied to make the game run fine, look sharper and still leave some headroom for mods. **First start with the game settings.**

- Disable Dynamic Resolution
- Disable Foliage Shadows
- Disable Comfort Mode (the black dynamic frame appearing when you move) - untick both, Intensity and Distance
- Super Sampling slider to min (all the way left)
- untick both "Disable LOD" boxes and set the Tree Lod Fader to max
- The Distance sliders are set to: Item 20%, Actor 20%, Objects 40 %, Grass 100 %
- Activate "Realistic Archery" and to your liking Physical Sneak and Realistic swimming

Then we head over to set the SS through either Steam if you use the VIVE / WMR or Oculus Tray Tool (OTT or the Oculus Debug Tool (ODT) which are obviously for the Oculus Rift. Vive and WMR users should head over to the Steam VR settings and choose the tab "Developers" there you tick "Manual override". Depending on your system you can go up to 200% (this what i have set). If you notice massive performance drops, you should lower this value.

Oculus users instead have the free choice of all 3 tools. But keep in mind that either the OTT and the ODT handle SS differently. Steam increases SS decimal by 0.1 / 0.2 / 0.3 and so on. But the other tools make this exponentially (x^2) meaning that increasing those by i.e. 0.2



actually increases by 0.4 so 200% through Steam have an equivalent of 1.5 in OTT and ODT.

Getting Started:

TO ENABLE MODDING FOR SKYRIM VR, MAKE SURE TO ADD FOLLOWING LINES TO YOUR "SkyrimPrefs.ini" FOUND IN Documents/MyGames/SkyrimVR :

```
[Launcher]
bEnableFileSelection=1
```

I'm using **Vortex** (available [HERE](#)) to manage my mods. Vortex is very easy to handle, has a build in Autosort function, that will take care of your Load Order (you still have the option to customize it) and runs very stable, **but it's your choice if you use Vortex or MO2 (Mod Organizer)**. They are both great!

if your are new to modding, here's a very helpful Video guide series for using Vortex by the great Gopher on Youtube https://www.youtube.com/watch?v=sD9xKao_u30

Installing your mods:

I recommend installing your mods one at a time. Don't try to rush and take your time. After a mod is installed, a green highlighted box will appear in the right upper corner, where you have to "Enable" the mod. When you're done with the installation process it's important to **Deploy your mods** through Vortex, or they won't show up in game!

The plugins list only contains mods with an .esp file, so no worries when you have 100 mods installed, but your plugins.txt is only showing 50 or so. It depends on the number of mods with plugins installed.

Keep in mind, that running at 90 FPS won't be possible with this list, unless you got a very beefy rig. **FYI, it's not necessary to install all mods listed in this guide**, it simply is an overview of mods working well with VR. Mods which need others to work in conjunction, are described in the corresponding sections. An important step is to check the compatibility of mods and therefore reading the mod descriptions! In addition it's also helpful to check the comments section of a mod, cause there's a lot of information to be found, too.

Pay attention to not put two or more mods of the same kind in your list e.g. weather mods, tree mods etc. (exception are mods which can be used with a compatibility patch). Those will definitely cause issues, because of differently edited records.

Textures are no problem here as the one with higher priority overwrites the others.

Load Order



The plugins of a mod get listed in the load order, which defines when a mod is loaded into your game. Mods near the bottom get loaded last and therefore have higher priority.

There are three kinds of plugin files with different file extensions. Mods without plugins e.g texture replacers have loose files, whereas mods that add something, often come with BSA archives, which need plugins to make the game actually know that it has to load the mod.

.esm / .esp / .esl

- **.esm** files always appear first in the list, those are the master plugins.
- **.esp** files are normal plugins, loaded in sorted or manually set order
- **.esl** files can be used if you reach the plugin limit of 255 files in your mod manager. Converting them from .esp to .esl is a workaround to be able to install more mods than allowed. otherwise plugins can be merged.

Where to get mods:

Some advertisement :) I've ported and created some mods for SSE

If you want to spice up your VR Controllers, i've made some Skin replacers for OCULUS and VIVE! Just check out my Nexus Page [Rallys mods & VR Controller Skins](#)

Skyrim VR is based on SSE so in first place always look for SE mods. Most mods for VR are available on [Nexus Skyrim Special Edition](#) , but many working mods can also be found for Skyrim Classic (Oldrim) on [Nexus Skyrim](#) (please read further down, before using Oldrim mods!) The Mod List has Info on which version or download option of mods i'm using.

Please don't forget to endorse the mods you're using as the authors deserve credit for their hard work!

Important !!

Due to the different engine, Classic Skyrim mods which come with Plugins will not work properly resp. can mess up your game later on or cause CTD on start up. The reason for this is a different FormID of the plugins. Classic Skyrim used 43 and SSE needs 44. Same is for Meshes. These have to be "optimized" to make them usable for SkyrimVR/SSE. So for Oldrim, following things should be noted:

1. If it's only textures - you can use it straight away
2. If they contain meshes too - these have to be optimized with **Nif Optimizer**
3. If they have an .esp (plugin) they have to be converted with **Creation Kit**

To know which files are contained in a mod, you can check "preview file content" right beneath the download button of a mod.

Mod conversion Tools:

There are different tools needed if you want to convert mods for SSE. [Nif Optimizer](#), [SSEEdit](#) and [Creation Kit](#) (needs Bethesda Launcher to be installed to gain access).

I've added a little tutorial at the bottom of this guide for the use with Nif Optimizer



For those who want to get deeper into the subject of porting mods from Oldrim to SSE/VR are well advised checking this detailed guide by [u/TheLangatang](#).

https://www.reddit.com/r/skyrimmods/comments/8qygq9/how_to_port_almost_any_oldrim_mod_to_skyrim_se/

Mod Categories: The installation sequence corresponds to the way conflicts are solved

Textures

My aim was to use textures which match and work well in VR. This being said, i tried to skip textures that are too bright, create noise (flickering), cause blurriness or have bright or poorly made normal maps.

Second task was to find a combination that creates a homogeneously look. Warm and calm textures have been given priority.

The third point to mention is detail. Textures should work from far distance, but also close up. Pixel density is not the only criteria! There are dozens of 4K mods, which look worse than others build in 2K. (e.g. a car is not automatically faster cause of more HP, it's the setting and well thought concept which counts)

For most bigger textures i went for 2k. small and detailed stuff, which is often seen closeup 2k to 4k. To be sure i always take the 2k version of a mod and compare it to the 4k afterwards. if the difference is significant i keep it (of course only if it's really necessary). I think comparison is the best way to find out. But for most machines 2K will be totally fine. In most cases there isn't really a difference between 2K and 4K in terms of visuals, so you could save some Vram. So let's start with the bigger ones. Smaller textures can be installed to your liking. just give priority to which you like better.

SMIM (choose lite version) builds the base and changes static objects to not look flat anymore. This one is followed by **Noble**, which delivers the best all in one package for architecture and **High Poly + Update** for 3D clutter in towns, villages, houses etc. (Noble is a mod for Oldrim but there is an **SSE version in the download section and a patch for SMIM too**). **Underground** is comparable to Noble in terms of being an all in one solution, but it takes care of everything beneath the surface. I put it after Noble, as i wanted it to overwrite the "imperial stone textures" cause they simply have more detail than Nobles'. **Skyland** is the best working and looking Landscape and texture overhaul (the author build his textures specifically to work extremely well for VR!). There's so much detail, that it really brings this game to life. I also grabbed **Skyland Whiterun** + **The Streets of Whiterun** (i'm using 4K mossy) and **Rally's Temple of Kynareth Mosaic HQ**. **Majestic Mountains** + Majestic LOD pack (under optionals) create incredible mountains and deserves its name. In addition i added my own mods, for road signs choose either **Rally's Road Signs HQ** or **Five Cities Roadsigns 2K**. To beautify cities get **Rallys Roofs 2K**, **Rallys Horn Chandelier and Candle Overhaul 2K** and **Five Cities Currency** (just overwrite when installing these, since it's just textures)

Fluffy Snow 2K has a pretty good looking snow, but also grab the patch for Blended Roads. **Blended Roads** enhances roads to look realistic (choose "Really Blended Roads" during



installation). [Farmhouse Wooden Fence](#) is a fantastic fence retex and looks really stunning and realistic. [Enhanced UV Tweaks](#) (i took "i want all" and skipped the classic textures) works in conjunction with Noble, as well as HD LODs. Former creates a nice 3D look and the latter is for architecture LODs. For the DLC i've added [Rally's Dark Elf Furniture 2K](#)

Installation sequence:

*SMIM Lite > Noble > High Poly > Underground > Skyland > Enhanced UV
> Skyland Whiterun > Skyland Towns and Villages >*

LOD (Level of Detail)

In far distance this game doesn't look good out of the box. So we have to get something to create besaid detail. There are some tools to generate your own LOD, but you can get pre generated LODs as well. To keep it short and (hopefully) simple, i decided to implement PreGenLods available as mods. In the INI Tweaks.doc of this guide i'll also list some .ini tweaks to increase draw distance for different things.

[HD LODs Textures](#) creates detail in far distance for architecture and is based on Noble Skyrim. I've downloaded the 1k near - 512 far version. Install this one after Noble. [Majestic Mountains](#), [Real Snow 2K](#) and [Simply Bigger Trees](#) (described in the Trees section), come with their own LODs. [Terrain LOD](#) gets rid of flat, blurry and undetailed landscape in far distance and has "prebaked" grass since the last update.

If you're interested in generating your own LODs, there's [DynDoLOD](#) and [SSELODGEN](#). Former is the better one but the latter is easier to use. If you plan to use such tools, **i recommend DynDoLOD.**

Check out my DynDoLOD tutorial on how to install and use it!

https://www.reddit.com/r/skyrimvr/comments/8tjkjc/dyndolod_with_skyrimvr_tutorial/

Trees:

This has been a long list of comparisons too. There are many Tree and Forest mods out there, some more performance heavy, others less. I wanted the forest to look more dense, and also giving me the impression of getting lost in it (in certain areas). As trees seemed a little small by default, i decided to take this combination, which is one of the most used.

[Realistic Aspen Trees \(RAT\)](#) overhauls all aspens in Tamriel by adding different coloration to the leaves. In order to have nice bark textures too, get the following one. [HQ Tree Bark](#) retextures all tree barks found in-game on a high quality level. [Simply Bigger Trees \(SBT\)](#) nearly doubles the size of trees and creates impressive and dense forests. Also available from SBTs modpage is a retexture for pines called **Optional HD Textures by Vurt (SFO fame).**

This tree setup is the most pleasant i could come up with. Trees are really impressive and create nice dense forests. I know there's also 3D trees which are stunning but very performance hungry, plus you don't get this feeling of getting lost in a forest cause trees are smaller and placed in a smaller number.

IMPORTANT:



1. Make sure to get the **Simply Bigger Trees SE (Realistic Aspen Trees - Loose)** file on his mod page and not the "Vanilla Version" if you plan to use Realistic Aspen Trees with it
2. i installed HQ Tree Bark after SBT (to get the HQTb Textures) but on the other hand gave SBTs meshes priority over HQ Tree Bark (those are the 9 conflicting files, to get bigger trees working)
3. SBT has to load AFTER Terrain LOD in order to have working LODs.

Installation sequence:

RAT > HQ Tree Bark > SBT > Optional HD Textures by Vurt (SFO fame)

Alternative Trees (NEW 21.07.2019):

if you want a different type of trees, you can also use [EVT - Enhanced Vanilla Trees](#). This mod comes with a Fomod installer, Billboards and gives various options to choose from. and it has **Realistic Aspen Trees** included

On installation i went for:

- Custom Large Trees
- Enhanced Clutter
- Snow Pine Textures
- Vurt V4
- all
- large billboards

! Do not use SBT/RAT together with EVT !

Flora/Landscape

There are several options, when it comes to creating the landscapes, by adding different plants, grassy areas and dense forests. Grass mods probably have the biggest impact on performance in this section and i tested many different ones and decided to go with [Veydosebrom](#). I selected performance during installation and decreased density in the .ini (which comes with the mod and is called veydosebrom.ini, found under /common/SkyrimVR/Data) to iMinGrassSize=80 (70 default) - this setting is indirectly proportional so the lower the value, the denser the grass and vice versa. Also get the [Landscape Fix For Grass Mods](#) to get rid of grass clipping through weird places. [3D Landscapes](#) is a must have. It adds and retextures many plants and gives an incredibly realistic look. Also some smaller trees are added. [Organic Riffen Leaves](#) finally replaces those ugly "things" (vanilla didn't even look like leaves) on the ground in Riffen. I've added my retexture for the scathecrow plants in Solstheim - [Rallys Solstheim Scathecrow 2K](#) and [Rally's Ants HQ](#)

installation sequence:

3d Landscape > Immersive Fallen Trees > Veydosebrom > Landscapefix > Organic Riffen Leaves



Water

After dumping Realistic Water 2 and switching to Pure Waters a while ago, i discovered a nice combination, which creates the best looking water for SkyrimVR atm (imo).

so get these 3 resp. 4 mods and install them in following order and overwrite when prompted (or set rules if using Vortex). [Pure Waters](#) - creates the best water movement. [Skyland Water Color](#) is a retexture for water reflections as they looked a bit pale and [Rally's Water Foam HQ](#) retextures white water foam.

optional:

[Pure Water - Waterfalls](#) - overhauls waterfalls (this mod is for Oldrim, so grab the converted version from [HERE](#))

installation sequence:

Pure Waters > Skyland Water Color > Rally's Water Foam > (Pure Waterfalls)

Weather, Lighting, Sky

First of all, I skipped **ENBs** as it's not worth the hassle and performance loss. I've tried Rudy, NVT, SinExtreme, The Truth, ENB DNI, Obsidian ENB and many others but decided to leave this be.

So having your world set up, you also need proper lighting, weather and sky/galaxy/sun to bring everything to life and have realistic illumination. [Lanterns of Skyrim](#) adds light posts along the roads all over the map. Both, [Enhanced Lights and Effects \(ELFX with no addons\)](#) and [RLO](#) enhance light in general and work well in conjunction with the following weather mod. [Obsidian Weathers](#) is the best looking and least taxing weather mod. To make thunderstorms more impressive, i've added [Storm Lightning](#). This mod comes with an in-game menu as equippable power, so you could set that lightnings actually kill you if you want. [Ethereal Clouds](#) does what it says and adds nice clouds which work great with Obsidian. [Ethereal Cosmos](#) enhances Auroras and Nebulas at night, but its stars are too big, so grab [Skyrim Textures Redone - Stars](#) and choose the **STO Stars 2K only small stars** from it's files. [Dimmer Fog](#), [No Bloom](#), [No HDR](#) and [Saturation Increase](#) are self explanatory. [Better Sun](#) adds a nice touch to the sun and [Darker Nights](#) gives you the option to choose from 7 levels of darkness (i recommend level 3).

As already mentioned there are alternatives to **ELFX**. The mods called **Realistic Lighting Overhaul (RLO)** and the combo [Relighting Skyrim](#) + [ELE](#) (which i am using after switching back and forth **but it requires USSEP!!!**). It looks great for interiors and has way less flickering compared to other lighting mods. **ELFX** does a better job with sunlight and light falling through windows, but on the other hand makes fires very orange/red with increased glow and could cause flicker. **RLO** is better at this point but needs slightly more performance and can cause some flicker too, due to added light bulbs. So it's personal preference which one to take.

installations sequence:

Lanterns of Skyrim > ELFX (no addons) > Obsidian Weathers > Lightning During Storms > Ethereal Clouds > Ethereal Cosmos > Stars Redone > Dimmer Fog > No Bloom + No HDR > Saturation Increase > Better Sun > Darker Nights



My brightness fader in game is set all the way left (except a few clicks), but again, this is personal preference

Fire

these mods create a really nice fire effect. There are two famous mods for fire, so choose either [Cinematic Fire Effects 2HD](#), or [Ultimate HD Fire Effects](#) (looks the best imo). Another oldrim mod is [Ultimate HD Torch](#), retexturing the torch and its flames. It has no meshes, so just download manually and install. Also grab [Embers HD](#) to get cozy fireplaces and firepots.

installation sequence:

Embers HD > Ultimate HD Fire Effects > Ultimate Torch

Weapons, Armor

The mod [Immersive Armors](#) add tons of additional armor. All can be crafted or looted and are added to the leveled list. [Insanity Sorrow Weapons Pack](#) adds new weapons to the game inspired by TES Oblivion. [Better Shaped Weapons](#) or [Real Bows](#) improve meshes of weapons to make them look much better. The mod [Iron Things](#), is available as texture replacer for iron weapons, or as standalone mod which is what i recommend, cause these weapons so are tremendously good looking that it would be a pity not to use them (iron weapons are not known to have proper damage). The standalone version lists them under Daedric when crafting and therefore these weapons have improved stats compared to the vanilla iron weapons. Other additional weapons and armor can be found in my mod list.

Next is an exquisit armor retexture mod for Skyrim Classic which you can use for SSE. [aMidianBornBookofSilence](#) and it comes with 3 .esp files which **ALL have to be disabled in your mod manager !**

*Differently Ebony.esp

*AMD Glass Variants Lore.esp

*aMidianBorn_Skyforge_Weapons.esp

!! Edit Oct. 2019 If you encounter big red triangles with Blades Armor, make sure to grab the [patch for AmidianBorn Blades](#) !!

NPCs

Regarding NPC overhaul, i decided to stick with [WICO](#) + the [fix](#) available, instead of using twenty mods to try to accomplish what Wico does but fail by achieving the same looks. Simply install the mod, then copy/paste the fix (this is only one .esp file) into your game directory **Steam/steamapps/common/SkyrimVR/Data** folder and replace. But Wico only overhauls adult NPCs, so [Rustic Children](#) will take care of children. It contains textures only, has neither meshes nor .esp files and thus works fine without optimizing/porting. Just DL and install these kind of mods manually and add them to your preferred ModManager.



Note: Wico should be put very low (down) in your Load Order

If you want to add physics and animations to the game, check out this guide by u/Aerowynx

https://www.reddit.com/r/skyrimvr/comments/8we17s/a_guide_to_womens_body_physics_and_animations_in/

Combat, Fighting and Gameplay

Therefore i focused on some Gameplay changes, that are not too script heavy but deliver a significant improvement. First one is [Spellsiphon](#) (**this is mandatory for a great VR experience**). It totally overhauls the use of spells and bound weapons by interacting with your environment. [Realistic Ragdoll Force](#) changes physics to be more realistic. [No Spinning Death Animation](#) does what it says. To enhance combat, there should be [No Stagger](#) as well as [No Projectile Dodge](#). Hostile mages are known to reload mana like breathing air, so the [NPC Mage Balance Fix](#) does a pretty good job fixing this. Same goes for fighting skills, reaction, blocking and combat behaviour, which are tremendously improved by [Smilodon](#) and [Mortal Enemies](#). The last one is [Simply Stronger Dragons](#) which increases Dragons' strength and gives you the option to choose between x2, x4, x8 times the damage. I recommend going with x2, as long as you don't want to be killed by a dragons' caught ;)

installation sequence

Realistic Ragdoll Force > No Spinning Death Animation > No Stagger Mod > No Projectile Dodge > Realistic Melee Range > Archery > Faster Spells and Projectiles > NPC Mage Balance Fix > Smilodon > Mortal Enemies > Simply Stronger Dragons

Immersion

there are two essential mods to increase immersion dramatically.

[Dragonborn Speaks Naturally](#) lets you actually "talk" to NPCs by reading the dialogue lines without the need to select them via controller, plus it offers the option to equip everything from your favorites menu via voice command and custom voice commands as well.

the second one is not really a mod, but an additional application available on Steam to use "Arm swinging" to walk and move and gives you the ability to jump IRL in order to do the same in game and it's called [Natural Locomotion](#) (NaLo).

A third mod needs to be mentioned aswell for those who want to have a full working body in game. the mod [VRIK](#) finally made a proper working body for the game. **But it requires SKSE VR and SkyUI VR in order to work. If you want to get into that kind of stuff, please refer to my**

guide
https://www.reddit.com/r/skyrimvr/comments/ca47m3/skyrim_vr_guide_compendium_guides_tutorials/

Audio



[True 3D Sounds for Headphones](#) increases Audio quality for sound positioning, [Lucidity](#) improves sound quality. [Immersive Sounds compendium](#) improves sound FX for weapons, combat, impact etc.... [Kill the orchestra](#) makes you choose which music files to have in game (i kept music in Taverns, towns and for exploration). [Enhanced Waterfall Sounds](#) and [Improved Horsestep Sounds](#) are self explanatory.

Clutter

This is lots of small texture stuff, trying to make this game as realistic as possible by adding all those little things that stand out while exploring your worldspace. choose to your liking from [here](#) (under “**Clutter and smaller stuff**”). Also check out my other mods > [Rally's Nexus Mod Page](#)

Quality of life

a few additions to ease some pain. Horses are slightly faster, merchants have little more money, unread books glow. and so on ;) check the [mod list](#) for the links

Player Homes

There are a bunch of well made player homes out there and i went for these two as i already love the mods and textures from the “Skyland” and “3D Trees” authors. [Aonghus'House](#) adds a really nice player home between Riverwood and Whiterun next to the falls. This house has everything for crafting, a huge basement for storage and a beautiful terrace with view over the falls and Whiterun. [Elysium Estate](#) is a great home near the entrance of Whiterun. It is beautifully created and offers lots of storage plus a complete crafting section in the garden. [Breezehome](#) is one of the most favorite overhauls for a player house in Whiterun. [River Rock Village](#) adds a wonderful small Village and a new home near Ivarstead.

Followers

In this category, you'll probably find the most mods on Nexus. The choice is huge. I wanted the follower to match the looks of Wico, as most look like plastic (in VR). I've been trying and comparing a lot and the choice fell on [Cailin](#). She's a well made standalone follower (vanilla voiced) with elvish roots and mage-style fighting skills. Definitely reliable on the battlefield and good looking. Also added [SkyDream Maidens](#), which is a pack of five female followers with superb quality. There are several options during installation and in-game, so you can choose body, hair and tattoos. This mod delivers a spell, to be able to change the looks in-game! You just cast the spell and then choose the name of the follower you want to change and subsequently get the option to change besaid aspects. [Inigo](#) is probably the best made follower ever. He comes with a huge amount of custom voiced dialogue and a questline.

Customized Textures



This part is not necessary, but i wanted it to be perfect in terms of my personal preference needs a bit of fiddling though....I chose Skyland Whiterun but replaced some textures taken from Noble, so if you want to give it a try...**but make a backup of the original files in case you want to switch back!**

locate the directory containing your mods (NMM / MO2 / Vortex) and copy following textures from your Noble folder, found under:

Noble/textures/architecture/whiterun

- [wrcitywall01.dds](#)
- wrcitywall01_n.dds
- [wrcitywall02.dds](#)
- wrcitywall02_n.dds
- wrstonefloor02.dds
- wrstonefloor02_n.dds
- [wrdoor01.dds](#)
- wrdoor01_n.dds

and replace corresponding textures inside your Skyland folder called

Skyland Whiterun/Textures/architecture/whiterun

by doing so, you get Nobles' nice looking stone floor (i switched back to skyland for the floor, but you can compare and choose) and doors with windows (necessary if you're using [EEK's Noble Whiterun Doors](#)). Next reason i did this was because HD LOD is based on Nobles' textures as already described in the LODs section and therefore the City walls fit better.

Alternatively the "**wrstonefloor02.dds**" and "**wrstonefloor02_n.dds**" are also great looking in the [Osmodius Texture Pack](#), which i downloaded manually to extract the 2 mentioned files needed. It's personal preference, Nobles' stone floor is more of a well made street, revaluing Whiterun and Osmodius makes it blend perfectly with Blended Roads and keeps it more "village like". Recently the author of Skyland Whiterun has released a cobblestone texture for Whiterun which is the best looking floor for this town you can get! Grab it from [here](#) in the optional downloads.

screenshots for Whiterun stone floor comparisons:

Noble - <https://i.imgur.com/ymwVOD5.jpg>

Osmodius - <https://i.imgur.com/tTkvCQp.jpg>

Skyland Dirt (Default) - <https://i.imgur.com/WK63G6n.jpg>

Skyland Cobblestone (Optional) - <https://i.imgur.com/D56eegf.jpg>

i also replaced some textures from [Skyland Towns and Villages](#) (the directory would be **SkylandFarmhouses/texture/architecture/Farmhouse**). The files needed are called

woodwalkway01.dds

woodwalkway01_n.dds

with the ones from Noble (warmer wood texture) and also depend on HD LODs.



[Optimizing Meshes with Nif Optimizer](#)

Check this guide i wrote, on how to convert meshes from Oldrim mods

https://www.reddit.com/r/skyrimvr/comments/92txuu/optimizing_meshes_for_oldrim_mods_simple_guide/

So now we've come to the end of this guide, i hope it'll serve you well and helped gathering information. Happy modding, enjoy your game and thanks for this great community :D

>> [My Mods Page](#) <<



Buy me a coffee

Thank you for the support!

