

SYN GAMING's

GRAPHICAL VERHAUL

Anniversary Edition

Welcome to Syn's Visual Overhaul for Skyrim Anniversary Edition, this guide was made to match the list as seen in Syn's patreon and you should only have access to this guide if you're one of his patrons.

Just like the publicly available guide, this one will teach you modding 101 and how to match the list that Syn made, take in mind that any further modification is completely on you and not Syn's fault for making a faulty LO, however, if you experience any issue with this guide i'll gladly to lend you a hand in the Patreon lounge in the Discord or you can also ask in the regular mod-discussion channel, everyone is always ready to help!

This guide will use MO2 and the latest Skyrim version on steam, purchase of 'Anniversary Upgrade' DLC is not required.

PREREQUISITES

- An original copy of [Skyrim Special Edition](#) on steam.
- Windows 7/8/10 (64 bits)
 - Note About Windows 11: While fully functional on W11, many users have had small errors and crashes while trying to make use of popular modding tools such as MO2, DynDOLOD, etc, so this guide was made with Windows 10 in mind.
- [Notepad++](#) or similar software to edit text files.
- [7zip](#) or similar software to handle zip and rar files.
- Updated drivers for nVidia or AMD cards.
- A [Nexus Mod](#) Account, Free or Premium.
 - Free caps the download speed at 2mb/s and you have to go through an additional button to download.
 - Premium costs 5\$/mo and offers uncapped download speed.
- ~110gb frees in your HDD/SSD
 - 15gb for Skyrim base game
 - 6gb in case you want to use the AE DLC
 - 60gb from downloaded mods
 - Downloads can be placed in another drive such a common HDD
 - 70gb from installed mods
 - Installed mods will be placed inside a SSD to get faster loading times.
- Expected performance:
 - Using a 1660 Super, 16 GB of RAM and a Ryzen 5 3600 I get 40~45fps on exteriors, 45~50 on cities and 60fps on interiors such as houses or shops, all prior to running DynDOLOD using a High Preset and mostly 2K Textures.
 - Using the same hardware but now using a Medium Preset I get 50~55fps on exteriors and 55~60fps on cities, 60fps on interiors such as houses or shops, all prior to running DynDOLOD.
 - Running DynDOLOD will rest you about 2-3 FPS using the high settings provided in this guide.
 - With ENB Off I get 60 fps and only 70% of gpu usage.

MODDING FOLDER

Any good modder needs a folder where it'll store and organize all of the files related to modding, let's make one.

- If you're using a SSD+HDD setup you should make this modding folder in the HDD or secondary drive, if you only have one drive (SSD or HDD) just make it on C:.
- Name it as you please, this guide will use the folder name 'SkyrimSE Mods'
- Add these folders inside the folder
 - Archive
 - Tools
 - temp
- Inside the **Archive** folder you need to make
 - ENB Series - Binaries
 - ENB Series - Presets
 - MO2 Downloads
 - OFF-SITE Downloads
 - SKSE64
 - Creations

Nombre	Fecha de modificación	Tipo	Tamaño
Archive	18/12/2021 02:00 p. m.	Carpeta de archivos	
temp	18/12/2021 01:59 p. m.	Carpeta de archivos	
Tools	18/12/2021 01:59 p. m.	Carpeta de archivos	

Nombre	Fecha de modificación	Tipo	Tamaño
Creations	18/12/2021 04:52 p. m.	Carpeta de archivos	
ENB Series - Binaries	18/12/2021 01:59 p. m.	Carpeta de archivos	
ENB Series - Presets	18/12/2021 01:59 p. m.	Carpeta de archivos	
MO2 Downloads	18/12/2021 01:59 p. m.	Carpeta de archivos	
OFF-SITE Downloads	18/12/2021 01:59 p. m.	Carpeta de archivos	
SKSE64	18/12/2021 02:00 p. m.	Carpeta de archivos	

These folders will help you to keep things tidy and clean so you can find your mods and tools easily.

INSTALLING SKYRIM

If you already have Skyrim installed please watch [this video](#) by Gamerpoets on how to start anew with a fresh copy of Skyrim.

Before installing Skyrim fresh from Steam, right click the game and go to properties, in the languages tab set the game language to English, after that, click install as you'd do normally with any game.

Disable Updates:

- Right click game on Steam
- Properties
- Updates
- "Update only when I start the game"

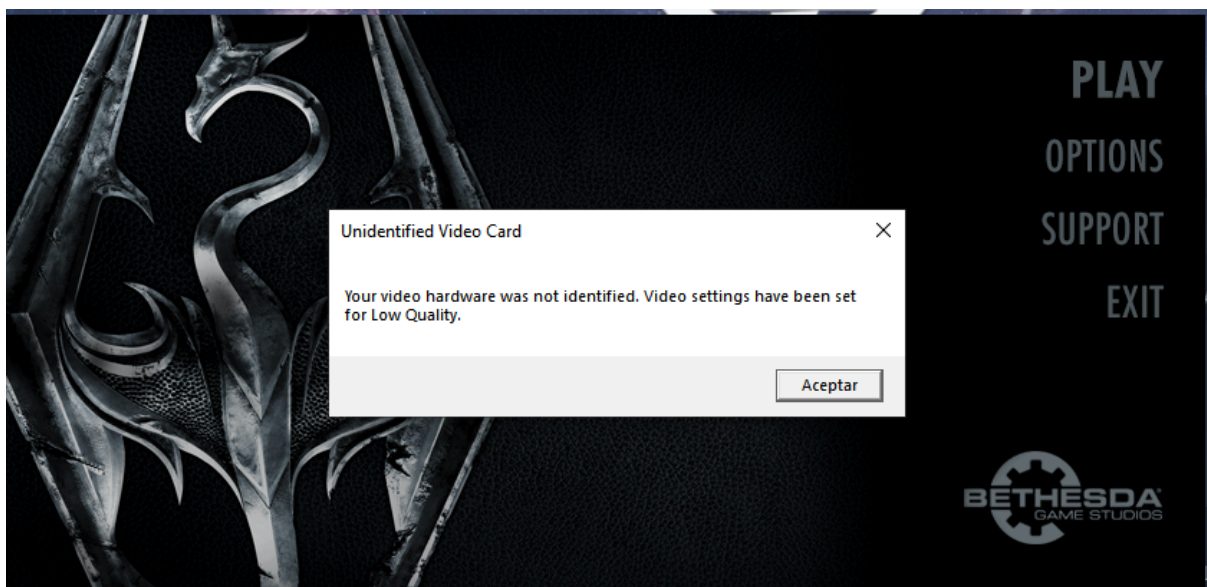
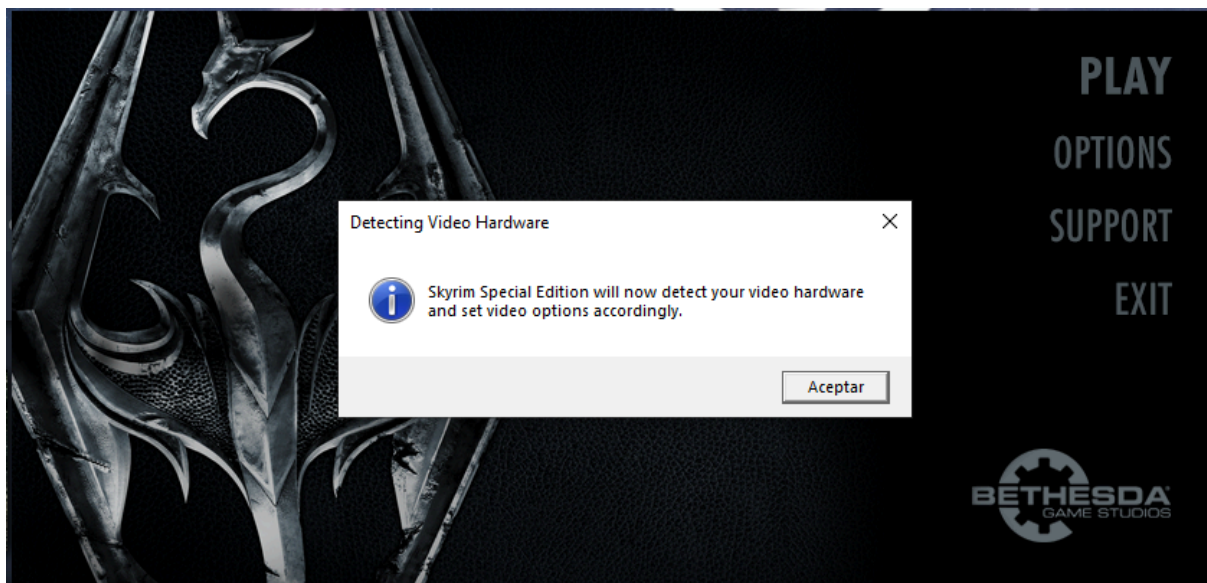
Fully Disable Updates:

- Go to Steam\Steamapps folder
- Find the file "**appmanifest_489830.acf**"
- Right click
- Properties
- Set to read only
 - Remember to set it back to normal if you want to update the game, otherwise steam won't be able to update the game.

The reason we do this is to prevent Steam from automatically updating without your notice.

Once that's done, launch Skyrim from within Skyrim, you'll be met with the launcher and a small pop-up window.

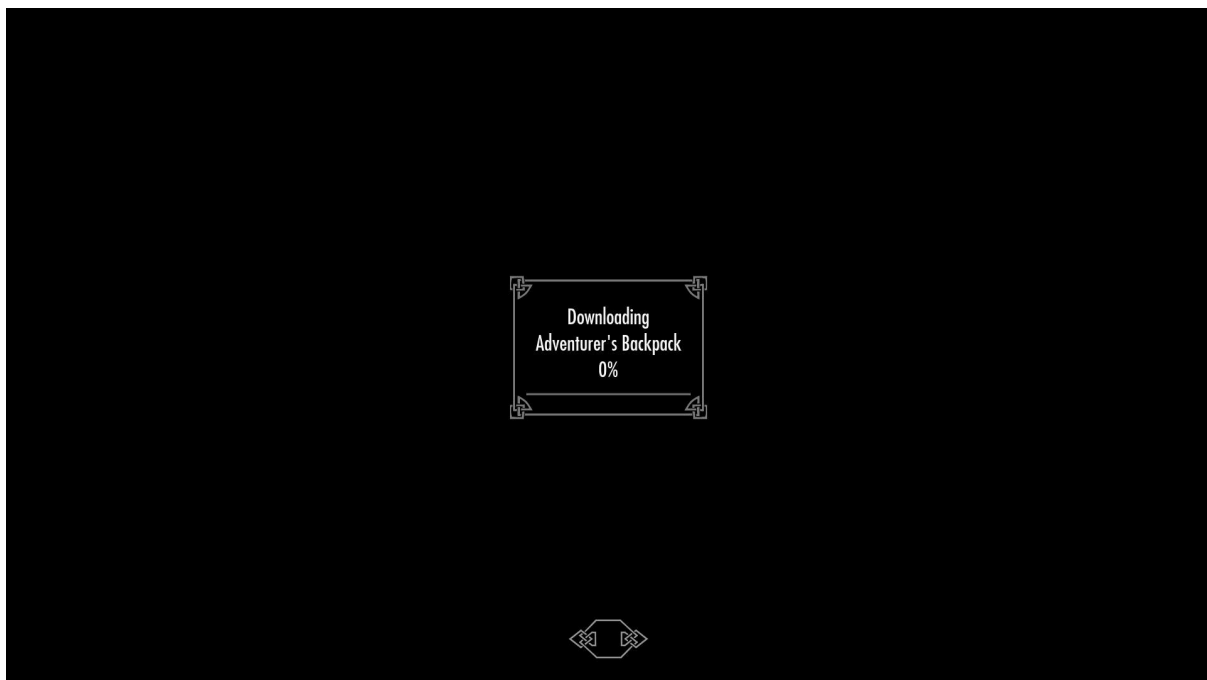
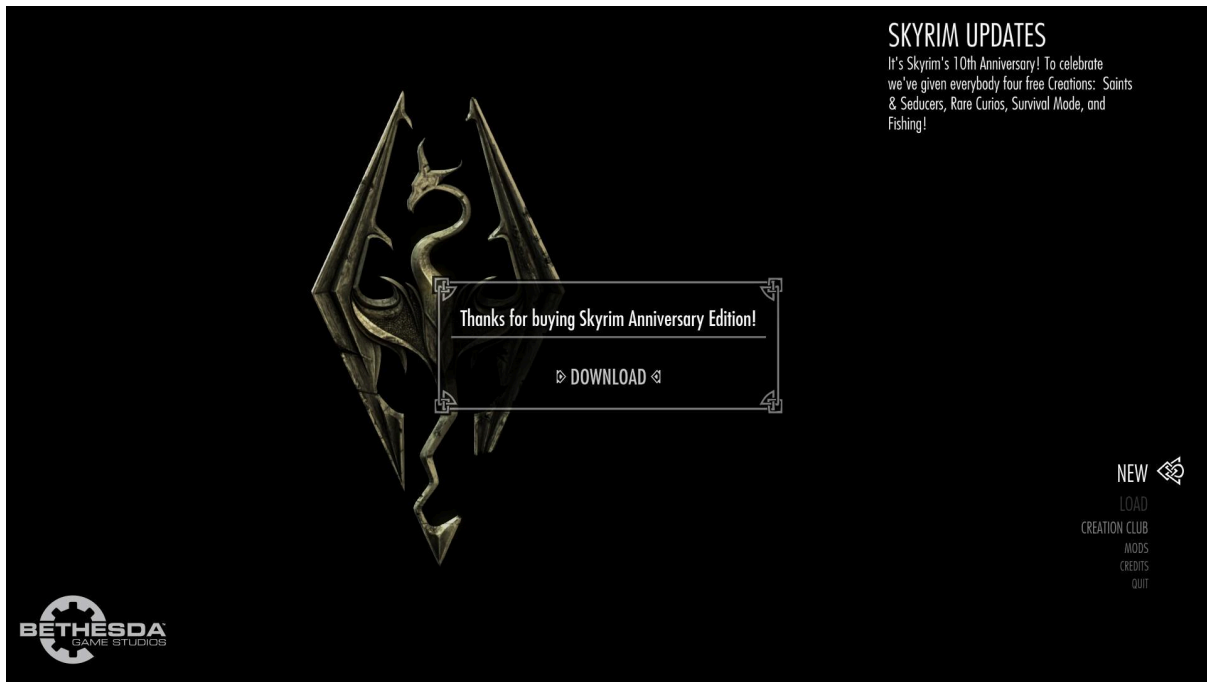
Simply click ok on both windows.



This just generated the necessary ini files for the game to work, if you **DID NOT** buy the '[Anniversary Upgrade](#)' of the game, simply click on Play and then exit the game.

For those that bought the '[Anniversary Upgrade](#)' click on 'PLAY', once the game finishes loading you'll be met with a message box that says 'Thanks for buying Skyrim Anniversary Edition!' and with the only option being a big 'DOWNLOAD', click on it or hit enter to begin downloading the Creations included with the 'Anniversary Upgrade'.

You may or may not be asked for a Bethesda account, if the game asks you for one simply fill in the details and the download of the Creations will begin after that.



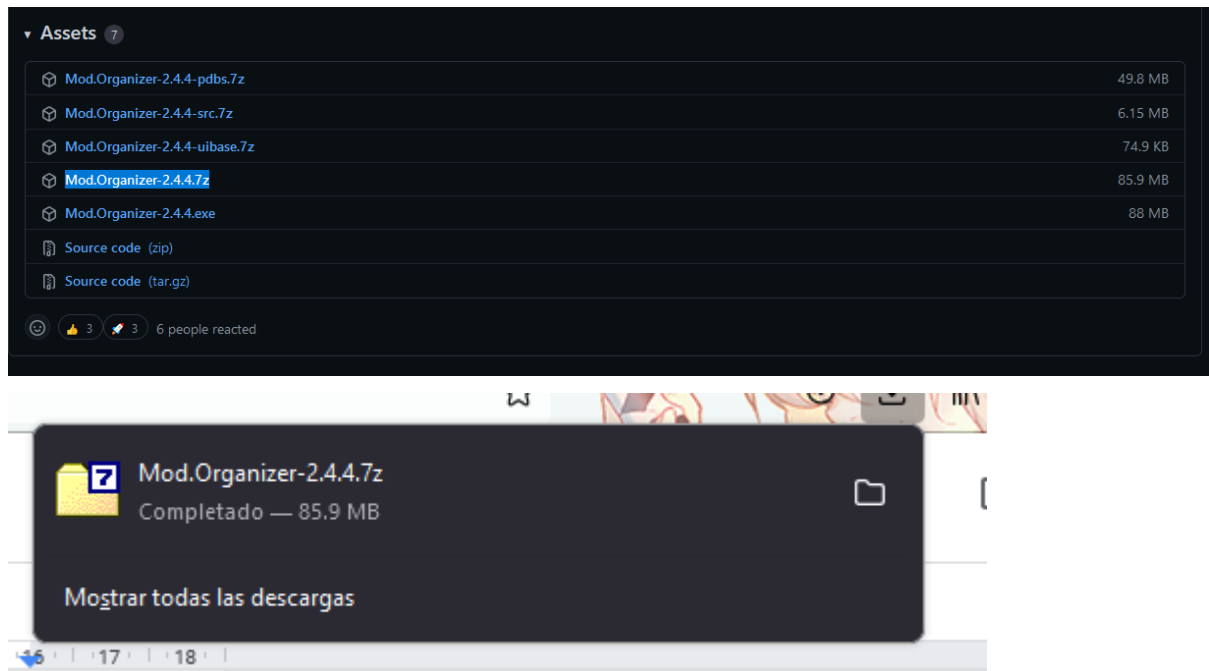
Be warned, you cannot alt-tab away from the game during this process, you have to just let Skyrim run and download the Creations.

And once you're back to the main menu you can just exit the game, the creations are now downloaded.

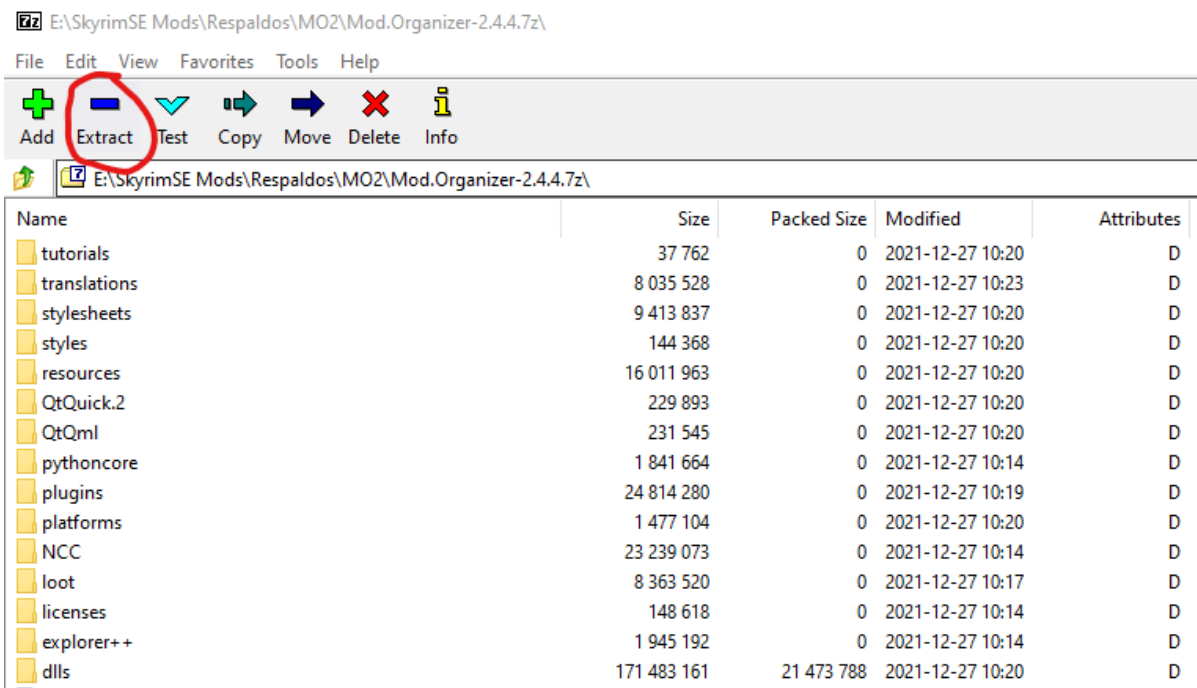
MOD ORGANIZER 2

We'll be using MO2 as your main mod manager for this, while you could recreate this list perfectly on Vortex, I lack critical experience with Vortex and as such I wouldn't be able to make a quality guide for it, as such this guide will stick with MO2 as that's where I have the most expertise.

Click [on this link](#), scroll down and click on 'Mod.Organizer-2.4.4.7z'



Once the download has finished, open the file with either 7zip or WinRar, this guide will default to 7zip, but the steps should be fairly similar to that of Winrar.



Click on 'Extract' in the top bar and a pop-up window will appear, you'll need to type the path you want MO2 to be, I recommend having both MO2 and Skyrim on an SSD, in my case C: and F: are my SSD drives and my Skyrim it's installed on F:, as such I typed 'F:\MO2-Skyrim\', make sure to type the last \.

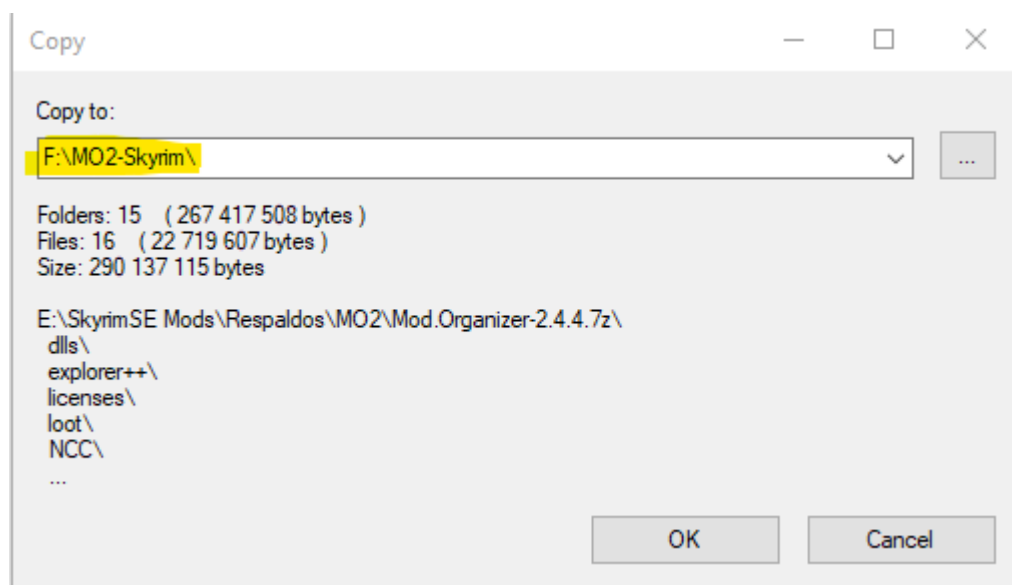
Examples:

C:\MO2-Skyrim\

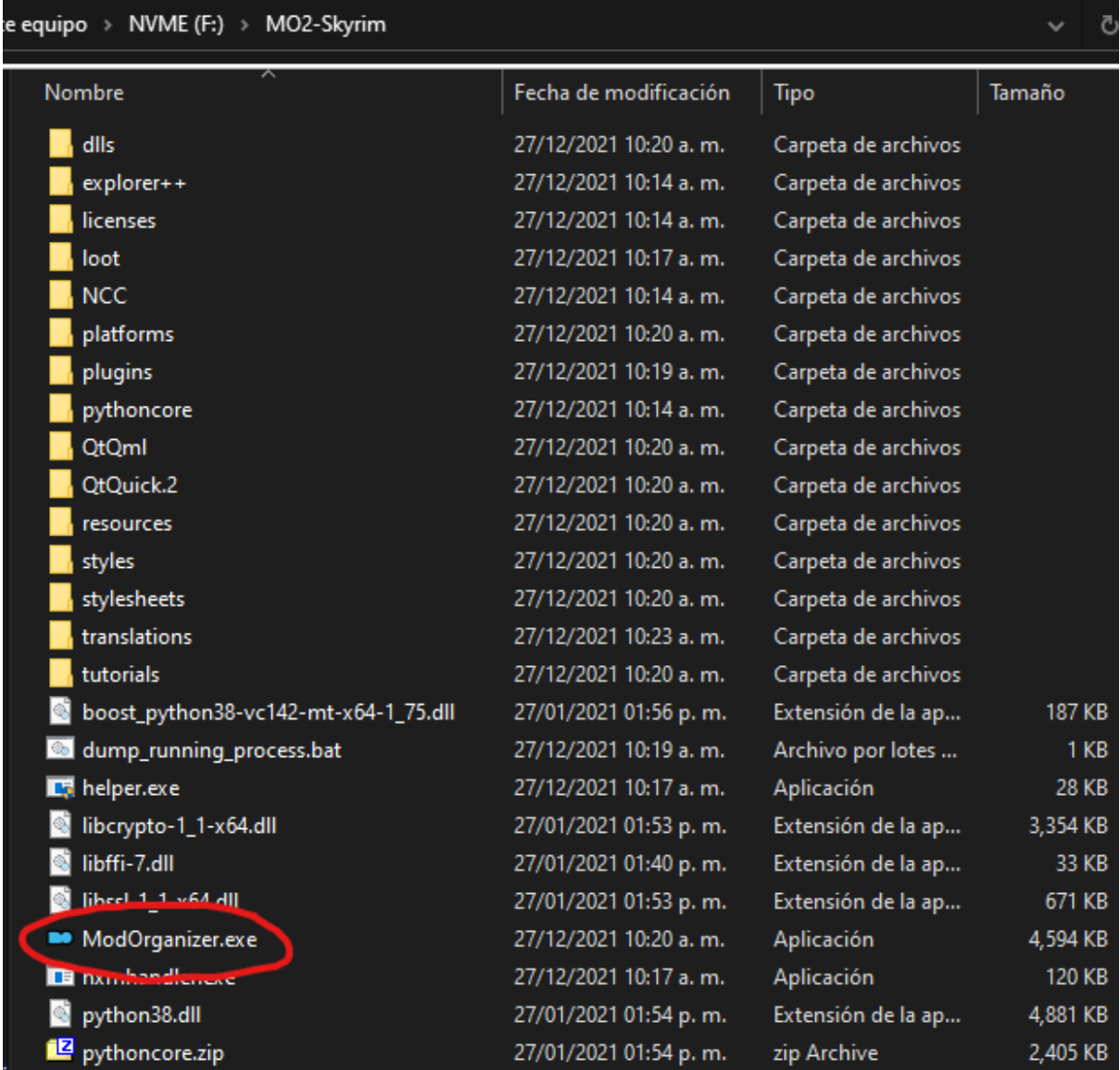
D:\MO2-Skyrim\

E:\MO2-Skyrim\

....



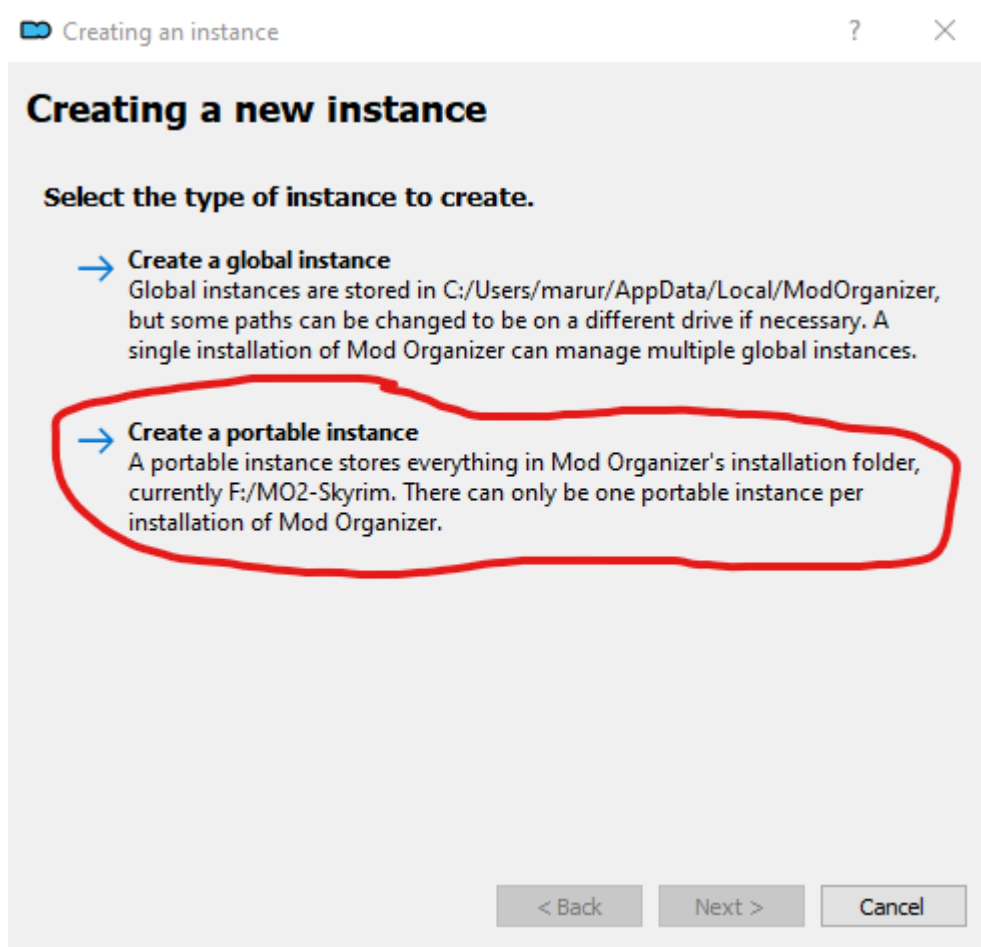
Now navigate to the folder it was just made and double click on the ModOrganizer.exe to start the application.



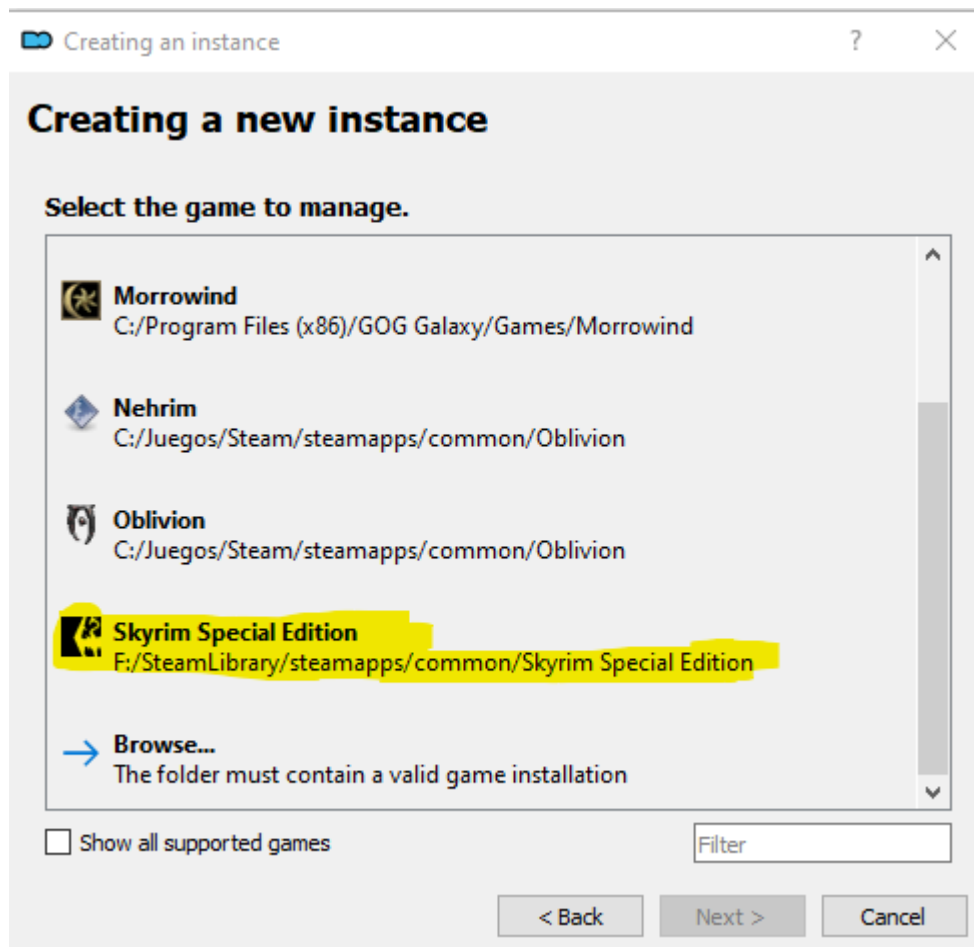
The screenshot shows a Windows File Explorer window with the address bar displaying 'e equipo > NVME (F:) > MO2-Skyrim'. The main area shows a list of files and folders. The 'ModOrganizer.exe' file is circled in red.

Nombre	Fecha de modificación	Tipo	Tamaño
dlls	27/12/2021 10:20 a. m.	Carpeta de archivos	
explorer++	27/12/2021 10:14 a. m.	Carpeta de archivos	
licenses	27/12/2021 10:14 a. m.	Carpeta de archivos	
loot	27/12/2021 10:17 a. m.	Carpeta de archivos	
NCC	27/12/2021 10:14 a. m.	Carpeta de archivos	
platforms	27/12/2021 10:20 a. m.	Carpeta de archivos	
plugins	27/12/2021 10:19 a. m.	Carpeta de archivos	
pythoncore	27/12/2021 10:14 a. m.	Carpeta de archivos	
QtQml	27/12/2021 10:20 a. m.	Carpeta de archivos	
QtQuick.2	27/12/2021 10:20 a. m.	Carpeta de archivos	
resources	27/12/2021 10:20 a. m.	Carpeta de archivos	
styles	27/12/2021 10:20 a. m.	Carpeta de archivos	
stylesheets	27/12/2021 10:20 a. m.	Carpeta de archivos	
translations	27/12/2021 10:23 a. m.	Carpeta de archivos	
tutorials	27/12/2021 10:20 a. m.	Carpeta de archivos	
boost_python38-vc142-mt-x64-1_75.dll	27/01/2021 01:56 p. m.	Extensión de la ap...	187 KB
dump_running_process.bat	27/12/2021 10:19 a. m.	Archivo por lotes ...	1 KB
helper.exe	27/12/2021 10:17 a. m.	Aplicación	28 KB
libcrypto-1_1-x64.dll	27/01/2021 01:53 p. m.	Extensión de la ap...	3,354 KB
libffi-7.dll	27/01/2021 01:40 p. m.	Extensión de la ap...	33 KB
libssl-1_1-x64.dll	27/01/2021 01:53 p. m.	Extensión de la ap...	671 KB
ModOrganizer.exe	27/12/2021 10:20 a. m.	Aplicación	4,594 KB
nxmhandler.exe	27/12/2021 10:17 a. m.	Aplicación	120 KB
python38.dll	27/01/2021 01:54 p. m.	Extensión de la ap...	4,881 KB
pythoncore.zip	27/01/2021 01:54 p. m.	zip Archive	2,405 KB

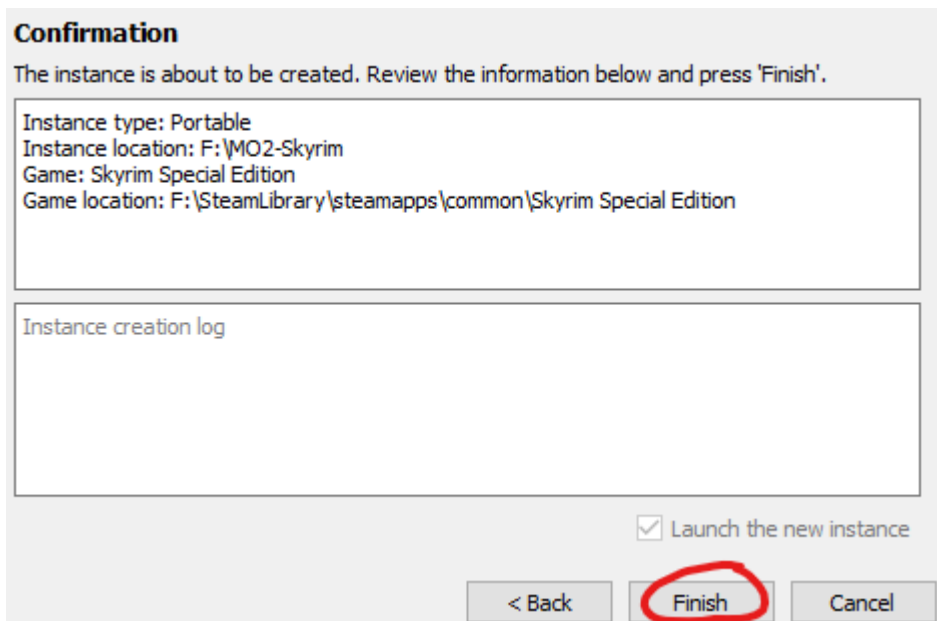
The software then will begin the setup process, click on "Create a Portable instance"



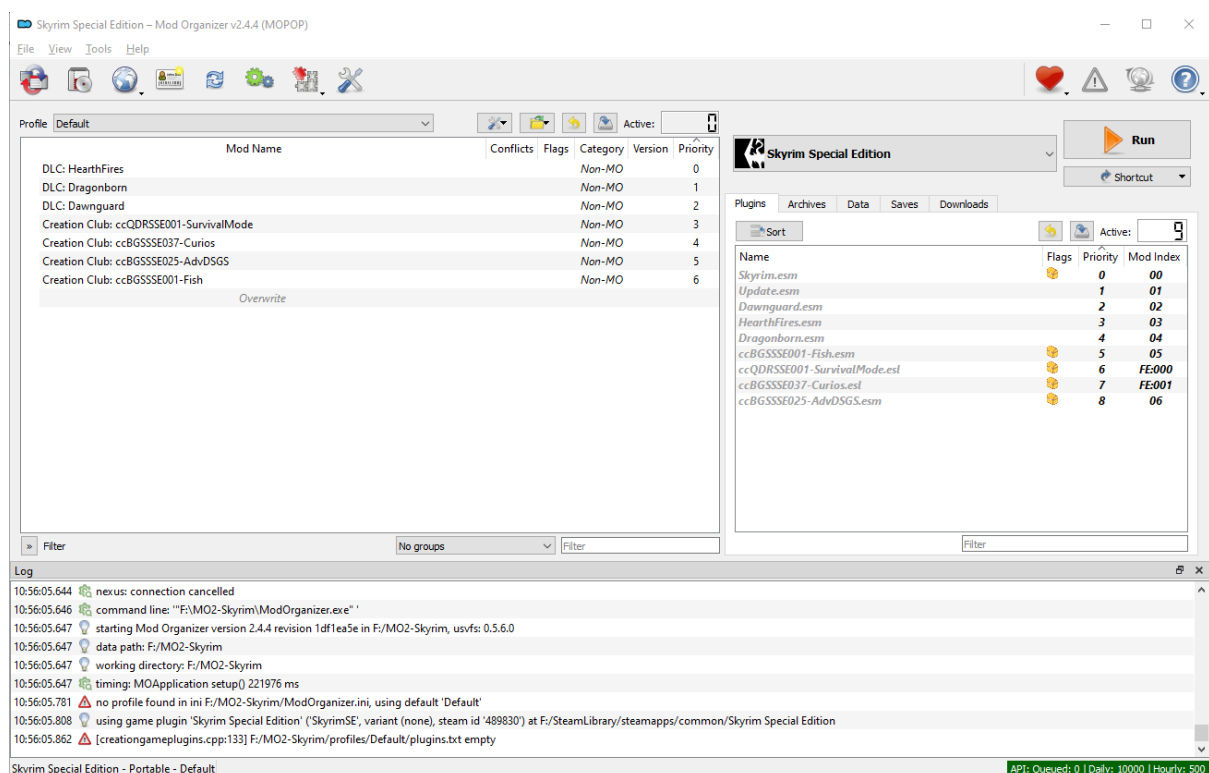
Then a list of available games will appear, scroll down until you find Skyrim Special Edition



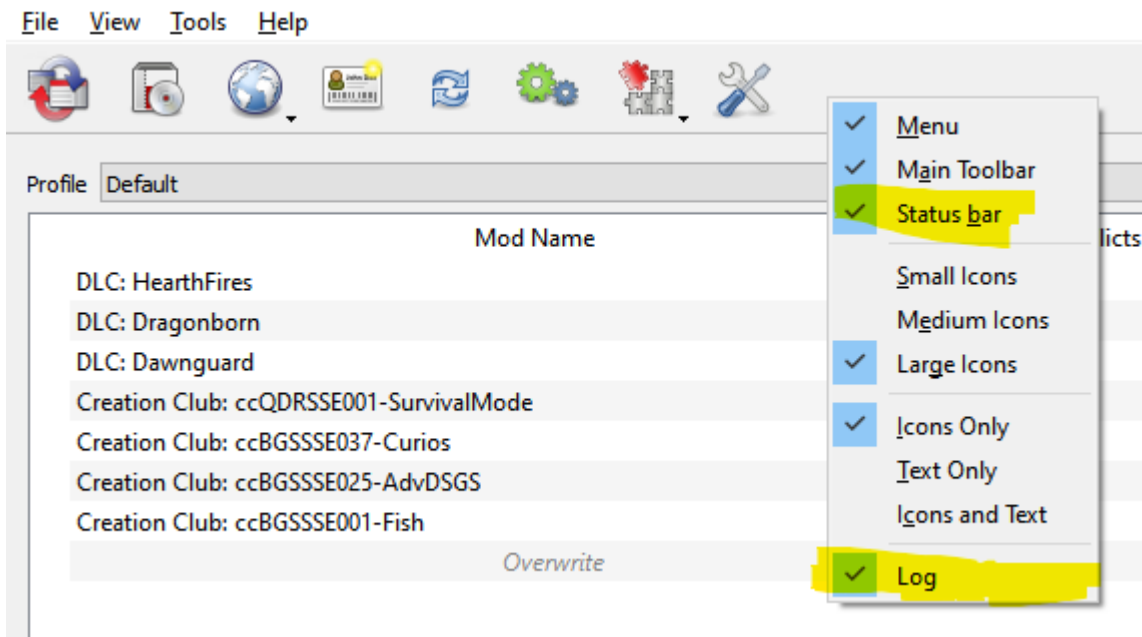
Once you click on Skyrim Special Edition simply click on 'Next >' on the following configuration window, then click on 'Finish'



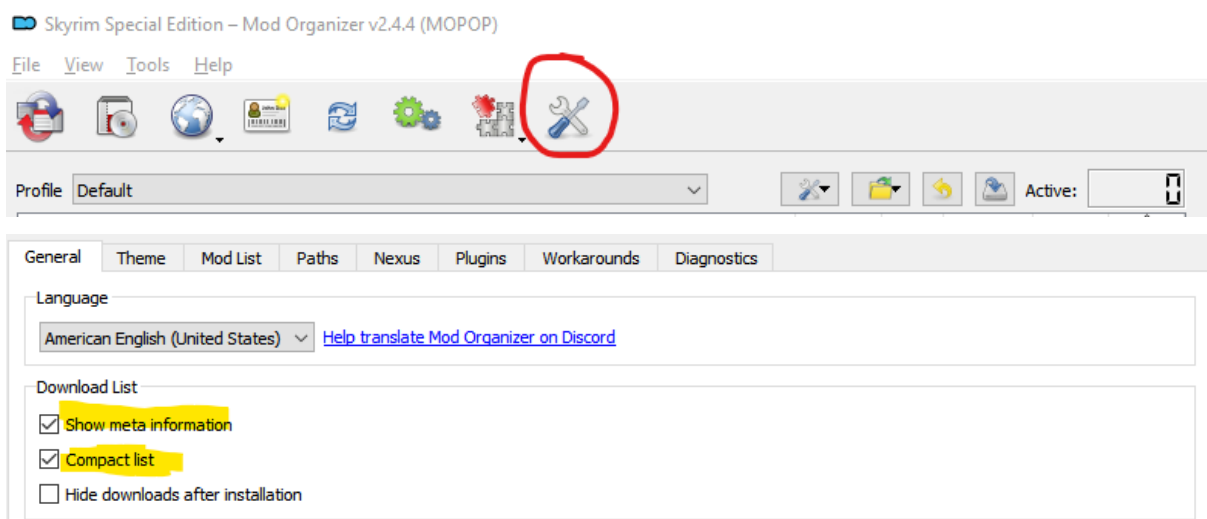
There will be a pop up saying if you want to “Associate nxm links”, click **YES**, if asked for a tutorial click **NO**.



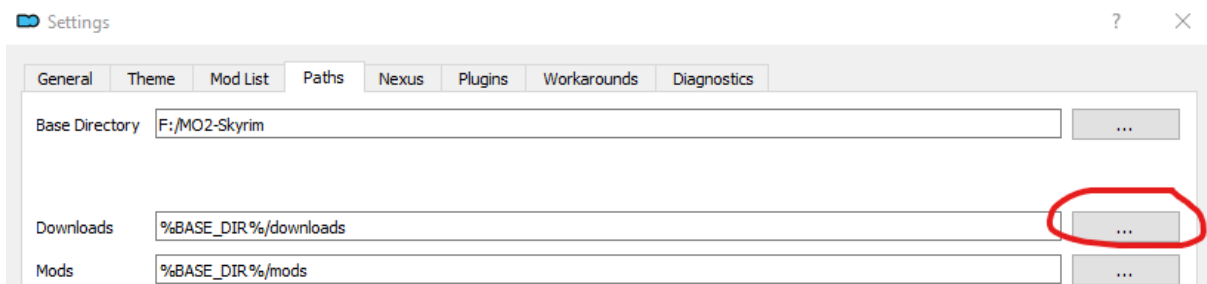
This is the MO2 main interface, looks intimidating but won't worry we'll clean it up a bit so it only displays information you truly need. Right click in the blank space in the top bar and click on 'Log' and 'Status bar' to disable them.



Now click the icon with the screwdriver and the wrench and activate 'Show meta information' and 'Compact list'



Then click on the 'Paths' tab.



Then click on the three dots at the end of the Downloads line, then navigate to your download folder in your modding folder.

Settings ? X

General Theme Mod List Paths Nexus Plugins Workarounds Diagnostics

Base Directory	F:/MO2-Skyrim	...
Downloads	E:/SkyrimSE Mods/Archivo/VisualOverhaul2022-PaidVer	...
Mods	%BASE_DIR%/mods	...

Then for last, click on the 'Nexus' tab and click on 'Connect to Nexus'

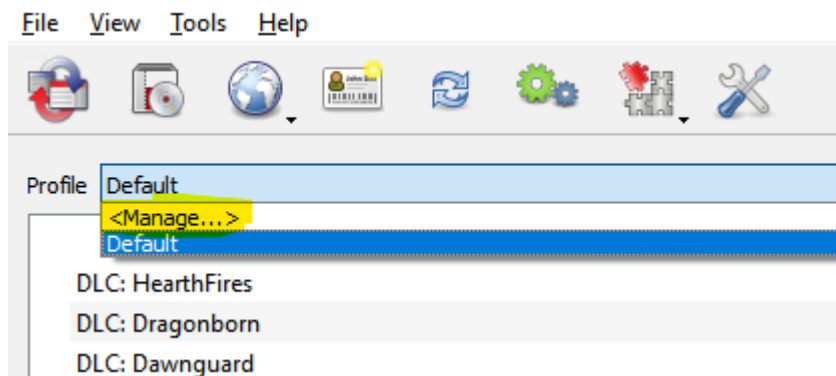
Nexus Account User ID: 41767425 Name: MOPOP Account: Regular	Statistics Daily requests: 9797/10000 Hourly requests: 500/500
Nexus Connection Connect to Nexus Connected. Enter API Key Manually Disconnect from Nexus	

Log into your nexus account and then authorize, go back to MO2, you'll be prompted with a restart, click **YES**.

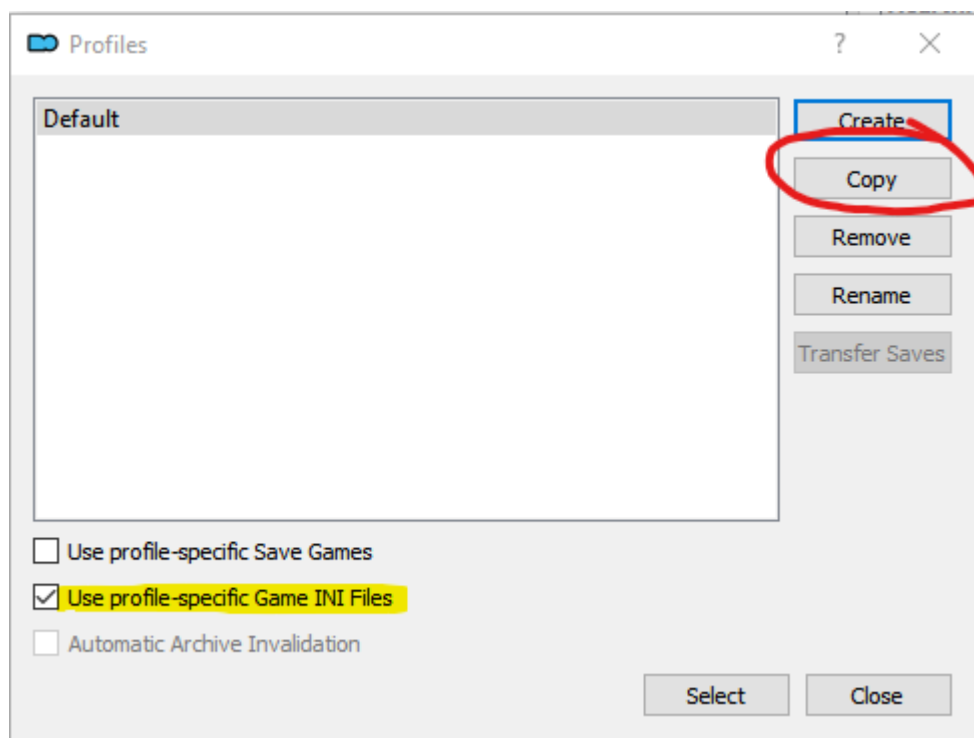
PROFILES AND SEPARATORS

Mod organizer can store multiple profiles, let's make use of said function to make a separated profile from the one active by default.

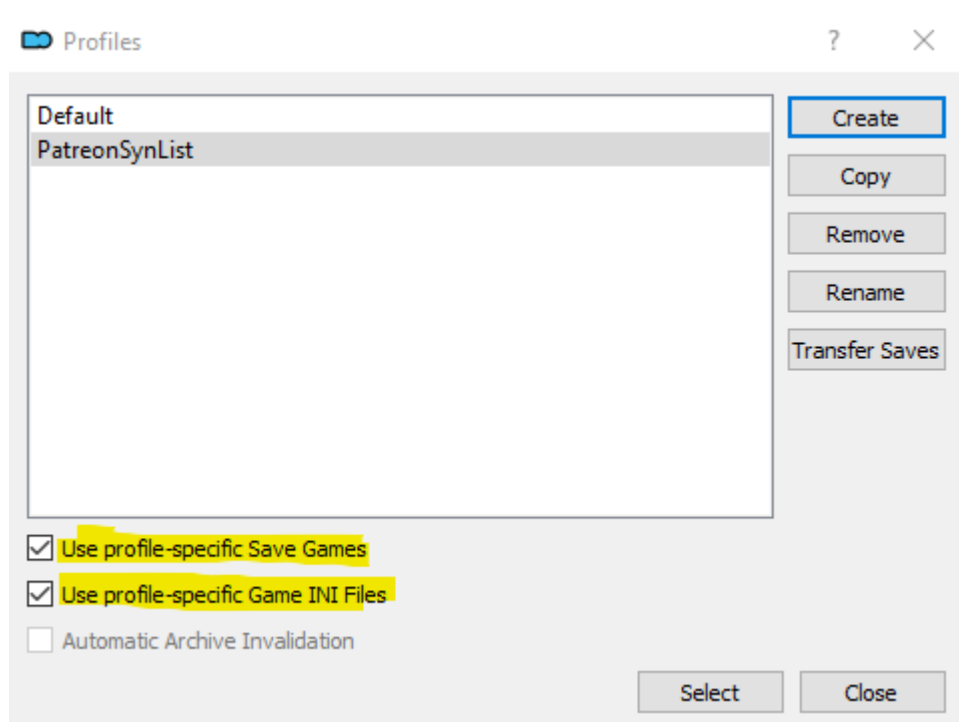
Firstly click on 'Default' to open the drop-down menu for profiles, then click on <Manage...>



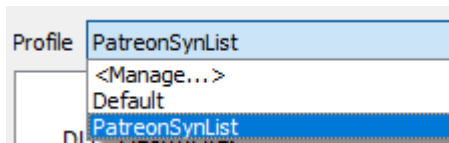
Now, untick the 'Use profile-specific Game INI Files', a pop up will show click **YES**, then click on **COPY**.



Give it a name and then tick both 'Use profile-specific Save Games' and 'Use profile-specific Game INI Files', then hit 'Select'

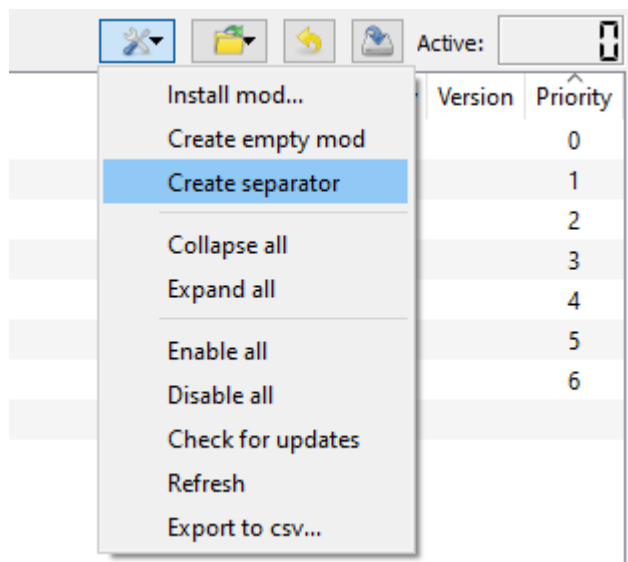


You know you've succeeded when the profile changes from 'Default' to whatever you named the profile.

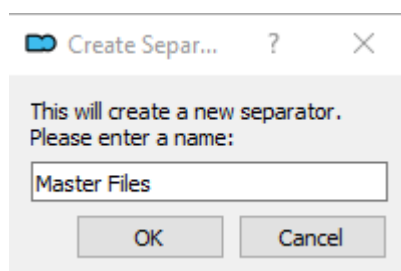


Now, let's make separators to keep the left panel clean and avoid having too many mods on screen, as well to keep everything organized.

Click on the smaller icon of a wrench and a screwdriver to open a drop-down menu, then click on 'Create separator'



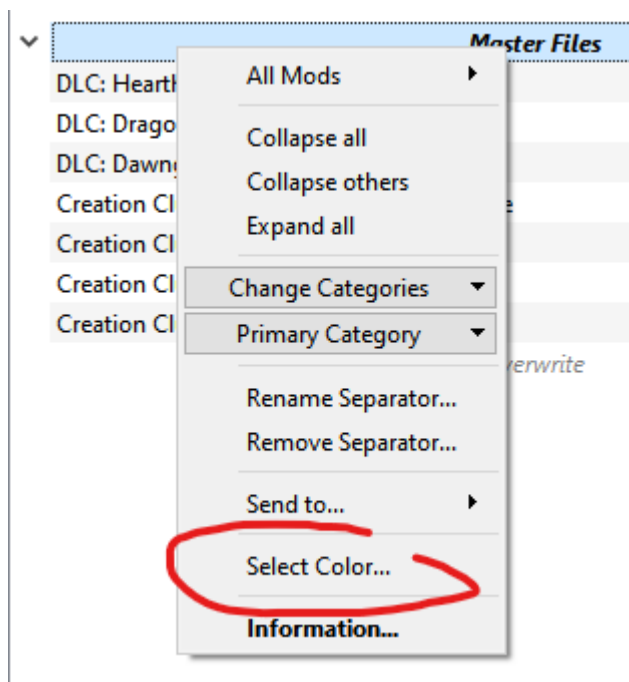
Name it 'Master Files'



And drag the separator to the top of HearthFires DLC.

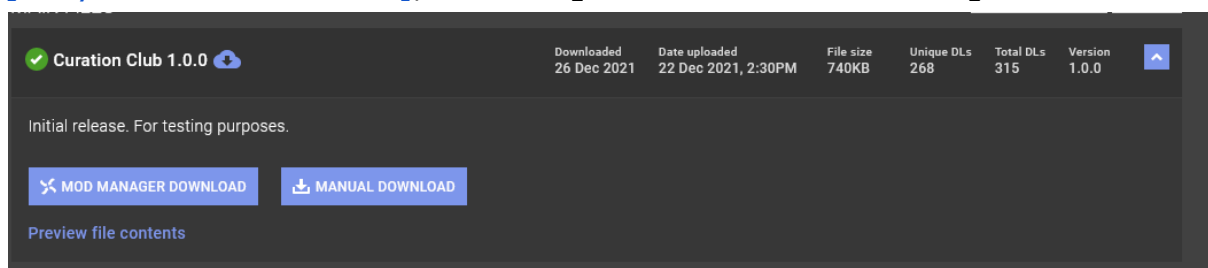
	Mod Name	Conflicts	Flags	Category	Version	Priority
▼	Master Files					0
	DLC: HearthFires			Non-MO		1
	DLC: Dragonborn			Non-MO		2
	DLC: Dawnguard			Non-MO		3
	Creation Club: ccQDRSSE001-SurvivalMode			Non-MO		4
	Creation Club: ccBGSSSE037-Curios			Non-MO		5
	Creation Club: ccBGSSSE025-AdvDSGS			Non-MO		6
	Creation Club: ccBGSSSE001-Fish			Non-MO		7
	Overwrite					

You can also change the color of the separator by right clicking the separator and selecting 'Select Color..'

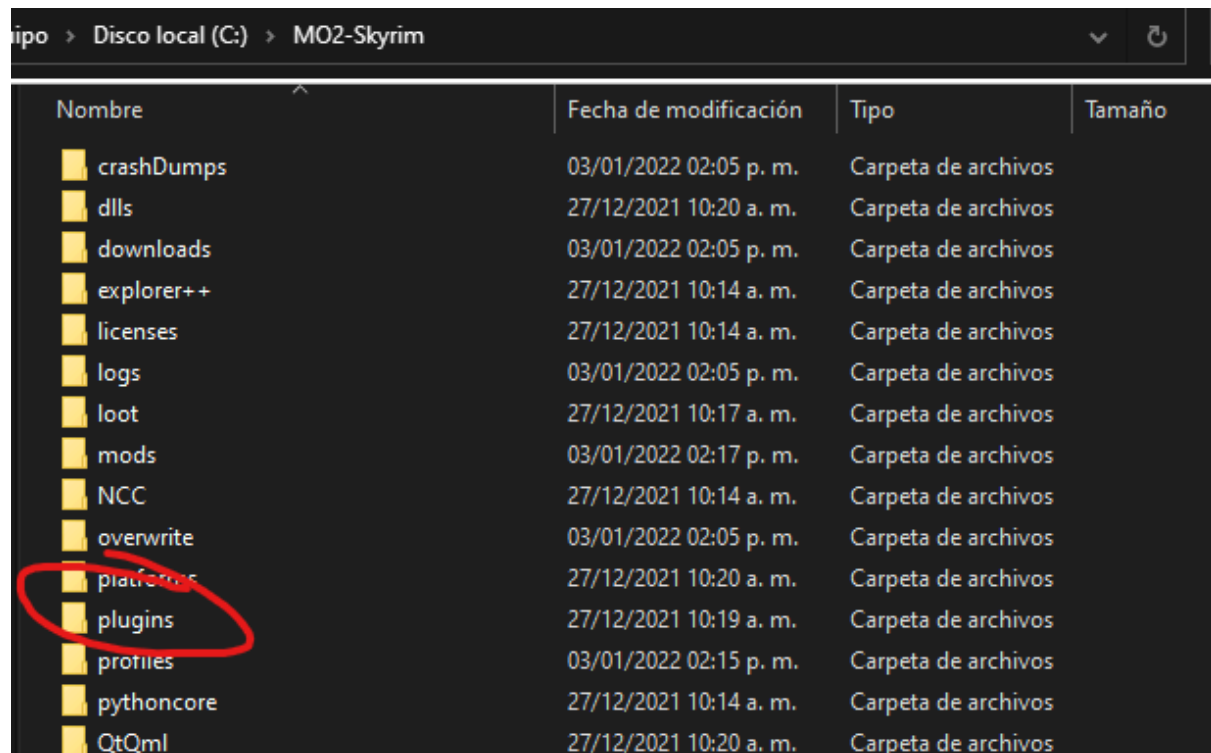


ORGANIZING CREATION CLUB

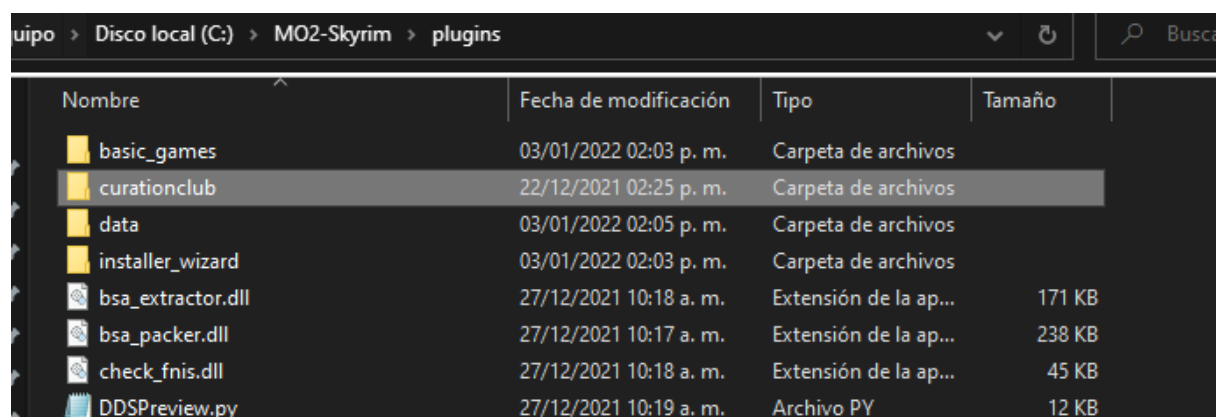
Doesn't matter if you bought or not the Anniversary upgrade DLC on steam, your copy will come with extra creation club files sitting on your Data folder, let's move them to MO2, for that we'll be using a MO2 plugin, [\[Kezyma's Curation Club\]](#), click on **[MANUAL DOWNLOAD]**



Open the downloaded zip file, navigate to your MO2 folder and find the plugins folder, double click it to open it.

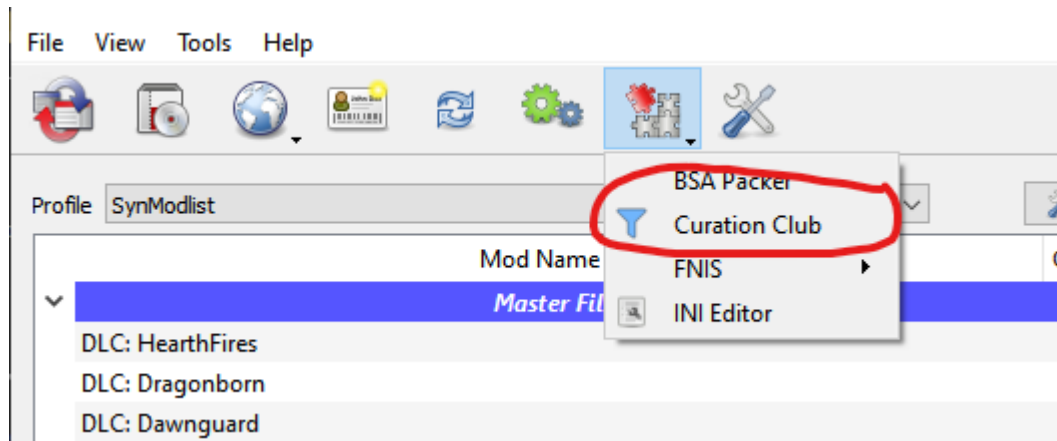


Then drag the 'curationclub' folder inside the zip file onto your plugins folder in MO2.

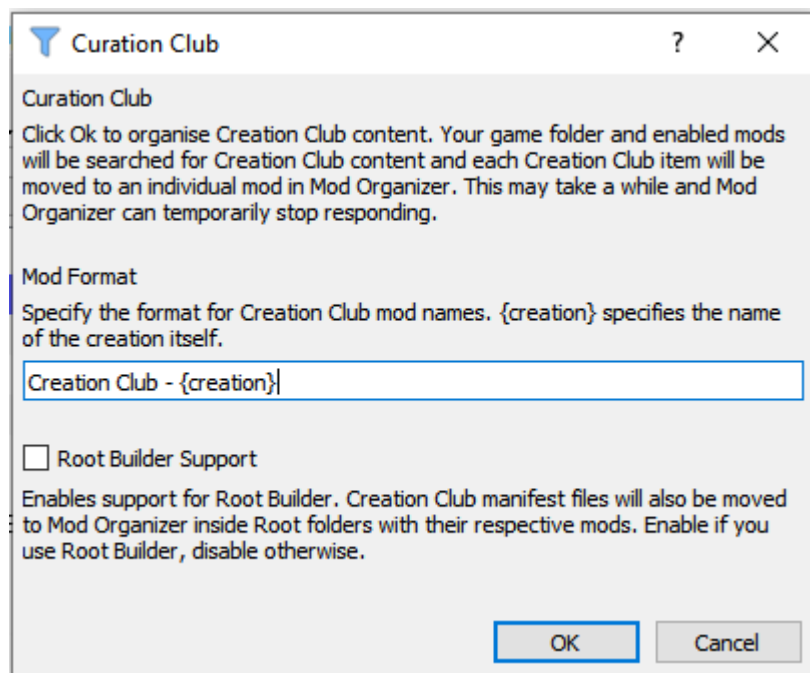


Close MO2 and open again to reload the plugin.

Click on the puzzle pieces and click 'Curation Club'.



This window will appear, simply click "Ok"



This might be instantaneous or might take a few minutes but the tool will automatically move the CC files from your Data folder to MO2, end result will be this:

Mod Name	Conflicts	Flags	Category	Version	Priority
▼ Master Files					0
DLC: HearthFires			Non-MO		1
DLC: Dragonborn			Non-MO		2
DLC: Dawnguard			Non-MO		3
☐ Creation Club - Fishing					4
☐ Creation Club - Rare Curios					5
☐ Creation Club - Saints & Seducers					6
☐ Creation Club - Survival Mode					7
Overwrite					

Or this for owners of the Anniversary Upgrade on Steam, I recommend making a separator with the 'Creation Club' name and place it below the dawnguard DLC.

Mod Name	Conflicts	Flags	Category	Version	Priority
▼ Master Files					0
DLC: HearthFires			Non-MO		1
DLC: Dragonborn			Non-MO		2
DLC: Dawnguard			Non-MO		3
▼ Creation Club					4
☐ Creation Club - Adventurer's Backpack					5
☐ Creation Club - Alternative Armors - Daedric Mail					6
☐ Creation Club - Alternative Armors - Daedric Plate					7
☐ Creation Club - Alternative Armors - Dragon Plate					8
☐ Creation Club - Alternative Armors - Dragonscale					9
☐ Creation Club - Alternative Armors - Dwarven Mail					10
☐ Creation Club - Alternative Armors - Dwarven Plate					11
☐ Creation Club - Alternative Armors - Ebony Plate					12
☐ Creation Club - Alternative Armors - Elven Hunter					13
☐ Creation Club - Alternative Armors - Iron					14
☐ Creation Club - Alternative Armors - Leather					15
☐ Creation Club - Alternative Armors - Orcish Plate					16
☐ Creation Club - Alternative Armors - Orcish Scaled					17
☐ Creation Club - Alternative Armors - Silver					18
☐ Creation Club - Alternative Armors - Stalhrim Fur					19
☐ Creation Club - Alternative Armors - Steel Soldier					20
☐ Creation Club - Arcane Accessories					21
☐ Creation Club - Arcane Archer Pack					22
☐ Creation Club - Arms of Chaos					23
☐ Creation Club - Bittercup					24
☐ Creation Club - Bloodchill Manor					25
☐ Creation Club - Bone Wolf					26
☐ Creation Club - Bow of Shadows					27
☐ Creation Club - Camping					28
☐ Creation Club - Chrysamere					29
☐ Creation Club - Civil War Champions					30
☐ Creation Club - Dawnfang & Duskfang					31
☐ Creation Club - Dead Man's Dread					32
☐ Creation Club - Divine Crusader					33
☐ Creation Club - Dwarven Armored Mudcrab					34
☐ Creation Club - Elite Crossbows					35
☐ Creation Club - Expanded Crossbow Pack					36
☐ Creation Club - Farming					37
☐ Creation Club - Fearsome Fists					38
☐ Creation Club - Fishing					39
☐ Creation Club - Forgotten Seasons					40
☐ Creation Club - Gallows Hall					41
☐ Creation Club - Ghosts of the Tribunal					42

Don't forget to activate the creations by clicking on the white boxes to the left.

	Mod Name	Conflicts	Flags	Category	Version	Priority
▼	<i>Master Files</i>					0
	DLC: HearthFires			Non-MO		1
	DLC: Dragonborn			Non-MO		2
	DLC: Dawnguard			Non-MO		3
▼	<i>Creation Club</i>					4
☒	Creation Club - Fishing					5
☒	Creation Club - Rare Curios					6
☒	Creation Club - Saints & Seducers					7
☒	Creation Club - Survival Mode					8
	<i>Overwrite</i>					

Now make a separator and name it 'Scripts, Utilities and Core Files'

	Mod Name	Conflicts	Flags	Category	Version	Priority
▼	<i>Master Files</i>					0
	DLC: HearthFires			Non-MO		1
	DLC: Dragonborn			Non-MO		2
	DLC: Dawnguard			Non-MO		3
▼	<i>Creation Club</i>					4
☒	Creation Club - Fishing					5
☒	Creation Club - Rare Curios					6
☒	Creation Club - Saints & Seducers					7
☒	Creation Club - Survival Mode					8
	<i>Scripts, Utilities and Core Files</i>					9
	<i>Overwrite</i>					

If you bought the anniversary upgrade on steam make sure to activate all the plugins made by the Curation Club tool.

Make sure you have **79 ACTIVE PLUGINS** and that the last plugin in your load order is ccAFDSSE001-DweSanctuary.esm, if you're missing one (or more) plugins, [check this list](#) to find what plugin you're missing, then simply boot the game **FROM STEAM**, select 'Creation Club' in the main menu and download the creations you're missing.

Plugins

Archives

Data

Saves

Downloads

Sort

Active:

79

Name	Flags	Priority	Mod Index
ccffbsse001-imperialdragon.esl		36	FE:01B
ccmtysse002-ve.esl		37	FE:01C
ccbgssse043-crosselv.esl		38	FE:01D
ccvsvsse001-winter.esl		39	FE:01E
cceejsse003-hollow.esl		40	FE:01F
ccbgssse016-umbra.esm		41	09
ccbgssse031-advcyrus.esm		42	0A
ccbgssse038-bowofshadows.esl		43	FE:020
ccbgssse040-advobgobs.esl		44	FE:021
ccbgssse050-ba_daedric.esl		45	FE:022
ccbgssse052-ba_iron.esl		46	FE:023
ccbgssse054-ba_orcish.esl		47	FE:024
ccbgssse058-ba_steel.esl		48	FE:025
ccbgssse059-ba_dragonplate.esl		49	FE:026
ccbgssse061-ba_dwarven.esl		50	FE:027
ccpewsse002-armsofchaos.esl		51	FE:028
ccbgssse041-netchleather.esl		52	FE:029
ccedhsse002-splkntset.esl		53	FE:02A
ccbgssse064-ba_elven.esl		54	FE:02B
ccbgssse063-ba_ebony.esl		55	FE:02C
ccbgssse062-ba_dwarvenmail.esl		56	FE:02D
ccbgssse060-ba_dragonscale.esl		57	FE:02E
ccbgssse056-ba_silver.esl		58	FE:02F
ccbgssse055-ba_orcishscaled.esl		59	FE:030
ccbgssse053-ba_leather.esl		60	FE:031
ccbgssse051-ba_daedricmail.esl		61	FE:032
ccbgssse057-ba_stalhrim.esl		62	FE:033
ccbgssse066-staves.esl		63	FE:034
ccbgssse067-daedin.esm		64	0B
ccbgssse068-bloodfall.esl		65	FE:035
ccbgssse069-contest.esl		66	FE:036
ccvsvsse003-necroarts.esl		67	FE:037
ccvsvsse004-beafarmer.esl		68	FE:038
ccBGSSSE025-AdvDSGS.esm		69	0C
ccffbsse002-crossbowpack.esl		70	FE:039
ccbgssse013-dawnfang.esl		71	FE:03A
ccrmssse001-necrohouse.esl		72	FE:03B
ccedhsse003-redguard.esl		73	FE:03C
cceejsse004-hall.esl		74	FE:03D
cceejsse005-cave.esm		75	0D
cckrtssse001-altar.esl		76	FE:03E
cccbhsse001-gaunt.esl		77	FE:03F
ccafdsse001-dwesanctuary.esm		78	0E

Filter

SKSE 64

Now let's install SKSE64, the backbone of any mod list on PC, download [link here](#), download the file for Skyrim 1.6.353, your browser might block the download due to 'security risks', when asked, just say you're ok with it.

Downloads

Current classic build 1.7.3: [Install via steam](#) - [Download installer](#) - [7z archive](#) ([readme](#), [whatsnew](#))

Current Anniversary Edition build 2.1.5 (game version 1.6.353): [Download 7z File](#)

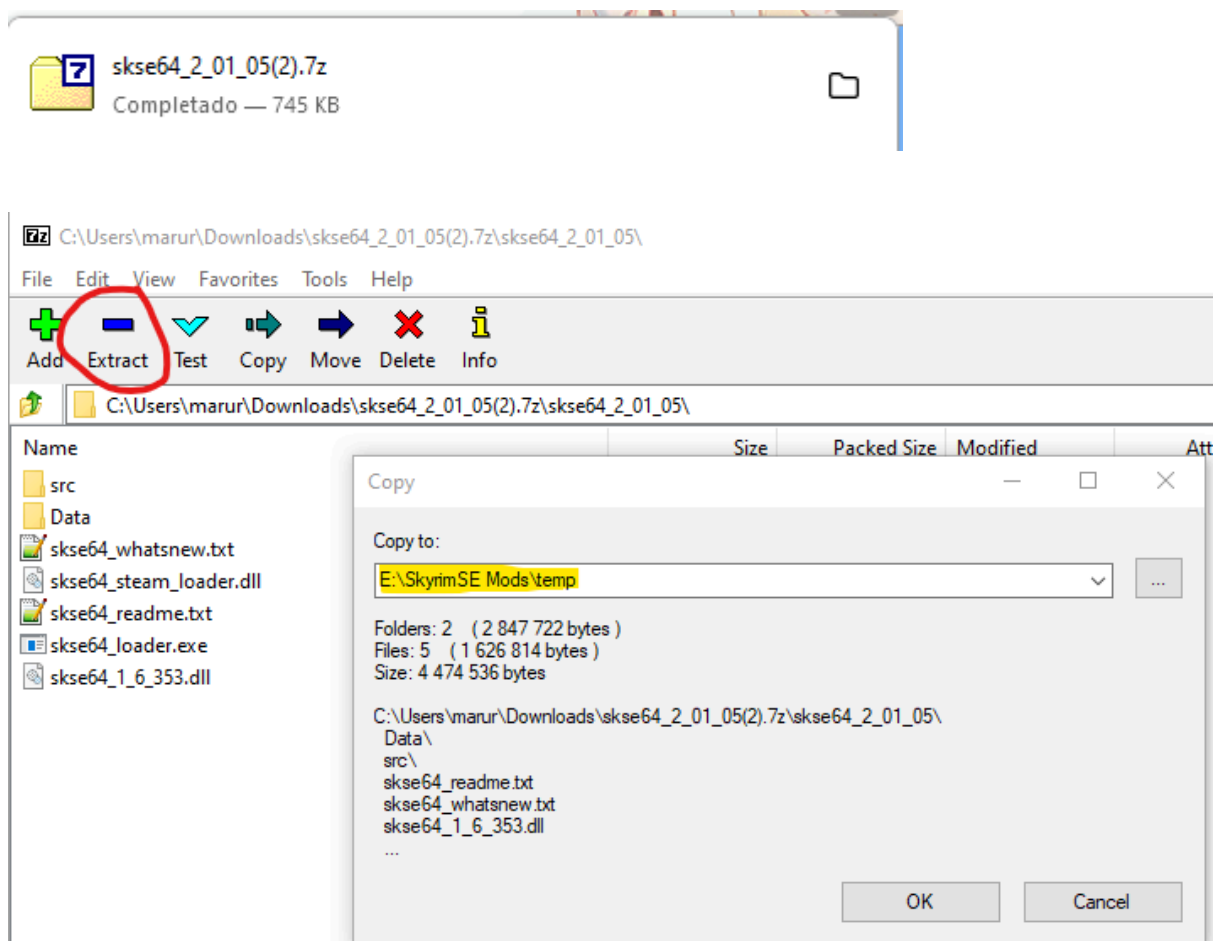
Current Special Edition build 2.0.20 (game version 1.5.97): [Download 7z File](#) - you probably want the AE b

Current VR build 2.0.12 (game version 1.4.15): [Download 7z File](#)

If you are using the latest version on Steam, download the AE build. The older build supporting 1.5

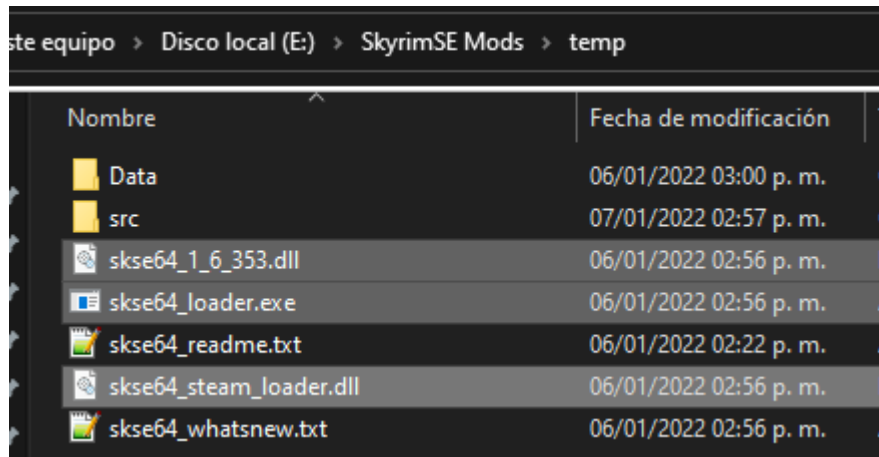
You'll have a file named "skse64_2_01_05.7z" in your downloads now, move this 7z to your Archive -> SKSE folder.

Open the 7z file and then click on the folder named "skse64_2_01_05" then click on "extract" and type your temp folder.



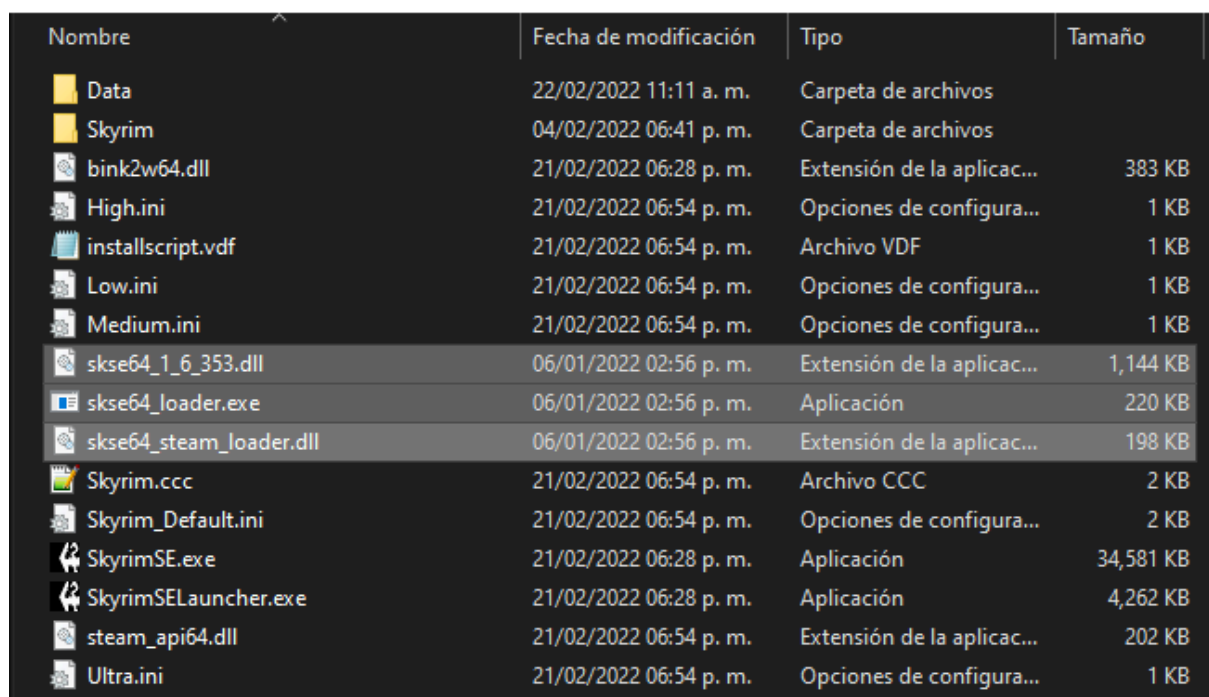
Now navigate to your "temp" folder and select the following files (hint: you can select multiple files by holding control and clicking on them)

- skse64_1_6_353.dll
- skse64_loader.exe
- skse64_steam_loader.dll



Press Control + X and navigate to your Skyrim SE root folder (the folder in which SkyrimSE.exe is at, you can quickly access this folder opening steam, right clicking Skyrim -> Manage -> Manage Local Files.)

Once you're there press Control + V to copy the files into it.



Let's go back to your 'temp' folder, rename the 'Data' folder to 'SKSE Scripts - v2.1.5'

Nombre	Fecha de modificación
SKSE Scripts - v2.1.5	06/01/2022 03:00 p. m.
src	07/01/2022 02:57 p. m.
skse64_readme.txt	06/01/2022 02:22 p. m.
skse64_whatsnew.txt	06/01/2022 02:56 p. m.

Select the folder and press Control + X and navigate to "[InsertDrive]:\MO2-Skyrim\mods" (replace "MO2-Skyrim" to whatever you named the MO2 folder upon installing it.) and press Control +V, open MO2 and click the F5 key.

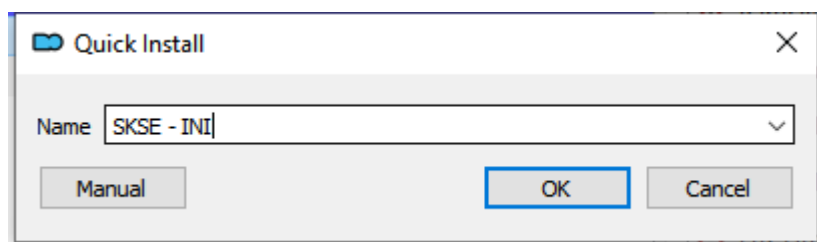
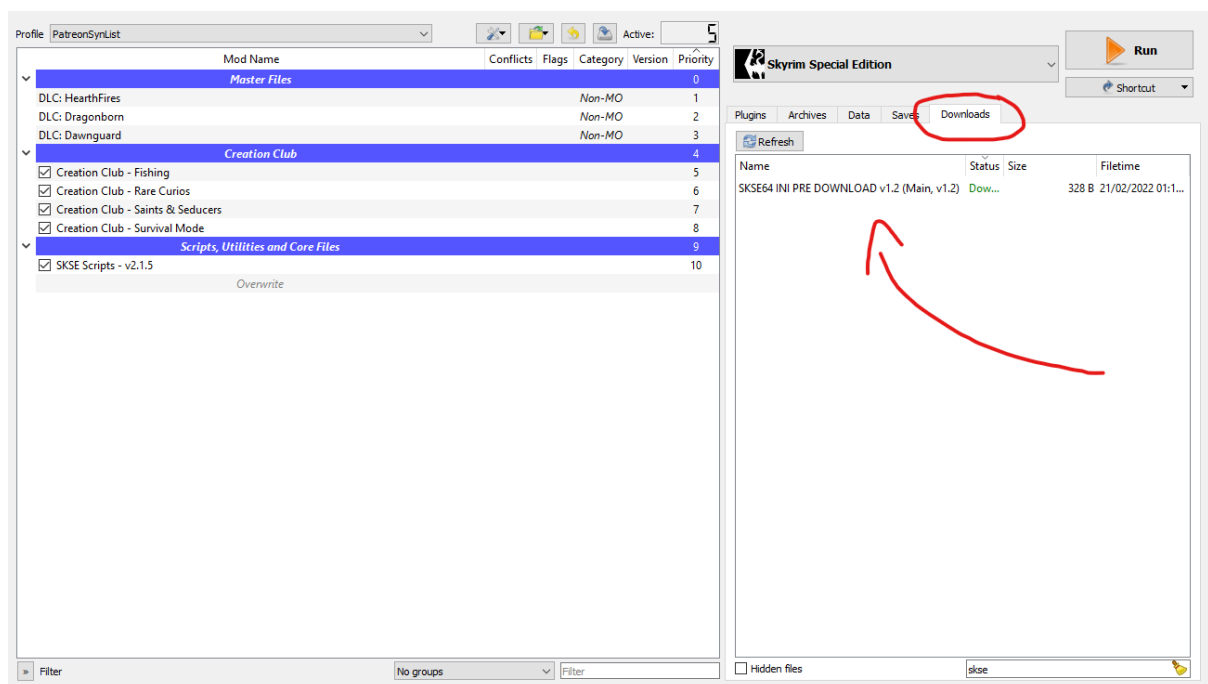
equipo > NVME (F:) > MO2-Skyrim > mods			
Nombre	Fecha de modificación	Tipo	Tamaño
Creation Club - Fishing	22/02/2022 11:11 a. m.	Carpeta de archivos	
Creation Club - Rare Curios	22/02/2022 11:11 a. m.	Carpeta de archivos	
Creation Club - Saints & Seducers	22/02/2022 11:11 a. m.	Carpeta de archivos	
Creation Club - Survival Mode	22/02/2022 11:11 a. m.	Carpeta de archivos	
Creation Club_separator	22/02/2022 11:11 a. m.	Carpeta de archivos	
Master Files_separator	22/02/2022 11:07 a. m.	Carpeta de archivos	
Scripts, Utilities and Core Files_separator	22/02/2022 11:12 a. m.	Carpeta de archivos	
SKSE Scripts - v2.1.5	22/02/2022 11:18 a. m.	Carpeta de archivos	

Mod Name	Conflicts	Flags	Category	Version	Priority
Master Files					0
DLC: HearthFires			Non-MO		1
DLC: Dragonborn			Non-MO		2
DLC: Dawnguard			Non-MO		3
Creation Club					4
☒ Creation Club - Fishing					5
☒ Creation Club - Rare Curios					6
☒ Creation Club - Saints & Seducers					7
☒ Creation Club - Survival Mode					8
Scripts, Utilities and Core Files					9
☐ SKSE Scripts - v2.1.5					10
Overwrite					

Activate the mod by clicking on the white box.

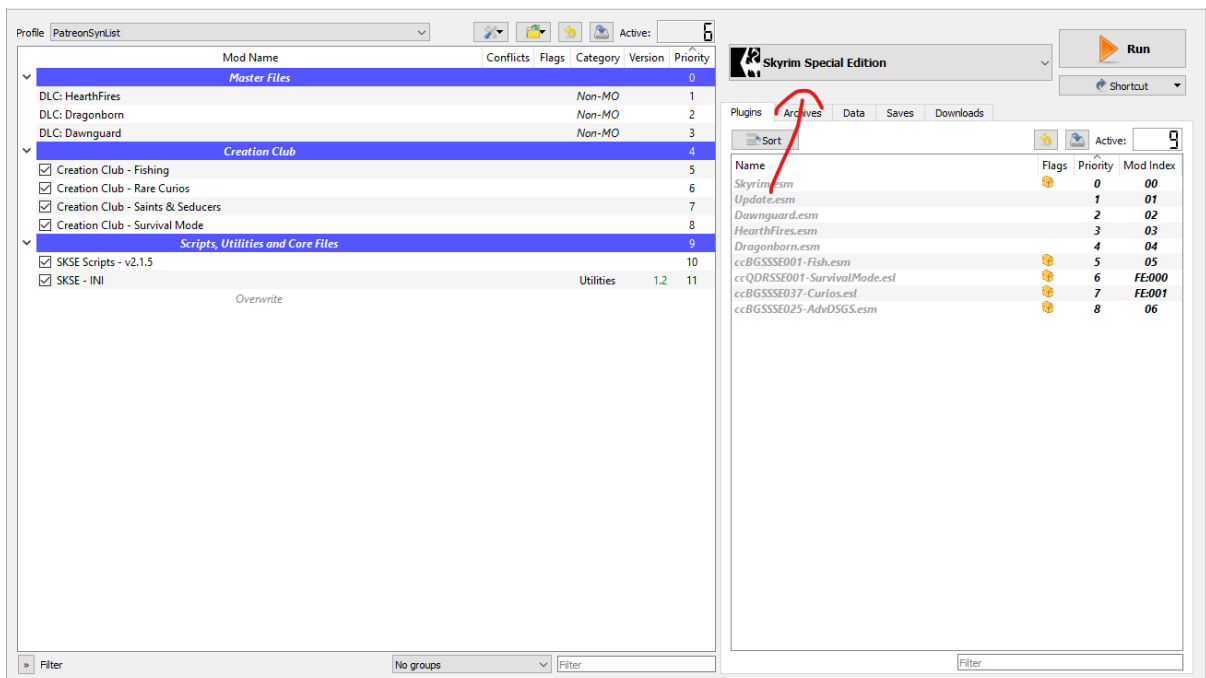
	Mod Name	Conflicts	Flags	Category	Version	Priority
▼	Master Files					0
	DLC: HearthFires			Non-MO		1
	DLC: Dragonborn			Non-MO		2
	DLC: Dawnguard			Non-MO		3
▼	Creation Club					4
	☒ Creation Club - Fishing					5
	☒ Creation Club - Rare Curios					6
	☒ Creation Club - Saints & Seducers					7
	☒ Creation Club - Survival Mode					8
▼	Scripts, Utilities and Core Files					9
	☒ SKSE Scripts - v2.1.5					10
	Overwrite					

Download [SKSE64 ini pre-download for lazy users](#), click on “Mod Manager Download”, the file should now appear in your Downloads tab inside Mod Manager, double click it and then click and rename the mod to SKSE - INI, activate the mod.

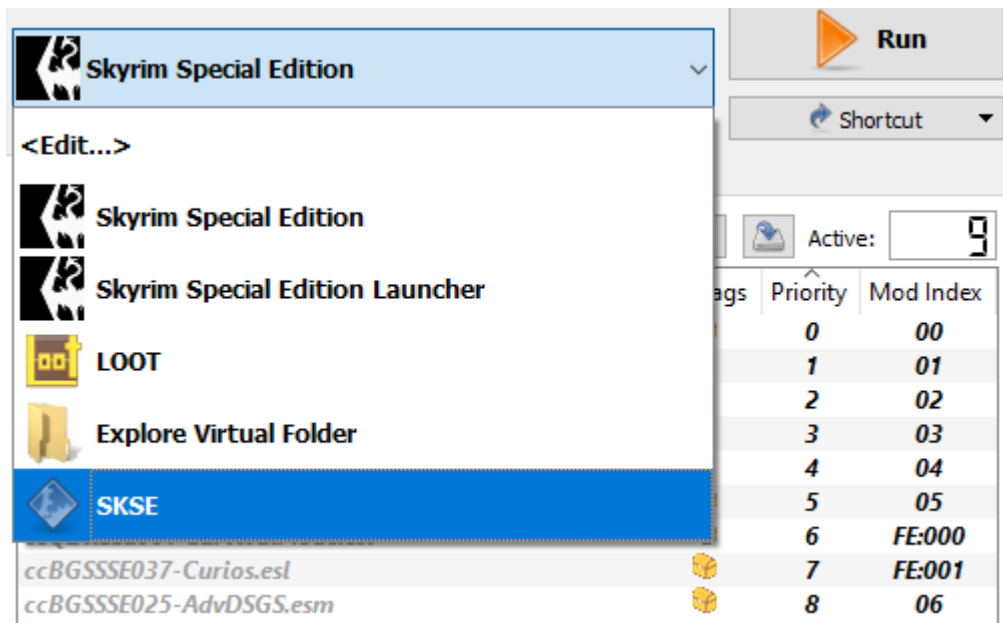


	Mod Name	Conflicts	Flags	Category	Version	Priority
▼	Master Files					0
	DLC: HearthFires			Non-MO		1
	DLC: Dragonborn			Non-MO		2
	DLC: Dawnguard			Non-MO		3
▼	Creation Club					4
	☒ Creation Club - Fishing					5
	☒ Creation Club - Rare Curios					6
	☒ Creation Club - Saints & Seducers					7
	☒ Creation Club - Survival Mode					8
▼	Scripts, Utilities and Core Files					9
	☒ SKSE Scripts - v2.1.5					10
	☒ SKSE - INI			Utilities	1.2	11

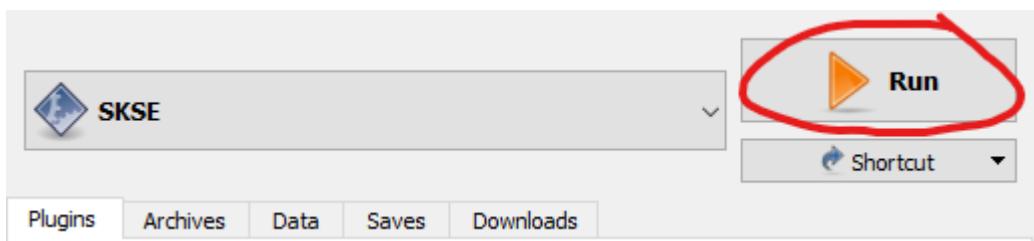
Close MO2 and open it again to reload the SKSE executable.



Click on 'Skyrim Special Edition' and a new drop-down menu will appear

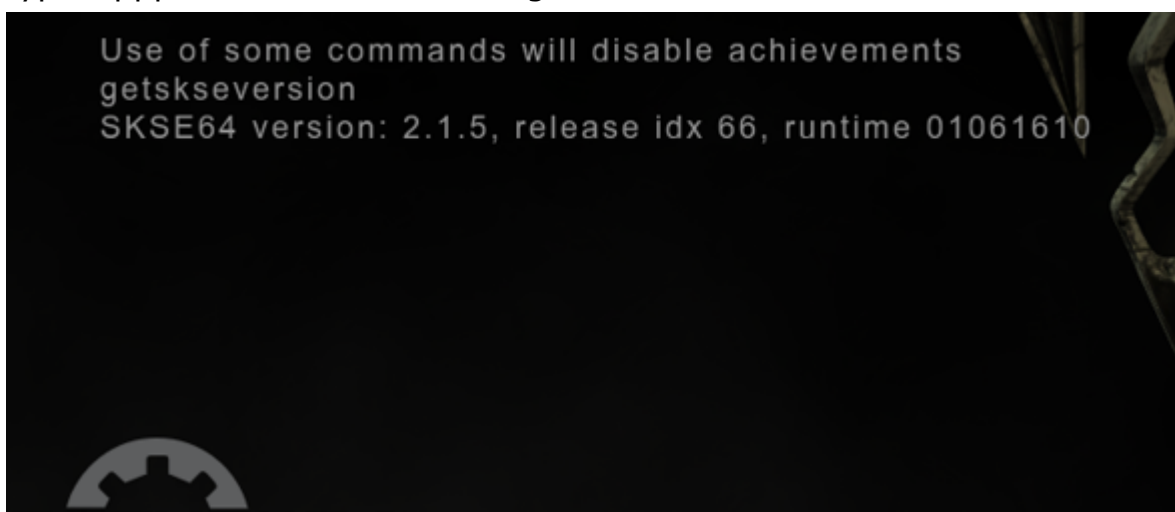


Click on 'SKSE', then click on RUN.



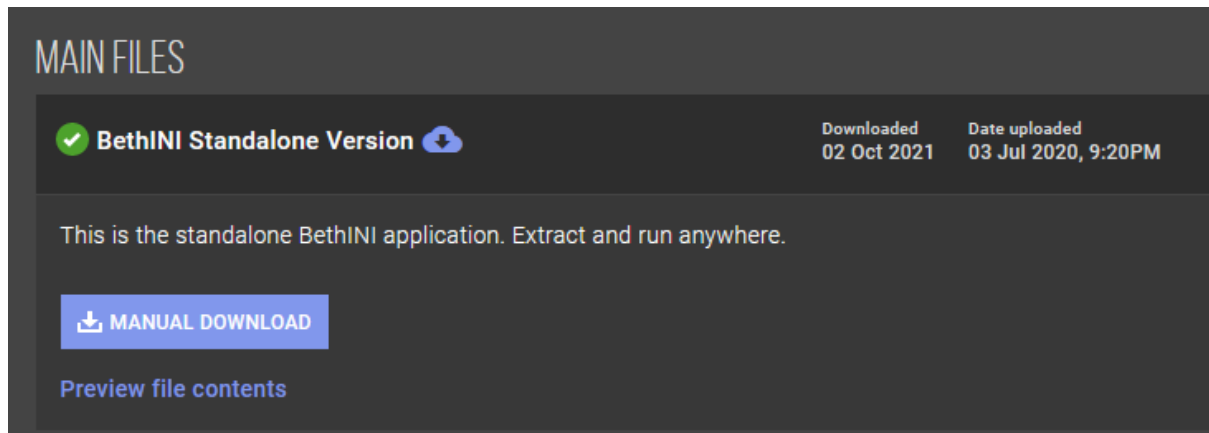
Once you're in the main menu press the tilde key (hint: it's the key above your tab key, it's also the key at the left of the "1" key) and type "getskseversion" to confirm that SKSE is installed.

Type "qqq" in the coto close the game.

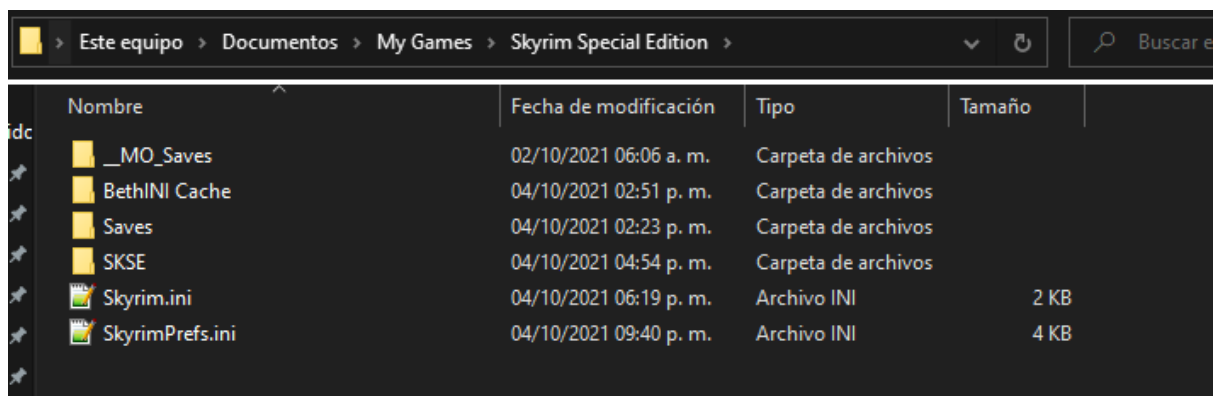


INI FILES

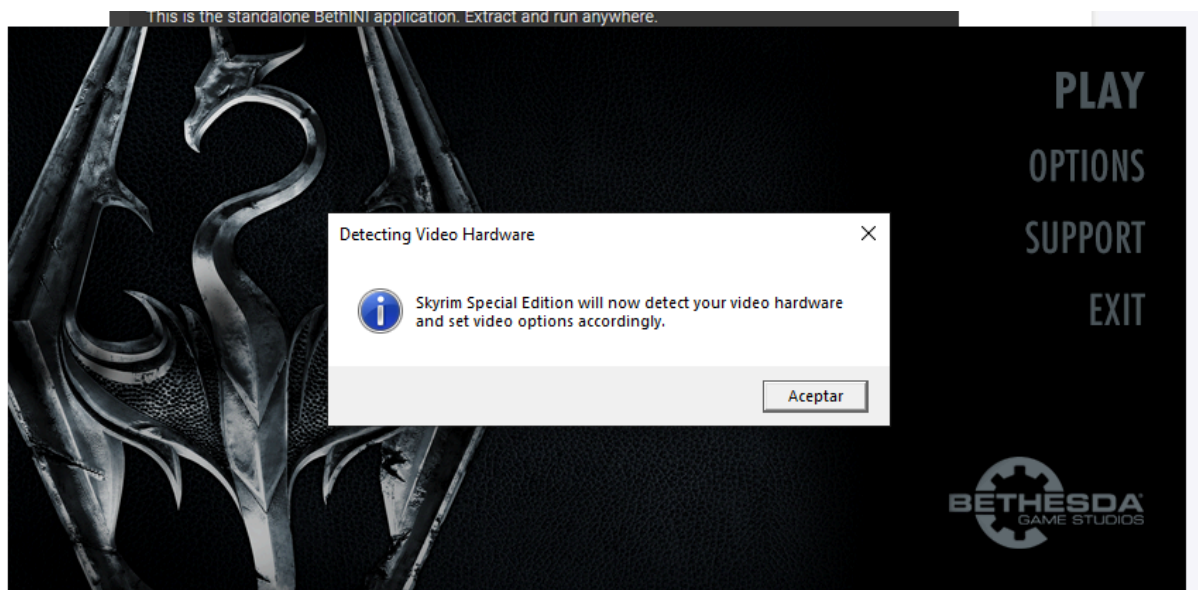
Download BethINI [from here](#), click "Manual Download".



In case you didn't do a clean installation of skyrim or you didn't delete the proper files, go to "C:\Users\{USERNAME}\Documents\My Games\Skyrim Special Edition"



If your folder looks like the picture above, select everything and right click "delete", now open Steam and launch Skyrim SE, you should get a window with "Detecting video hardware"



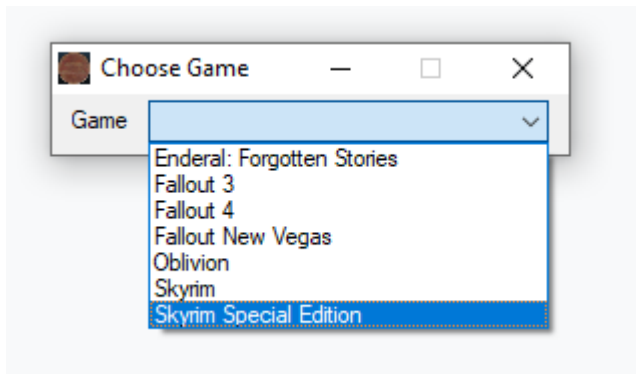
Click OK and ignore whatever it says next, if it is configured to ultra, mid, low, doesn't matter, click ok again and then click Exit.

Navigate to your Mod Archive folder and open the "Tools" folder, open the BethINI.7z and extract it into a folder named "BethINI" inside the Tools folder.

Nombre	Fecha de modificación	Tipo	Tamaño
Presets	04/10/2021 09:47 p. m.	Carpeta de archivos	
Source	04/10/2021 09:47 p. m.	Carpeta de archivos	
BethINI Readme UTF-8.txt	13/03/2020 10:15 p. m.	Archivo TXT	7 KB
BethINI.exe	03/07/2020 10:07 p. m.	Aplicación	1,392 KB
Changelog UTF-8.txt	03/07/2020 10:09 p. m.	Archivo TXT	34 KB

CLOSE MO2.

Execute BethINI and select Skyrim Special Edition

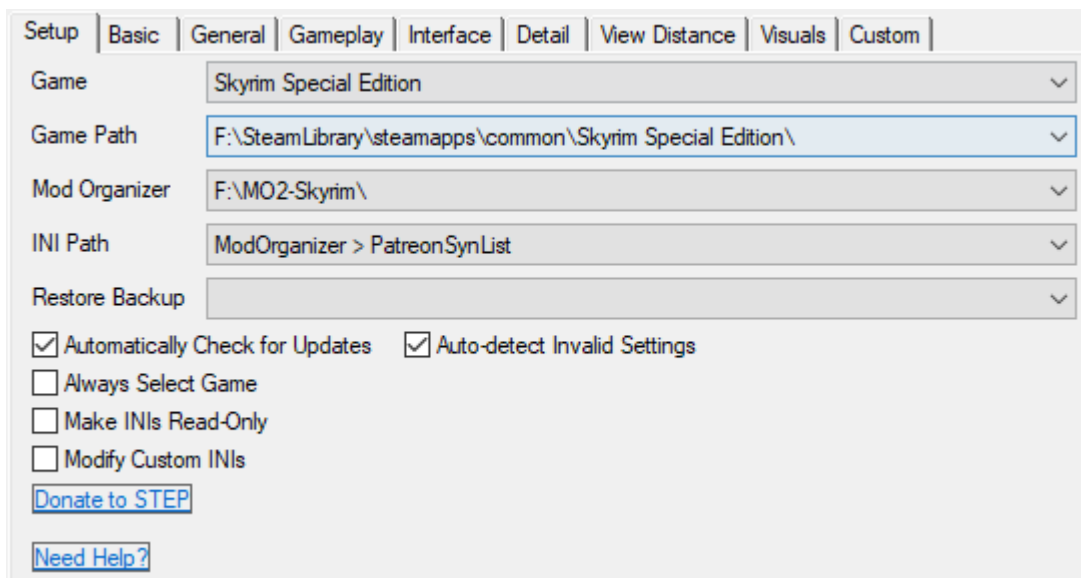


Once open go to the Setup tab

Game Path should point towards your SkyrimSE root folder.

Mod Organizer should point towards your ModOrganizer folder (If it shows "NOT FOUND" click on "NOT FOUND", click Browse and search for your ModOrganizer.exe)

INI Path should point towards your profile.



When changing INI Path you'll be prompted if you want to Modify the CustomINI file, click **NO**.

Here we'll configure two different options, for those with a 1660 Super and higher GPU can use BethINI High, for those with less strong GPU's they can use BethINI Medium scroll down until you see your configuration.

BETH INI HIGH

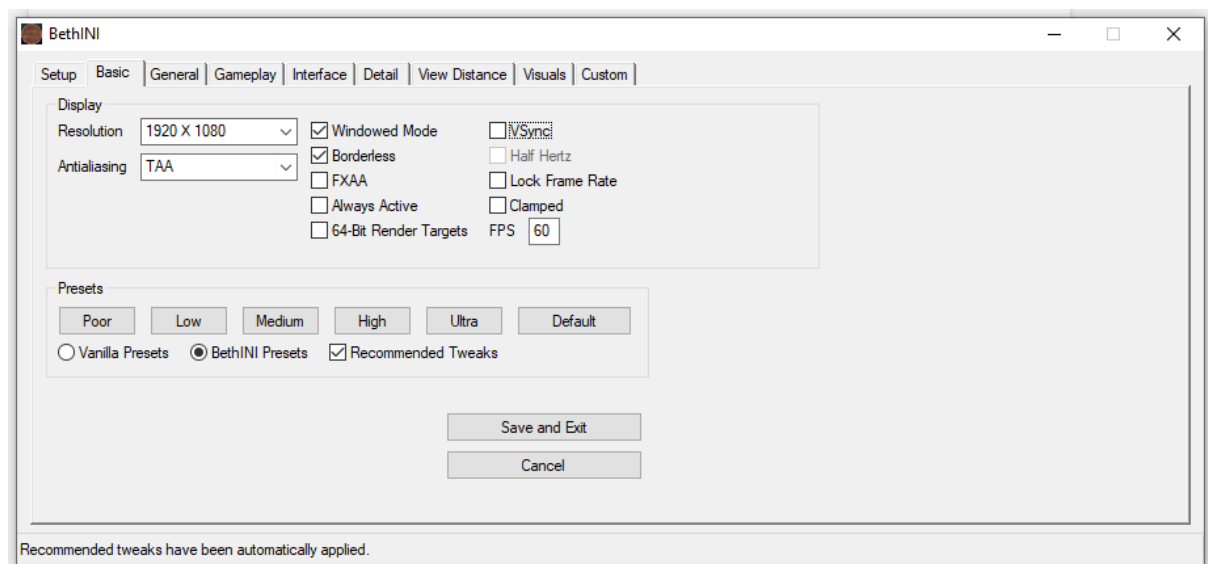
For GTX 1660 Super or above, configuration taken from [The Phoenix Flavour - INI Files](#).

Hint:

- Disabled = White box unmarked / unchecked
- Enabled = White box marked / checked

Let's return to the Basic tab.

- Set the Resolution to the one you want the game to run at.
- Set the Antialiasing to TAA.
- Click on High Preset and Check the Box that says "Recommended Tweaks"
- Disable FXAA.
- Disable VSync and Lock Frame Rate.



Click on the **General Tab**

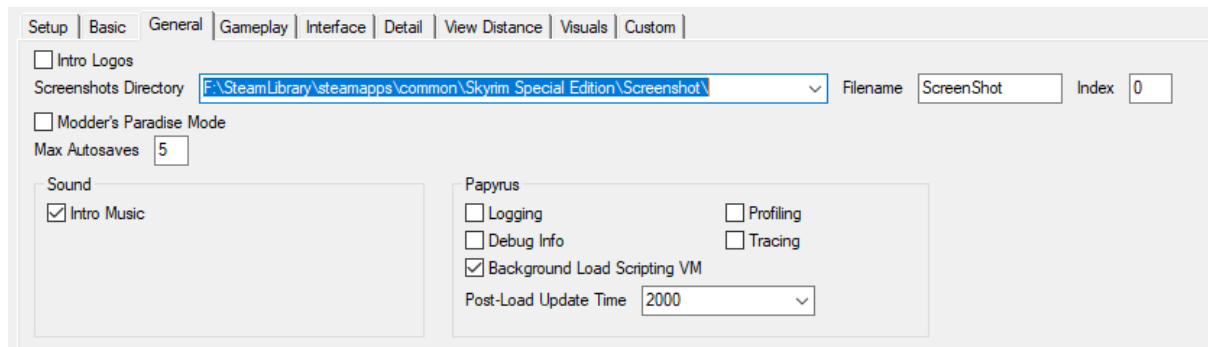
Make sure that the box besides "Intro Logos" is **DISABLED**.

Optional: Make a folder inside your Skyrim root directory for the screenshots, name it whatever you want, "Screenshots" "Pics" "Photos",

etc, and paste the route into the "Screenshot directory" box of both INI and add a \ to the end, in my case.

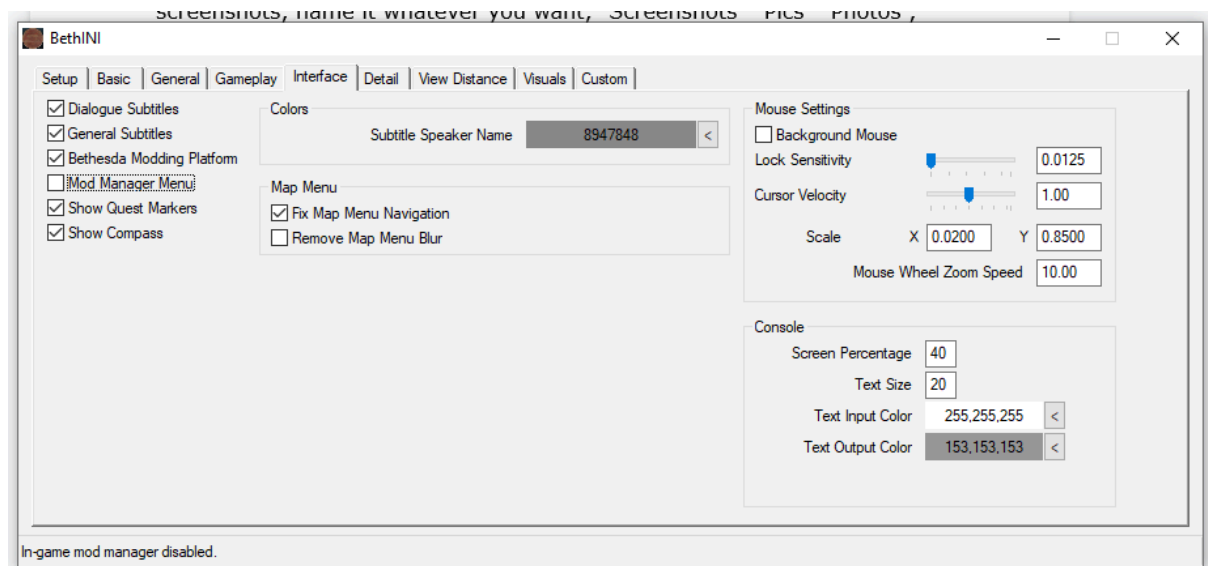
"F:\SteamLibrary\steamapps\common\Skyrim Special Edition\Screenshot\"

But yours might be different, please be careful in this step.



Click on the **Interface Tab**

Uncheck "Mod Manager Menu", if you want subtitles in-game you can enable "Dialogue Subtitles" and "General Subtitles", you can change your Lock Sensitivity here too (can also be done in game), up to personal preference.



Click on the **Detail Tab**

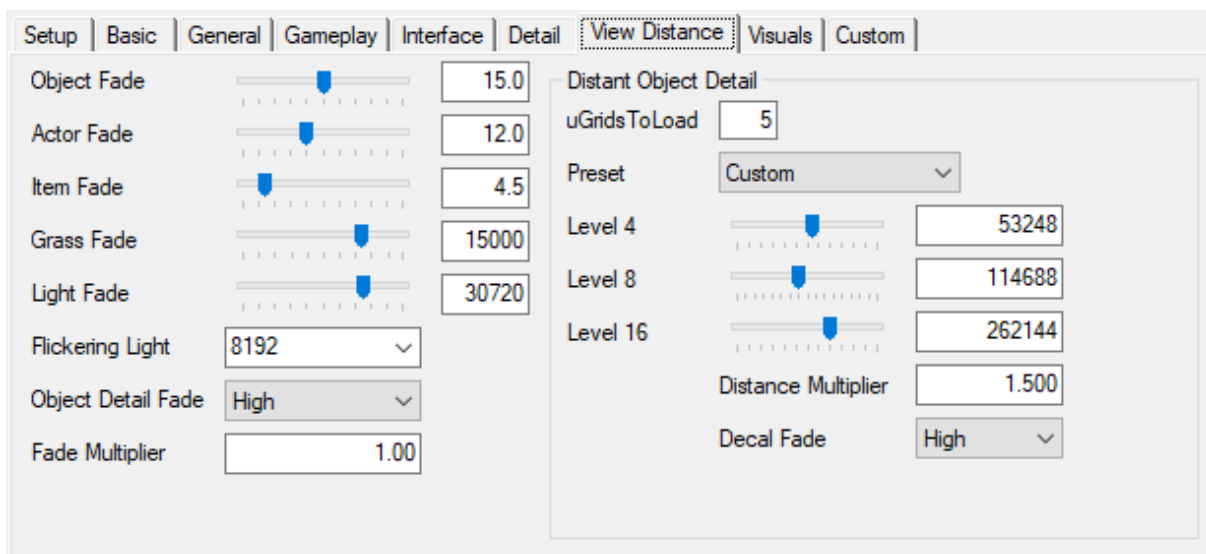
- **Field of View:** By default it's at 80, you can tune it however you want, personally I play at 85.
- **Particles:** Change it to 6000 or 7500, this affects the maximum particles.
- **Disable:** Lens Flare and Anamorphic Lens Flare
- **Shadow Bias:** To 0.47
- **Detailed Draw Distance:** Set to 3500
- **Disable:** Ambient Occlusion (This will be handed via ENB)

The screenshot shows the ENB (Enhanced Natural Beauty) configuration interface, specifically the 'Detail' tab. The interface is divided into several sections with various settings:

- Water:** A sub-section containing four checkboxes: 'Reflect Trees' (checked), 'Reflect Objects' (checked), 'Reflect Land' (checked), and 'Reflect Sky' (checked).
- Decal Quantity:** A dropdown menu set to 'High'.
- Godrays:** A dropdown menu set to 'High'.
- Field of View:** A dropdown menu set to '85.00'.
- Particles:** A dropdown menu set to '6000'.
- Visual Options:** A group of checkboxes including 'Decals' (checked), 'Disable Gore' (unchecked), 'Lens Flare' (unchecked), 'Disable Precipitation' (unchecked), 'Depth of Field' (checked), 'Anamorphic Lens Flare' (unchecked), and 'Interior Godrays' (unchecked).
- Shadows:** A sub-section with settings for 'Shadow Resolution' (2048), 'Shadow Bias' (0.47), 'Detailed Draw Distance' (3500), and 'Exterior Draw Distance' (8145). It also includes checkboxes for 'Remove Shadows' (unchecked), 'Tree Shadows' (checked), 'Ambient Occlusion' (unchecked), and 'Land Shadows' (checked).
- Screen Space Reflections:** A sub-section with 'Screen Space Reflections' (checked) and a 'Reflection Divider' set to 2.

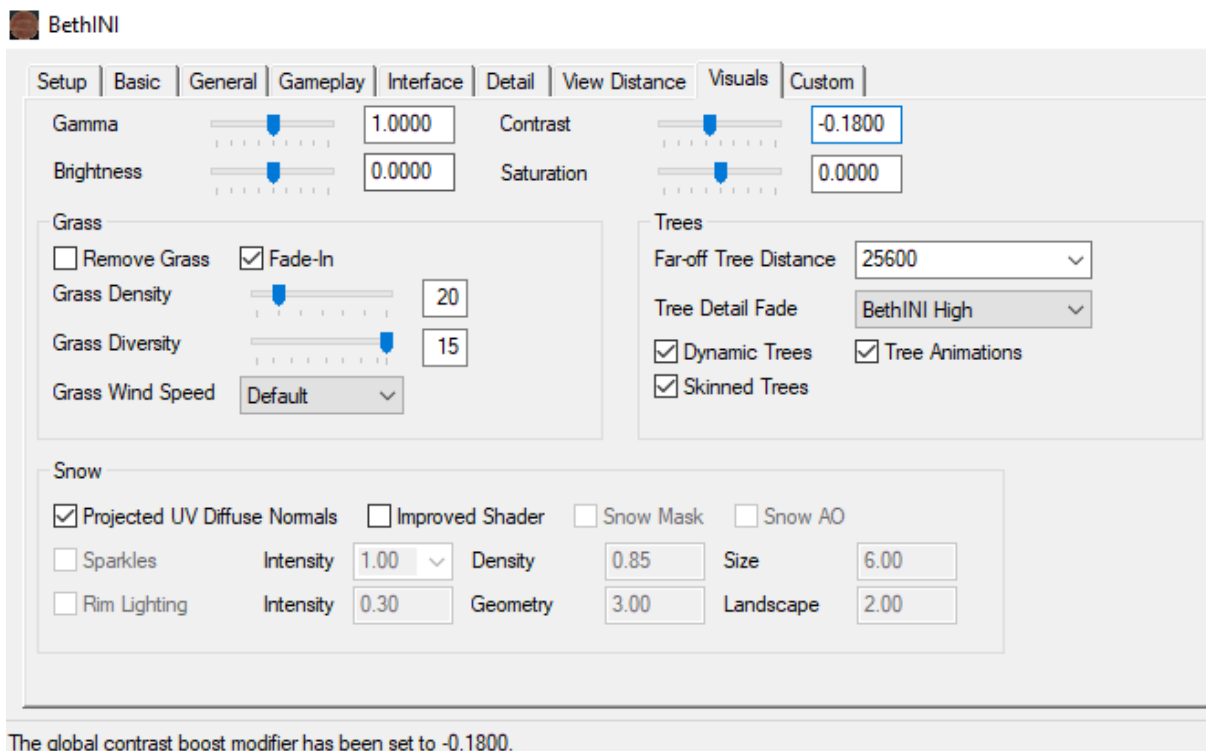
Click on **View Distance Tab**

- **Grass Fade:** Set it to 15000.
- **Distance Multiplier:** Set it to 1.500 OR 1.100. (Note, it's 1 dot 100, not 1100 dot 0)
- **Distance Multiplier Extra:** [Picture 1](#) | [Picture 2](#) | The first picture has a Distance Multiplier of 1.100, the second picture has a Distance Multiplier of 1.500.
 - Adding to this, [1.100](#) | [1.500](#) | You can notice the water seam a lot more clearly with 1.100, the change from 1.100 to 1.500 is a bit more performance, about 1%ish, up to you.



Click on the **Visuals Tab**

- **Contrast:** -0.1800
- **Grass Density:** Set it to 20. (The higher the value the less grass in the world, the lower the more)
- **Grass Diversity:** Set it to 15. (Diversity of grass type.)
- Far-off Tree Distance is up to you, this setting is just how far away the trees will render, you can set it all the way to 75000 but I found that 25600 is best for my PC, you can try using 40000 if you find this too little.
- Make sure that "Improved Shader" is **DISABLED**.



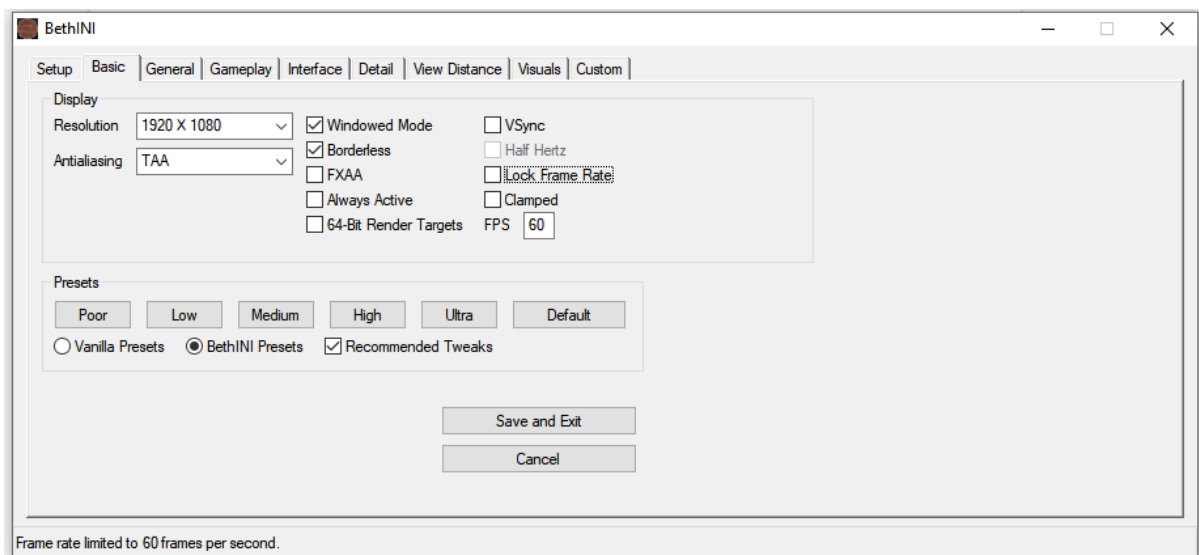
BETH INI MEDIUM

For GTX 1660 Super or below.

Configuration details by me.

Let's return to the **Basic Tab**.

- Set the Resolution to the one you want the game to run at.
- Set the Antialiasing to TAA.
- Click on Medium Preset and Check the Box that says "Recommended Tweaks"
- Disable FXAA.
- Disable VSync and Lock Frame Rate



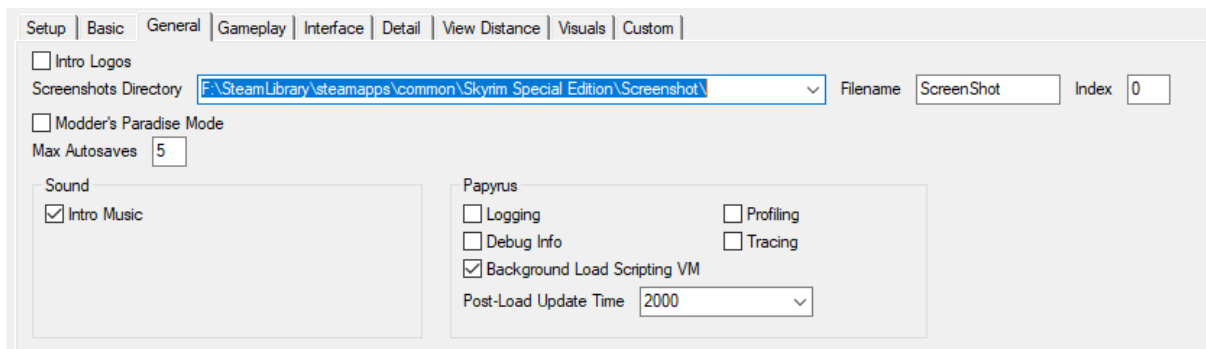
Click on the **General Tab**

Make sure that the box besides "Intro Logos" is **DISABLED**.

Optional: Make a folder inside your Skyrim root directory for the screenshots, name it whatever you want, "Screenshots" "Pics" "Photos", etc, and paste the route into the "Screenshot directory" box of beth INI and add a \ to the end, in my case.

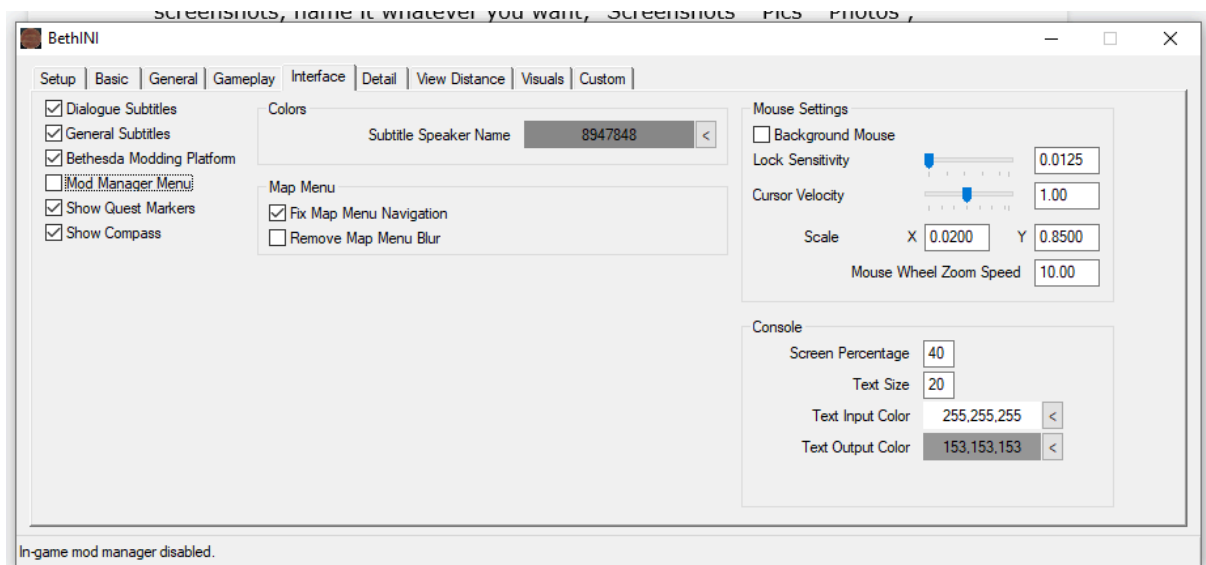
"F:\SteamLibrary\steamapps\common\Skyrim Special Edition\Screenshot\"

But yours might be different, please be careful in this step.



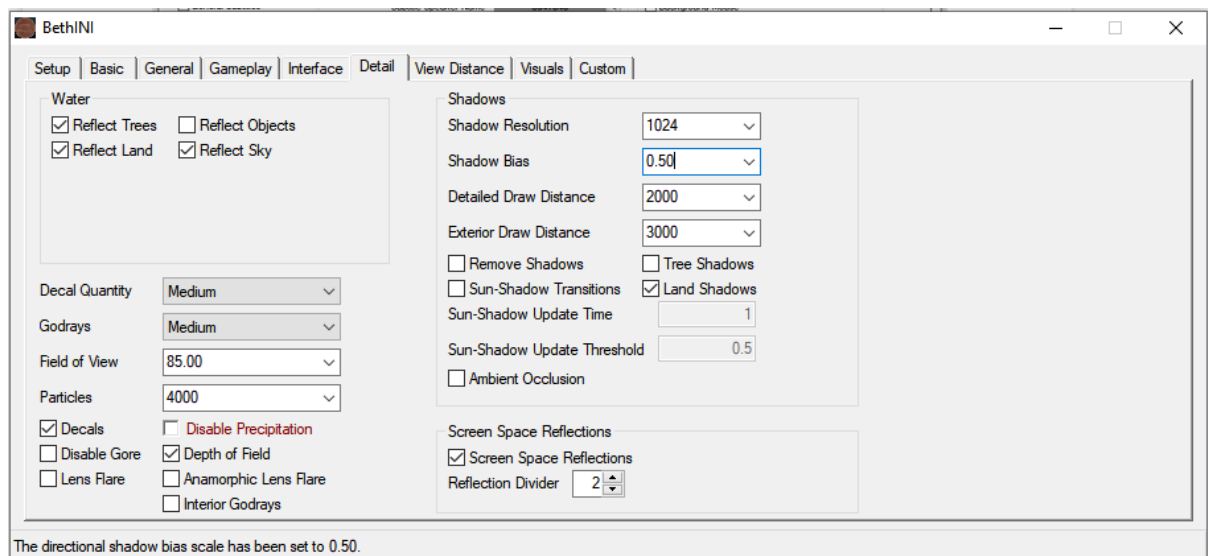
Click on the **Interface Tab**

Uncheck "Mod Manager Menu", if you want subtitles in-game you can check "Dialogue Subtitles" and "General Subtitles", you can change your Lock Sensitivity here too (can also be done in game.), up to personal preference.



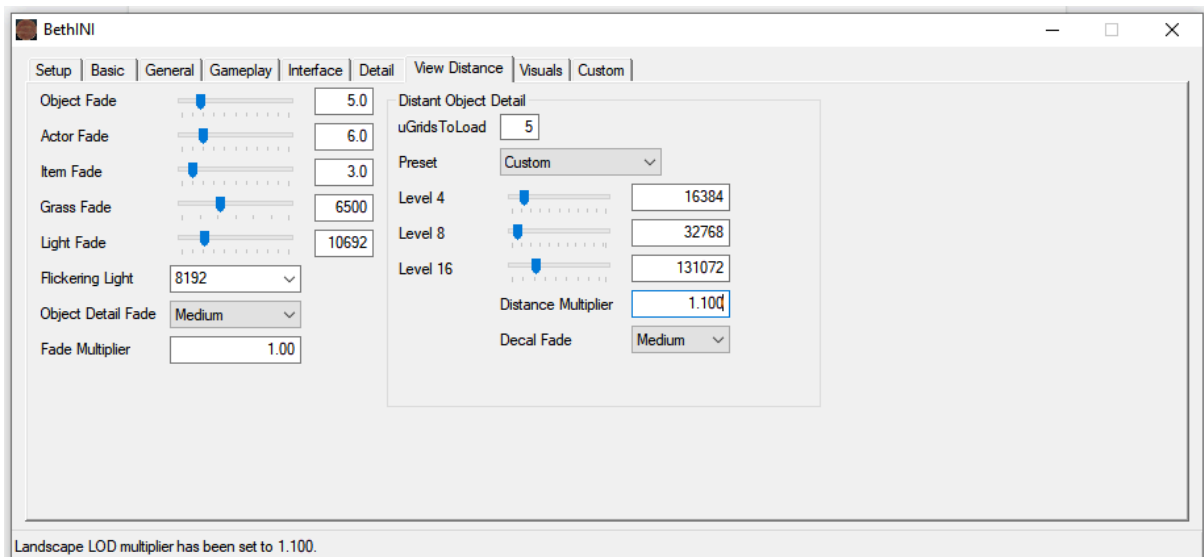
Click on the **Detail Tab**

- **Field of View:** By default it's at 80, you can tune it however you want, personally I play at 85.
- **Particles:** Change it to 6000 or 7500, this affects the maximum particles.
 - If you still suffer from FPS drops, take it down to 4000
- **DISABLE:** Lens Flare and Anamorphic Lens Flare
- **Shadow Bias:** To 0.50
- **DISABLE:** Ambient Occlusion (This will be handed via ENB)



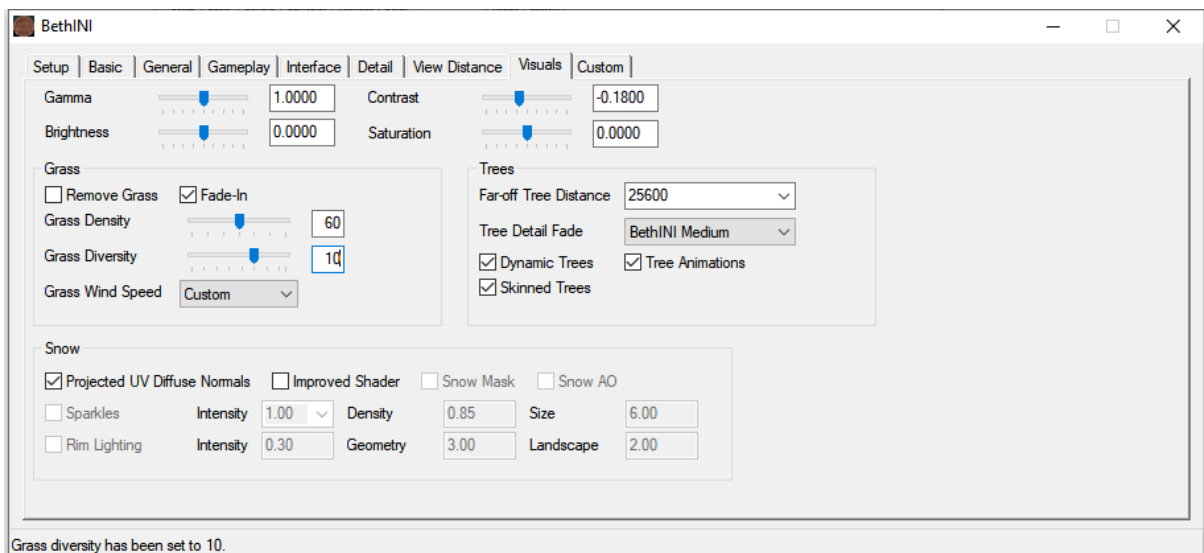
Click on **View Distance Tab**

- **Grass Fade:** Set it to 6500.
- **Level 4:** Set it to **16384**
- **Level 8:** Set it to **32768**
- **Level 16:** Set it to **131072**.
- **Distance Multiplier:** Set it to 1.500 OR 1.100
 - Might be worth dropping to 0.900 or 0.750, but not much FPS are gained.
 - Dropping it to 0.750 will however, make water seams and terrain transitions a bit more rough.
- **Distance Multiplier Extra:** [Picture 1](#) | [Picture 2](#) | The first picture has a Distance Multiplier of 1.100, the second picture has a Distance Multiplier of 1.500.



Click on the **Visuals Tab**

- **Grass Density:** Set it to 60. (The higher the value the less grass in the world, the lower the more)
- **Grass Diversity:** Set it to 10. (Diversity of grass type.)
- **Far-off Tree Distance:** Up to you, 25600 is the 'medium' setting I normally use, if you want more FPS you can try setting it up at 12500.
- Make sure that "Improved Shader" is **DISABLED**.



LOOT

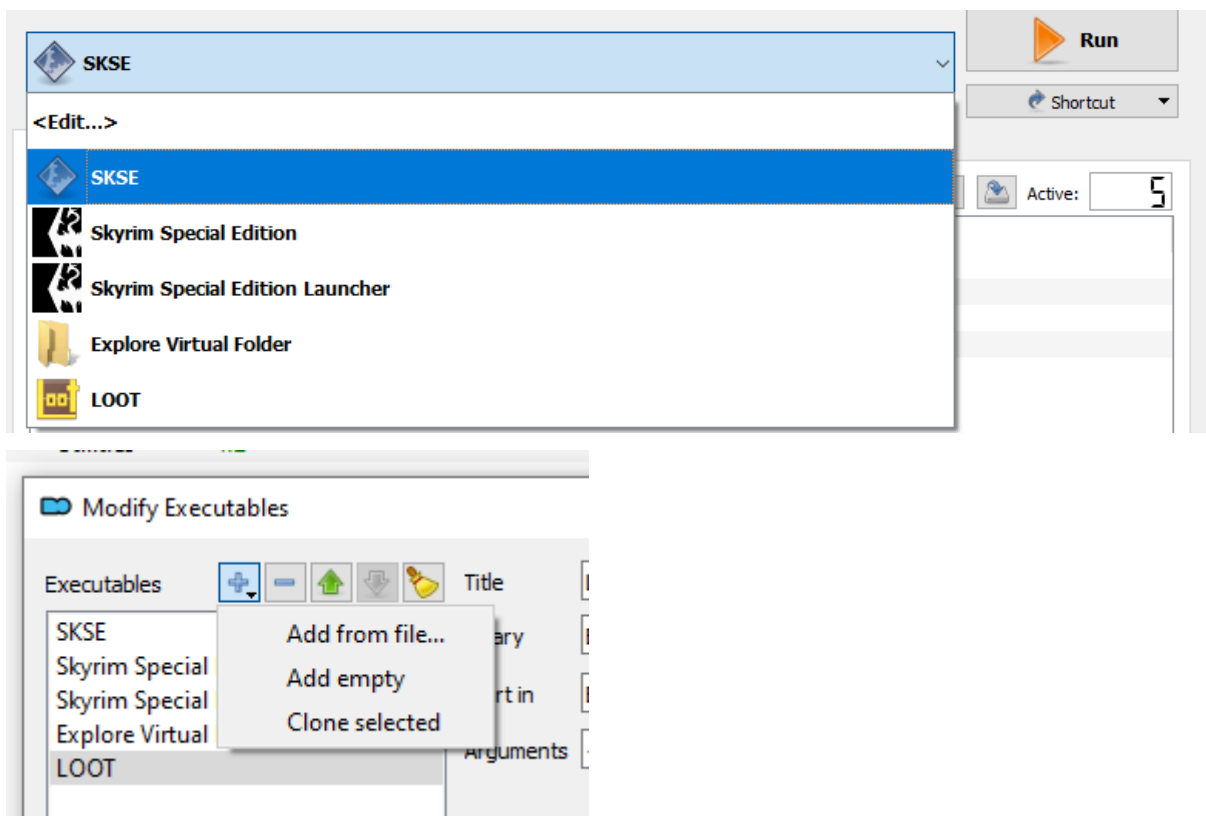
Download it: [HERE](#)

Click on Download Loot and then download LOOT.Installer.exe

Make a folder named LOOT inside your Tools folder.

Set the language to English and select the LOOT folder you just installed.

To add LOOT (in case it wasn't detected automatically by MO2) to MO2 just click on "<Edit...>"



Click on 'Add from file..' and navigate to LOOT.exe in your LOOT folder inside your Tools folder.

MOD INSTALLATION



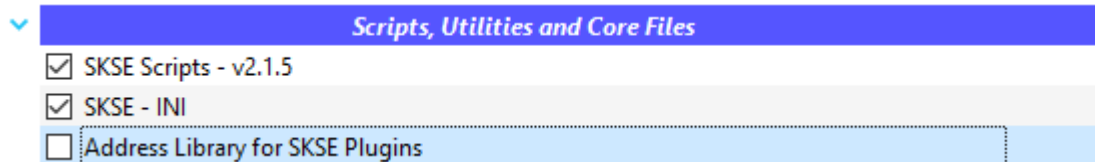
MOD LIST

Now everything is set and ready to install the mods listen on the latest Patreon post (v1.06)

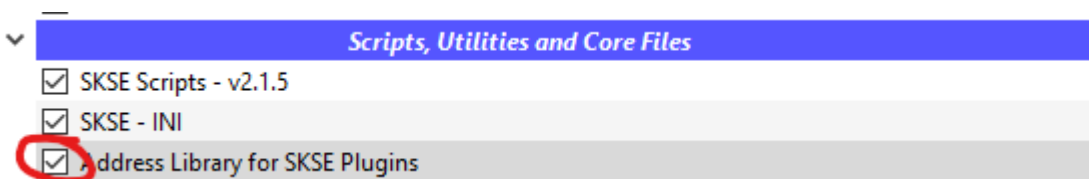
From here onwards I will stop typing "go to download tabs in MO2 and double click the mod", you should do it for EVERY mod unless told not to by this guide.

Same goes for "Click mod manager download" unless I say manual download, always click Mod Manager Download.

"Download and Install" also means activating the mod by clicking the white box at the left of the mod name.



All 3 mods are installed but the Address Library is not activated, click the white box to do so.



Please read the full list before installing anything and scroll to the bottom for the FAQ and Credits.

SEPARATORS

Make the following Separators:

- Audio, Music and SFX
- Base Textures & Meshes
- Main Textures & Meshes
- City & Settlements Textures
- Miscellaneous Textures & Meshes
- Creature Skeletons & Textures
- Flora
- Weathers & Atmospheric Overhauls
- Lighting & Water
- Character Creation & NPC Overhaul
- Logs, Outputs, LOD & Distant Terrain

	Mod Name	Conflicts	Flags	Category	Version	Priority
>	Master Files					0
>	Creation Club					4
>	Scripts, Utilities and Core Files					9
	Audio, Music and SFX					13
	Base Textures & Meshes					14
	Main Textures & Meshes					15
	City & Settlements Textures					16
	Miscellaneous Textures & Meshes					17
	Creature Skeletons & Textures					18
	Flora					19
	Weathers & Atmospheric Overhauls					20
	Lighting & Water					21
	Character Creation & NPC Overhaul					22
	Logs, Outputs, LOD & Distant Terrain					23
	Overwrite					

MOD DOWNLOAD

[Address Library](#)

- Makes many plugins work.
- Download and Install.

Which file to download

MAIN FILES Sort by **Name** ▾ **Asc** ▾

	Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version	
✓ All in one (Anniversary Edition) ☁	21 Feb 2022	06 Jan 2022, 12:10PM	940KB	183.2k	256.7k	5	⬆
THIS IS FOR ANNIVERSARY EDITION (1.6.x)! Contains all the database versions in one archive. You can have them all installed at same time, game will use correct version file automatically. Updated for 1.6.353.0							
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD							
Preview file contents							
✓ All in one (Special Edition) ☁	03 Jan 2022	24 Feb 2020, 5:31AM	2.8MB	1.2M	2.4M	2	⬆
THIS IS FOR SPECIAL EDITION (1.5.x)! Contains all the database versions in one archive. You can have them all installed at same time, game will use correct version file automatically.							
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD							
Preview file contents							

Pick 'All in one (Anniversary Edition)'.

[SSE Engine Fixes](#)

- Fixes many core problems with Skyrim engine, most notably, unbinds the Physics engine with the Frame rate.

Which file to download

MAIN FILES Sort by **Name** ▾ **Asc** ▾

	Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version	
✓ (Part 1) SSE Engine Fixes for 1.5.39 - 1.5.97 ☁	03 Jan 2022	24 Nov 2021, 6:16PM	263KB	106.6k	158.4k	5.8.3	⬆
For Skyrim SE 1.5.39 - 1.5.97							
Requires Address Library (SE).							
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD							
Preview file contents							
✓ (Part 1) SSE Engine Fixes for 1.6.xxx ☁	21 Feb 2022	24 Nov 2021, 2:06PM	277KB	132.4k	186.6k	6.0.2	⬆
For Skyrim SE 1.6.317+							
Requires Address Library (AE).							
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD							
Preview file contents							

Pick 'SSE Engine Fixes for 1.6.xxx'.

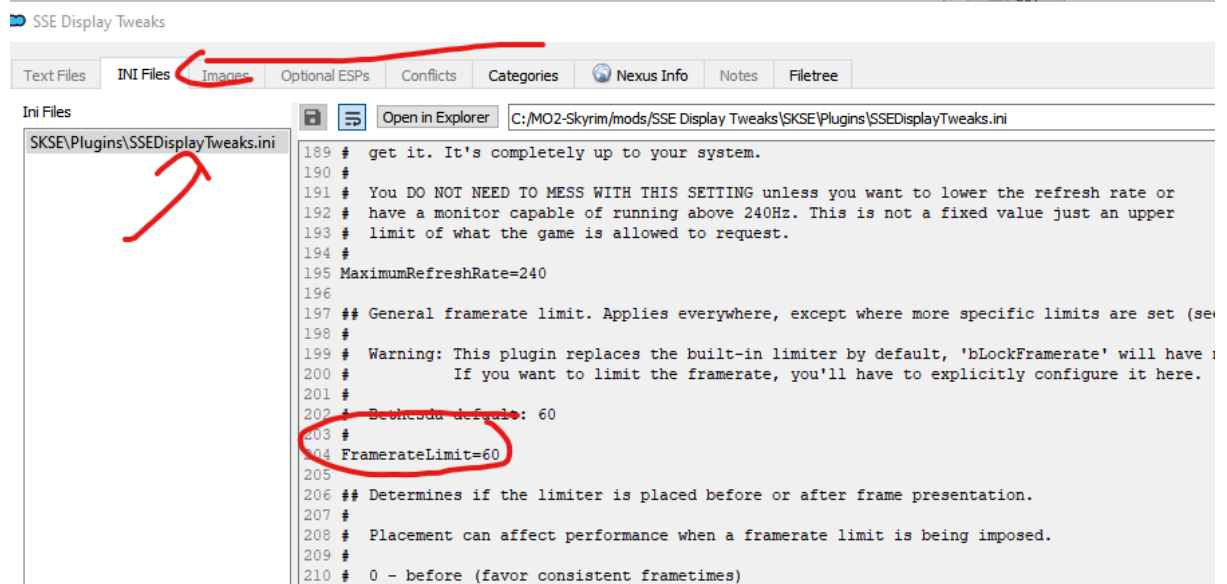
Download '(Part 2) Engine Fixes - skse64 Preloader and TBB Lib' -> Click Manual Download

- Open the 7z and extract the three files (d3dx9_42.dll, tbb.dll, tbbmalloc.dll) into the Skyrim root directory.

Nombre	Fecha de modificación	Tipo	Tamaño
Data	22/02/2022 11:27 a. m.	Carpeta de archivos	
Screenshot	22/02/2022 11:31 a. m.	Carpeta de archivos	
Skyrim	04/02/2022 06:41 p. m.	Carpeta de archivos	
bink2w64.dll	21/02/2022 06:28 p. m.	Extensión de la aplicac...	383 KB
d3dx9_42.dll	19/01/2019 10:11 a. m.	Extensión de la aplicac...	87 KB
gpu.txt	22/02/2022 11:27 a. m.	Archivo TXT	1 KB
High.ini	21/02/2022 06:54 p. m.	Opciones de configura...	1 KB
installscript.vdf	21/02/2022 06:54 p. m.	Archivo VDF	1 KB
Low.ini	21/02/2022 06:54 p. m.	Opciones de configura...	1 KB
Medium.ini	21/02/2022 06:54 p. m.	Opciones de configura...	1 KB
skse64_1_6_353.dll	06/01/2022 02:56 p. m.	Extensión de la aplicac...	1,144 KB
skse64_loader.exe	06/01/2022 02:56 p. m.	Aplicación	220 KB
skse64_steam_loader.dll	06/01/2022 02:56 p. m.	Extensión de la aplicac...	198 KB
Skyrim.ccc	21/02/2022 06:54 p. m.	Archivo CCC	2 KB
Skyrim_Default.ini	21/02/2022 06:54 p. m.	Opciones de configura...	2 KB
SkyrimSE.exe	21/02/2022 06:28 p. m.	Aplicación	34,581 KB
SkyrimSELauncher.exe	21/02/2022 06:28 p. m.	Aplicación	4,262 KB
steam_api64.dll	21/02/2022 06:54 p. m.	Extensión de la aplicac...	202 KB
tbb.dll	10/07/2020 07:43 a. m.	Extensión de la aplicac...	392 KB
tbbmalloc.dll	10/07/2020 07:43 a. m.	Extensión de la aplicac...	241 KB
Ultra.ini	21/02/2022 06:54 p. m.	Opciones de configura...	1 KB

SSE Display Tweaks

- Download and install.
- Double click the mod to bring up the mod configuration file, navigate to the "INI Files" Tab and click the INI in the list, scroll down to the Line #204
- "FramerateLimit=240"
- Change the 240 to 60, this will limit the frame rate to 60



- Scroll down to line 624, set LoadScreenFilter to True
- On the line 626, LoadScreenBlock= type 'DynDOLOD.esm'

```
622 # will show even if no others
623 #
624 LoadScreenFilter=true
625 LoadScreenAllow=
626 LoadScreenBlock=DynDOLOD.esm
627
```

- - This is to block the creepy load screen added by DynDOLOD as an easter egg.
- Close and save changes when asked to.

[Papyrus Util SE](#)

- This is simply a framework that many mods use to build upon.
- Download and Install.

Which file to download

MAIN FILES

Sort by

Name

Asc

 PapyrusUtil AE - Scripting Utility Functions 

Downloaded
21 Feb 2022

Date uploaded
07 Jan 2022, 8:27PM

File size
556KB

Unique DLs
88.4k

Total DLs
114.7k

Version
4.3



Version 4.3 for SKSE 2.1.5, Skyrim runtime 1.6.353, & Address Library

 MOD MANAGER DOWNLOAD

 MANUAL DOWNLOAD

[Preview file contents](#)

 PapyrusUtil SE - Scripting Utility Functions 

Downloaded
03 Jan 2022

Date uploaded
04 Feb 2020, 4:03AM

File size
550KB

Unique DLs
799k

Total DLs
1.7M

Version
3.9



Version 3.9 for SKSE64 2.0.20 & SSE 1.5.97

 MOD MANAGER DOWNLOAD

 MANUAL DOWNLOAD

[Preview file contents](#)

Pick 'PapyrusUtil AE - Scripting Utility Functions'.

[ENB Helper](#)

- Allows the ENB to use multiple ini files.

Which file to download

MAIN FILES

Sort by Name ▾ Asc ▾

✓

ENB Helper SE 1.5 for SSE 1.5.97



Downloaded

03 Jan 2022

Date uploaded

23 Nov 2019, 10:24PM

File size

200KB

Unique DLs

-

Total DLs

-

Version

1.5

⬆

For SSE 1.5.97 only.

⚙

MOD MANAGER DOWNLOAD

⬇

MANUAL DOWNLOAD

[Preview file contents](#)

✓

ENB Helper SE 2.1 for SSE 1.6.xxx



Downloaded

21 Feb 2022

Date uploaded

24 Nov 2021, 6:30PM

File size

205KB

Unique DLs

-

Total DLs

-

Version

2.1.0

⬆

For Skyrim SE 1.6.317+

Requires Address Library (AE).

⚙

MOD MANAGER DOWNLOAD

⬇

MANUAL DOWNLOAD

[Preview file contents](#)

Pick 'ENB Helper SE 2.1 for SSE 1.6.xxx'.

[SkyUI v5](#)

- Vastly improves the game UI for Keyboard and mouse.
- Download and Install.

[More Informative Console](#)

- Makes the console vastly more useful and helps with troubleshooting.
- Download and Install.

Which file to download

MAIN FILES						Sort by	Name	▼	Asc	▼
✓	More Informative Console 0.43 AE Edition	Downloaded 21 Feb 2022	Date uploaded 14 Dec 2021, 7:39PM	File size 371KB	Unique DLs 13.6k	Total DLs 16.9k	Version 0.43			
Release with AE support. For Skyrim versions 1.6.318.0 and up. Requires AE version of address library.										
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD										
Preview file contents										
✓	More Informative Console 0.43 SSE Edition	Downloaded 03 Jan 2022	Date uploaded 27 Jun 2021, 5:04PM	File size 198KB	Unique DLs 112k	Total DLs 240.6k	Version 0.43			
Supports all pre AE edition version of Skyrim. Requires the address library mod to run.										
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD										
Preview file contents										

Pick 'More Informative Console 0.43 AE Edition'

[Crash Logger](#)

- Generates very useful logs whenever the game crashes, useful to share whenever you have a problem with a certain mod as it helps you track down the mod responsible for the crash.
- Download and Install.

[Unofficial Skyrim Special Edition Patch](#)

- Fixes many of Skyrim bugs.
- Download and Install.

[SkyUI SE - Flashing Save Game Fix](#)

- Fixes the flashing quicksave button.
- Download and install

[Fix Note Icon for SkyUI \(SKSE Plugin\)](#)

- Fixes the Note Icon for SkyUI
- Download and Install

Which file to download:

The screenshot shows a mod page with two entries. The first entry, 'FixNotesForSkyUI Skyrim AE', is highlighted with a green checkmark. It has a download button and a manual download button. The second entry, 'FixNotesForSkyUI Skyrim SE 1.5.97', also has a download button and a manual download button. The page includes a table with columns for Downloaded, Date uploaded, File size, Unique DLs, Total DLs, and Version.

Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version
21 Feb 2022	08 Jan 2022, 9:36PM	128KB	-	-	1.2.5
03 Jan 2022	02 Mar 2020, 9:16PM	71KB	-	-	1.2.1

Pick 'FixNotesForSkyUI Skyrim AE'

[SkyUI - Survival Mode Integration](#)

- Makes Survival Mode work better with SkyUI
- Download and Install
- Do **NOT** activate it, just leave it unchecked.

[Survival Mode USSEP Patch](#)

- Makes the Unofficial Patch and Survival Mode work together.
- Download and Install
- Do **NOT** activate it, just leave it unchecked.

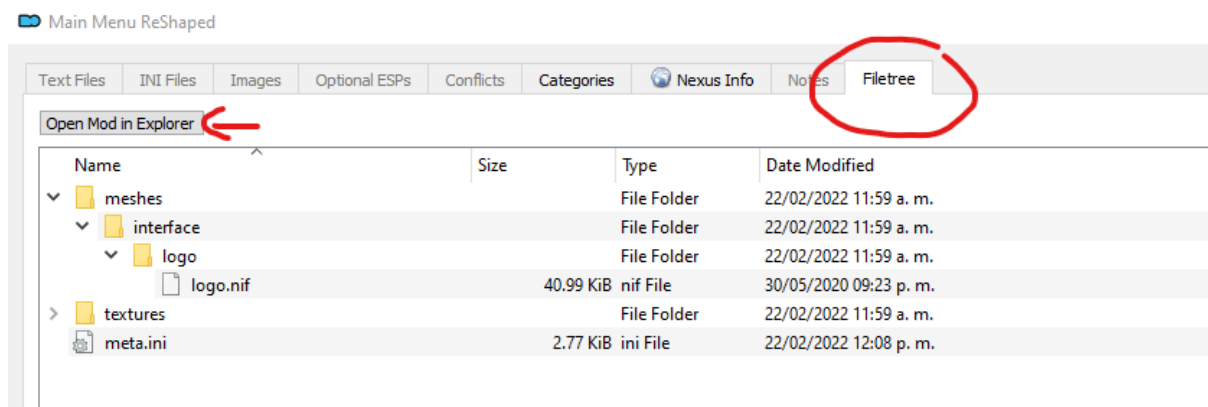
Any Main Menu Replacer that has the 'startmenu.swf' file in it, that can be the following.

- [Clean Menu](#)
- [ReCleaned Menu](#)
- [Main Menu Design Replacer](#)
- [No more Creation Club news](#)

Completely bypasses the message to download the Anniversary Edition content despite already being downloaded.

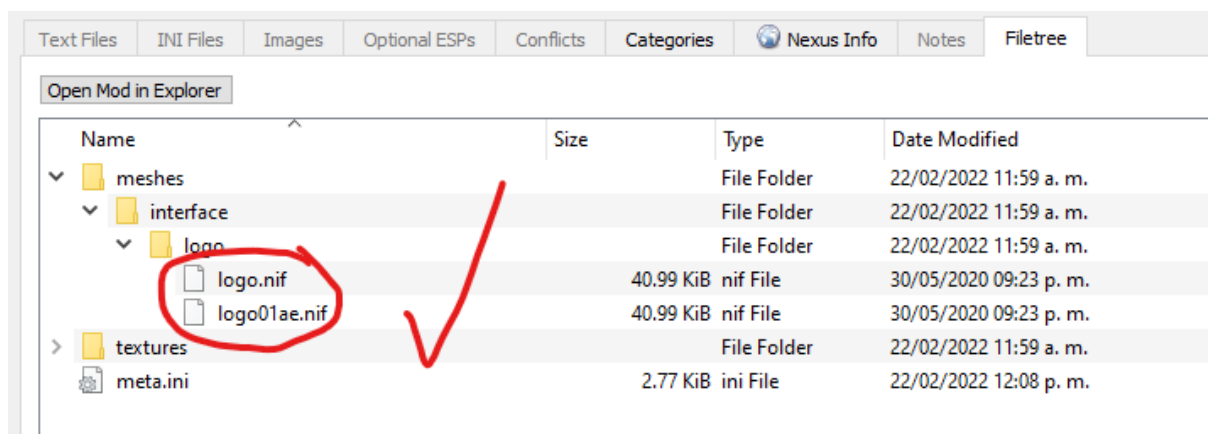
- [Main Menu Reshaped](#)
 - Download and Install the Majestic Landscape file.
- [Main Menu Design Replacer](#)
 - Download and Install the first file.

Double click the Main Menu Reshaped mod and click on file tree, then on 'Open Mod in Explorer'



Windows explorer will pop up, click on 'Meshes', then on 'interface', then on 'logo'.

Right click 'logo.nif' and click on copy, then press Control + V, you'll have a file named 'logo - copy.nif', rename that file to 'logo01ae.nif'



SEPARATOR CHECK

Firstly, move around the mods and copy this order for the **LEFT** panel.

Mod Name	Conflicts	Flags
▼ <i>Master Files</i>		
DLC: HearthFires		
DLC: Dragonborn		
DLC: Dawnguard		
▼ <i>Creation Club</i>		
☒ Creation Club - Fishing		
☒ Creation Club - Rare Curios		
☒ Creation Club - Saints & Seducers		
☒ Creation Club - Survival Mode		
▼ <i>Scripts, Utilities and Core Files</i>		
☒ SKSE Scripts - v2.1.5		
☒ SKSE - INI		
☒ Address Library for SKSE Plugins		
☒ SSE Engine Fixes		
☒ PapyrusUtil - AE		
☒ SSE Display Tweaks		
☒ SkyUI		
☒ SkyUI - Flashing Savegames Fix		
☒ Fix Note icon for SkyUI		
☒ More Informative Console		
☒ Crash Logger		
☒ Unofficial Skyrim Special Edition Patch		
☒ Main Menu Design Replacer - Multilanguage - 60 FPS		
☒ Main Menu ReShaped		
☐ ENB Helper SE		
☐ Survival Mode USSEP Patch		
☐ SkyUI - Survival Mode Integration		

(For owners of Anniversary Upgrade, the Creation club separator is too big due to having 74 files, you can just retract the Creation Club separator clicking on the downwards arrows to the right side, just make sure the Essentials and Plugins separators are ok)

Make sure Survival Mode USSEP Patch and SkyUI - Survival Mode Integration are disabled, if you plan on playing with Survival mode on, activate them.

Keep ENB Helper disabled for the time being.

Secondly, click on the 'Plugins' tab on the right panel and see if it's like this.

Plugins Archives Data Saves Downloads				
Sort		Active: 11		
Name	Flags	Priority	Mod Index	
<i>Skyrim.esm</i>		0	00	
<i>Update.esm</i>		1	01	
<i>Dawnguard.esm</i>		2	02	
<i>HearthFires.esm</i>		3	03	
<i>Dragonborn.esm</i>		4	04	
<i>ccBGSSE001-Fish.esm</i>		5	05	
<i>ccQDRSSE001-SurvivalMode.esl</i>		6	FE:000	
<i>ccBGSSE037-Curios.esl</i>		7	FE:001	
<i>ccBGSSE025-AdvDSGS.esm</i>		8	06	
☒ Unofficial Skyrim Special Edition Patch.esp		9	07	
☒ SkyUI_SE.esp		10	08	

For those that want to use Survival Mode, activate the USSEP and SkyUI patch and it should look like this:

Plugins Archives Data Saves Downloads				
Sort		Active: 12		
Name	Flags	Priority	Mod Index	
<i>Skyrim.esm</i>		0	00	
<i>Update.esm</i>		1	01	
<i>Dawnguard.esm</i>		2	02	
<i>HearthFires.esm</i>		3	03	
<i>Dragonborn.esm</i>		4	04	
<i>ccBGSSE001-Fish.esm</i>		5	05	
<i>ccQDRSSE001-SurvivalMode.esl</i>		6	FE:000	
<i>ccBGSSE037-Curios.esl</i>		7	FE:001	
<i>ccBGSSE025-AdvDSGS.esm</i>		8	06	
☒ Unofficial Skyrim Special Edition Patch.esp		9	07	
☒ SurvivalMode-USSEP-Patch.esp		10	08	
☒ SkyUI_SE.esp		11	09	

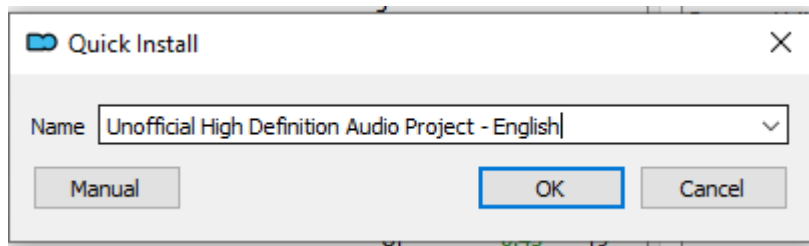
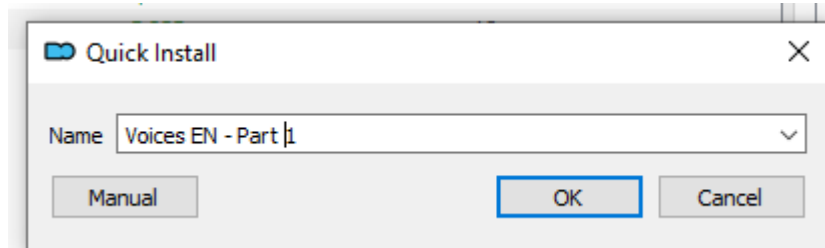
If you purchased the Anniversary Upgrade you'll have to scroll a bit to see your plugins due to the bloat of all the plugins, don't think too much about it.

Run SKSE, open the console with the tilde key (the one at the left of the "1" key) and type "coc whiterunexterior01", this will teleport you to Whiterun, make sure everything works, run around for a bit, check SkyUI, etc, then open console and type "qqq" to force quit, there's still work to do.

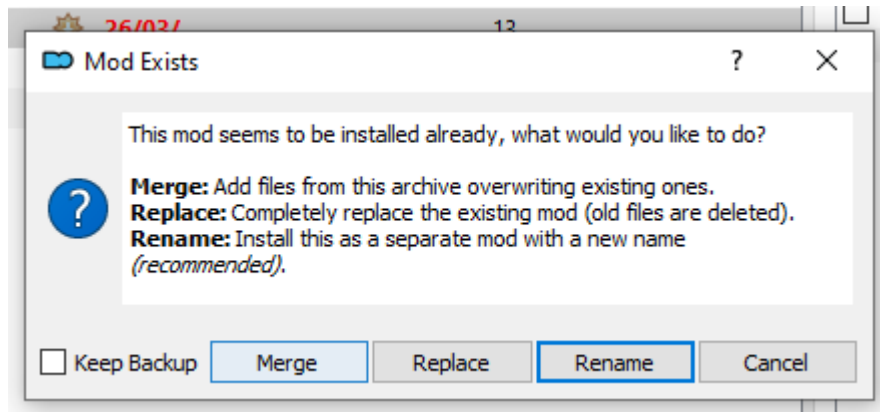
AUDIO, MUSIC AND SFX

[UHDAP](#)

- Download and install.
 - Download the following files:
 - Music - HQ
 - Voices EN - Part 2
 - Voices EN - Part 1
 - When installing, change the name of all three to "Unofficial High Definition Audio Project - English" or 'Unofficial High Definition Audio Project'



- When asked to override, select "Merge"

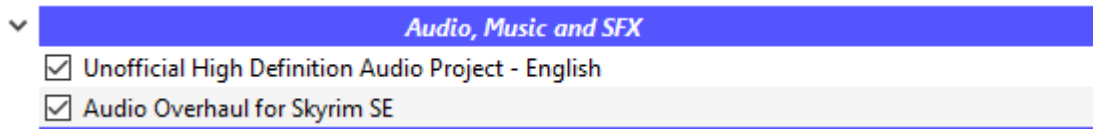


- Highly improves the [audio quality](#) of the game.

[Audio Overhaul for Skyrim](#)

- Download and Install.
- Optional: Download and Install the Enhanced Blood Texture patch found in the miscellaneous tab.

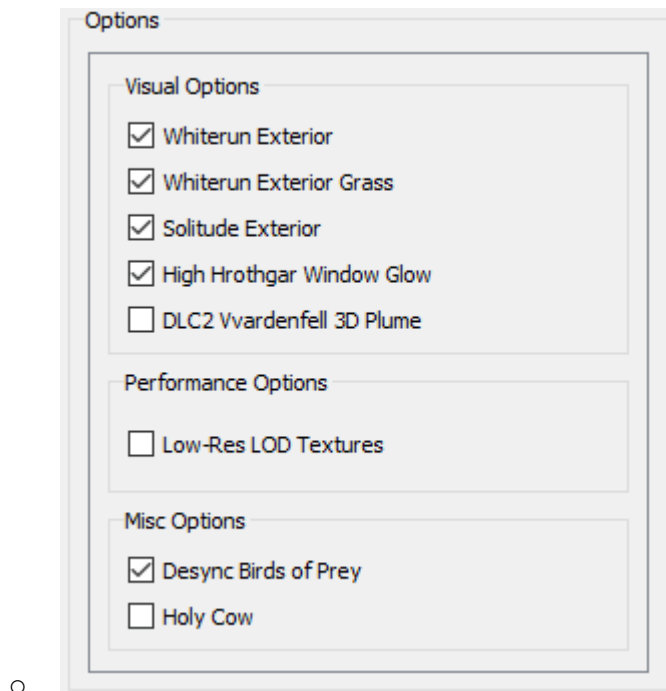
Separator check



BASE TEXTURES & MESHES

[DynDOLOD Resources SE 3](#)

- Download, do not activate.
- FOMOD:



[Better DynDOLOD Red Mountain Plume](#)

- Download, do not activate.

[Skyrim Particle Patch for ENB](#)

- Scroll down and click on 'Latest Version (Google Drive)'
- Download and Install.

LEGENDARY EDITION (OLDRIM)

ALL-IN-ONE INSTALLATION

[MEGA](#)

[GOOGLE DRIVE](#)

SELECTIVE INSTALLATION

[MEGA](#)

SUBSURFACE SCATTERING PATCH

[MEGA](#)

SPECIAL EDITION

ALL-IN-ONE INSTALLATION

[LATEST VERSION \(GOOGLE DRIVE\)](#)

Note that the plugin is only needed in case you do not use the SKSE weather plugin.

If you use Windows Shadows by HHaleyy from Dlizzio make sure to use only the newest version to prevent issues.

BONUS STUFF

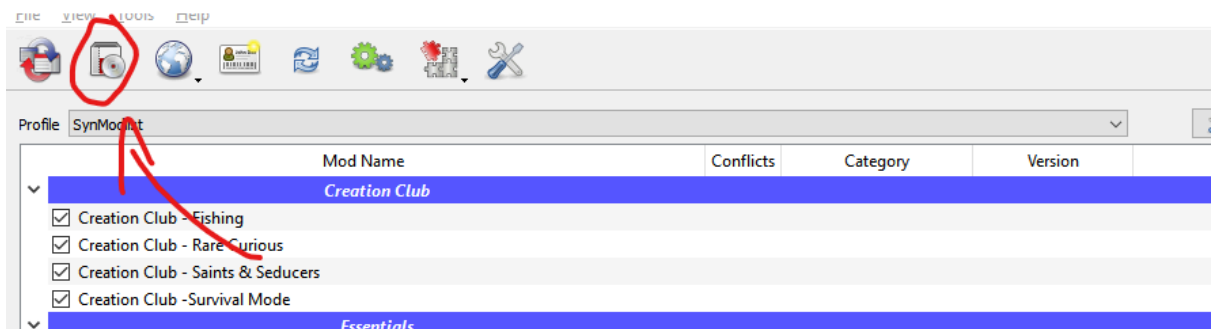
[ICE SHADER FIX \(DO NOT USE WITH SSE\)](#)

[HIGH POLY FERN MESHES \(WITH EWI'S 2K RETEXTURE\)](#)

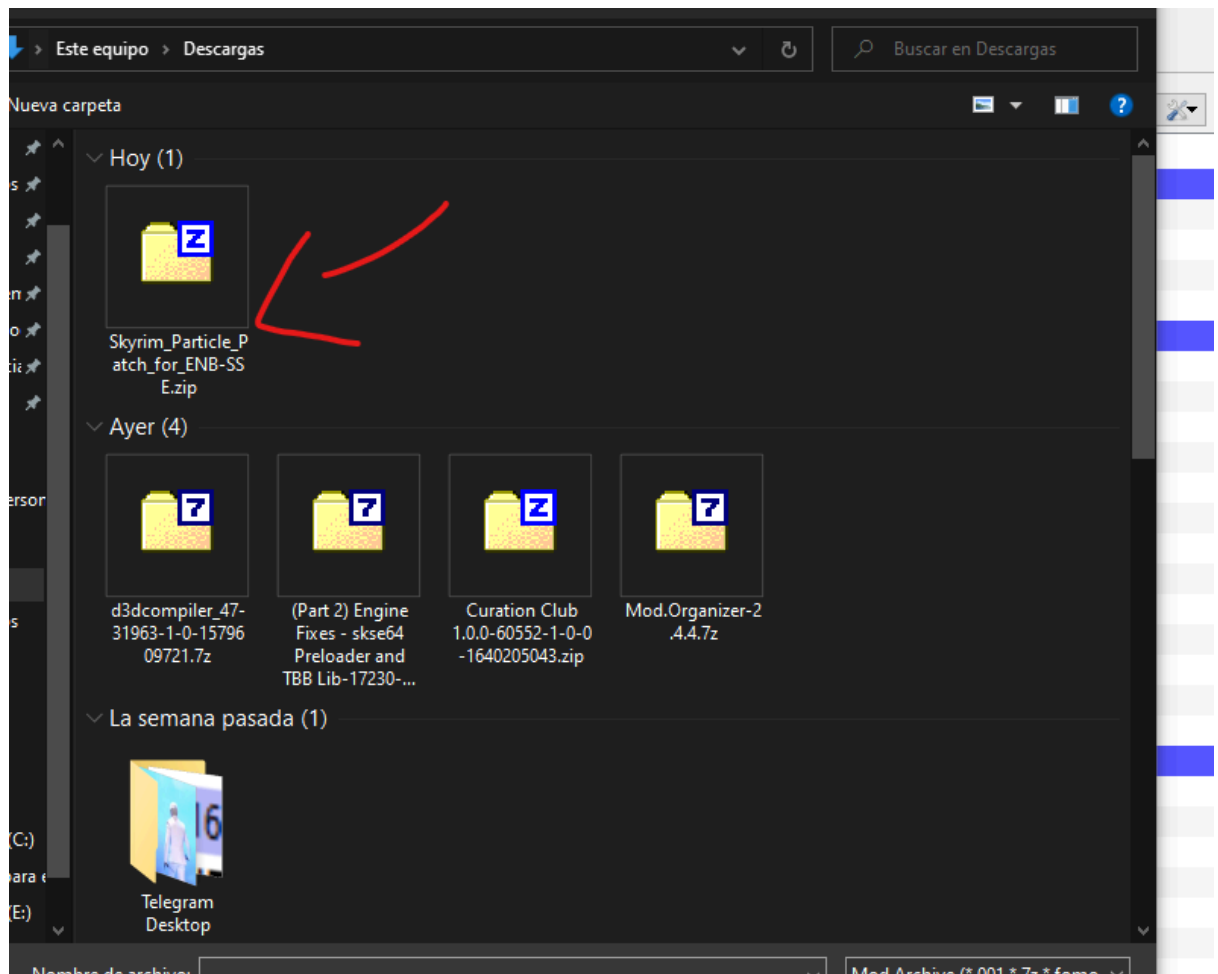
[HIGH POLY FERN MESHES FOR SSE](#)

[LONG FIELD GRASS \(AUTUMN/SUMMER VARIANTS\)](#)

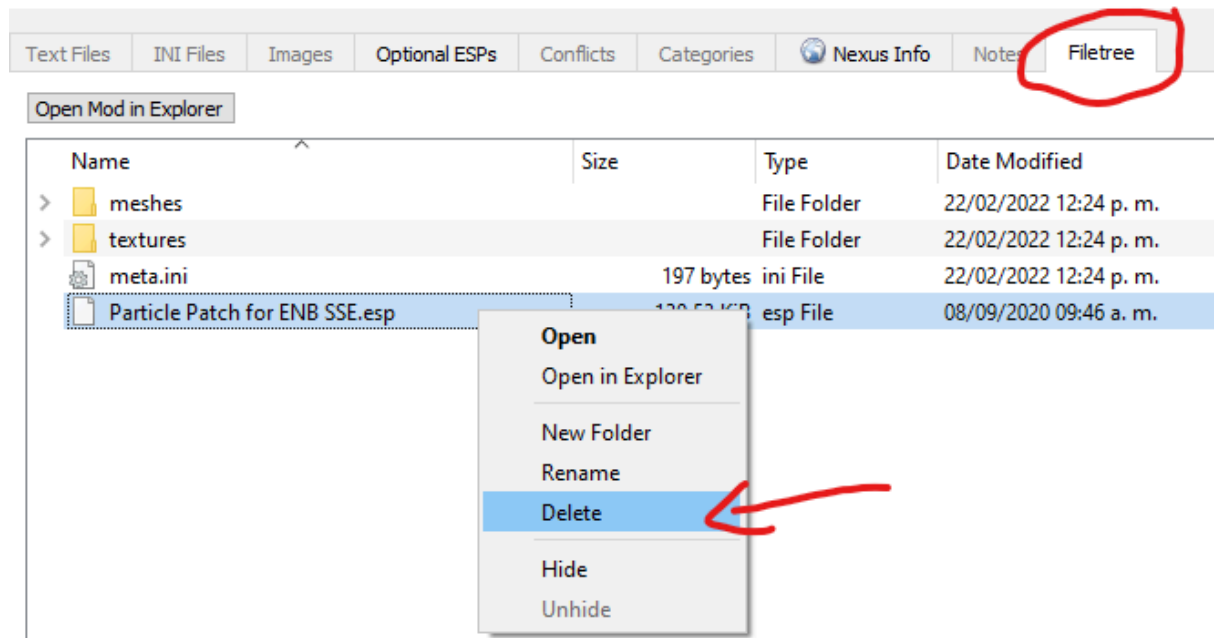
[CLOVER PATCH FOREST GRASS \(WITH EWI'S HIGH-RES RETEXTURE\)](#)



- Select the file from your downloads



-
- Double click the mod and click on 'Filetree' and delete the .esp file.



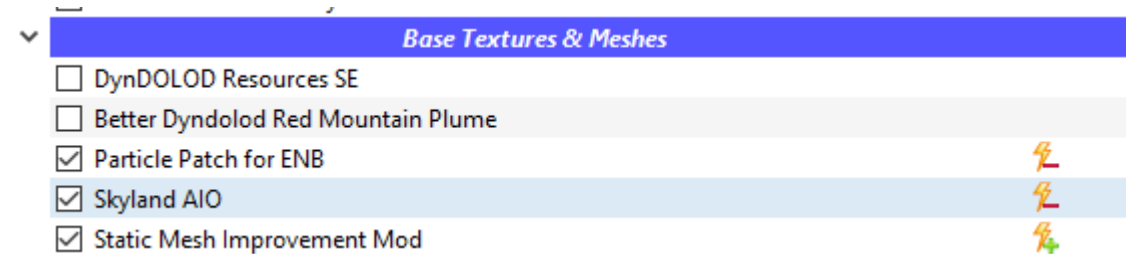
[SkyLand AIO](#)

- Download and Install.
- FOMOD Picks:
 - Page 1:
 - Start
 - Page 2:
 - Install Landscape Textures
 - Yes
 - Select Mountain Type
 - None
 - Select Stone Roads or Dirty Roads
 - None
 - Page 3:
 - Cities to Install
 - Winterhold
 - High Hrothgar
 - Towns, Villages, and Farmhouses
 - Yes
 - Forts and Dungeons
 - Imperials Forts and Dungeons
 - Nordic Ruins
 - Boats, Ships, and Shacks
 - Yes
 - Imperial and Nordic Tents
 - Yes
 - Page 4
 - Replace All Road Signs
 - Yes
 - Ignore the Road Signs Add-On
 - Page 5
 - Skyland Watercolor
 - None
 - Page 6
 - Skyland Night Skies
 - Skyking Galaxy (Favorite)
 - User preference for this one.
 - Page 7
 - Finish

[Static Mesh Improvement Mod](#)

- Download and install, when FOMOD opens just select "Skyrim 2016 Special Edition: Everything" and Install.

Separator Check



MAIN TEXTURES & MESHES

But before, a word on texture quality, many of the following downloads offer multiple resolution options, from 1K all the way to 8K and you might be wondering which one to pick depending on your hardware, well you can use this chart as a reference:

Quality	Architecture	Armor & Clothing	Clutter	Small Objects
High	4K	4K ~ 2K	2K	2K ~ 1K
Medium	2K	2K	1K	1K
Low	1K	1K	512 ~ 1K	512 ~ 1K

Keep in mind this chart is only for those mods that **DO** offer a selection on textures, those that do not like aMidianborn or Majestic Mountains work out of the box and you don't need to puzzle out which one you want the most.

With that being said, let's start.

[Rally's Solstheim Landscapes](#)

- Download and Install.
- 2K is the performance option, 4K is for highest quality, pick accordingly.

[Nordic Snow](#)

- Download and Install.
- Pick the Main file, **ignore** the file named 'Nordic Snow 3.4.1 BSA ESP'

[Glacierslab](#)

- Download and Install.
- Pick the last main file, the one named 'Glacierslab 4.2.2.5 B-Bumpy-Chiseled'

[SMIM - Quality Add-On](#)

- Download and Install.

[Ruins Clutter Improved](#)

- Download and Install.
- Ignore the file named
`Ruins\_Clutter\_Improved\_SE\_NMM\_v3-1`

[Ruins Clutter Improved - Fixes](#)

- Download and Install.

[ElSopa HD - Realistic Dark Elf Urns SE](#)

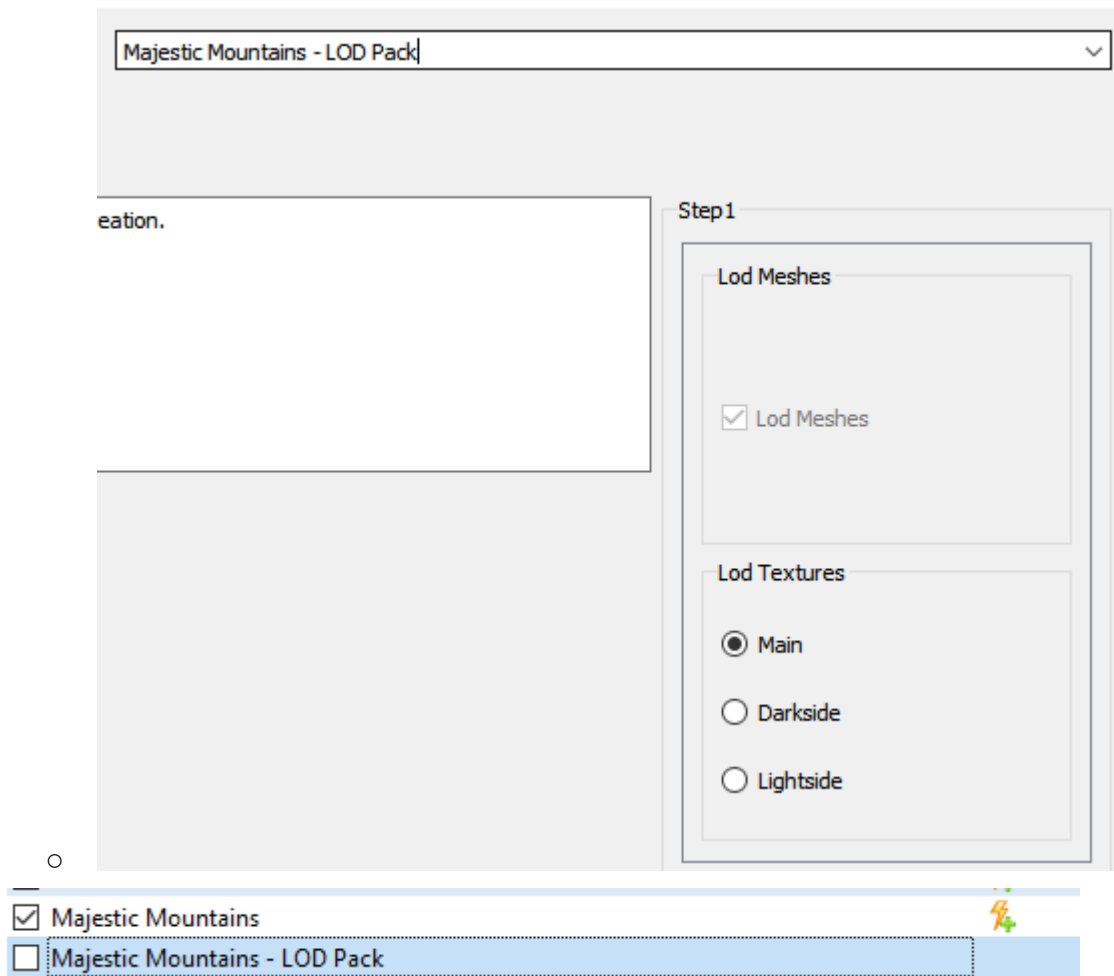
- Download and Install.
- 512 is the extreme performance option, 1K is the performance option, 2K is the Standard option, 4K is the Highest Quality Option, pick according to your hardware.

[High Quality Food and Ingredients](#)

- Download and Install.
- FOMOD Picks:
 - Page 1
 - Everything
 - Page 2
 - Install.

[Majestic Mountains](#)

- Download and Install the first main file, ignore the Darkside and Lightside options.
- Scroll down and download the LOD Packs.
 - The tutorial included for DynDOLOD Uses Dyndolod 3.0, so if you plan to use that, use `DynDoLod V 3.0 Lod pack (all versions)`
- FOMOD Picks:
 - Snow Mountain ESL Version.
 - Ignore the other two.
- When installing the LOD Pack make sure to rename the mod to `Majestic Mountains - LOD Pack`
 - Pick `Main` on the FOMOD



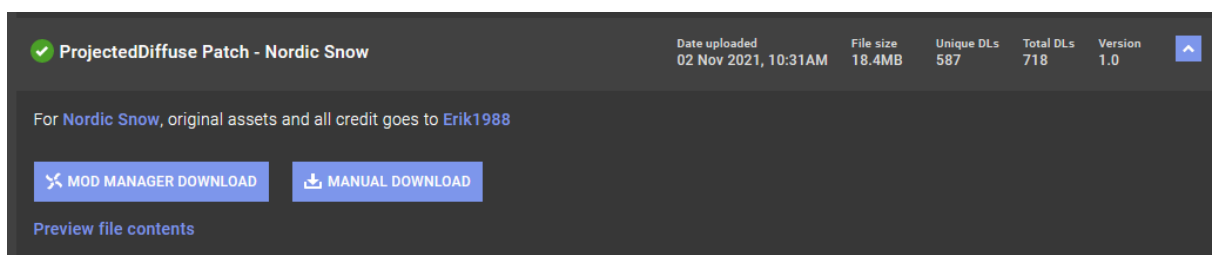
- Leave the LOD Pack disabled for the time being.

[Majestic Mountains - Northside](#)

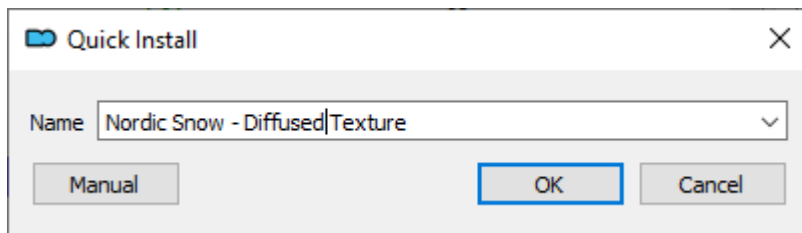
- Download and Install.
- Ignore the optional landscape file.
- FOMOD Picks
 - Main Northside
 - Main Rocky
 - Ignore the Wet Rocks section.

[Nordic Snow \(Diffuse and normals\)](#)

- Download and install the file named 'ProjectedDiffuse Patch - Nordic Snow'



- Rename the mod to 'Nordic Snow - Diffused Textures'

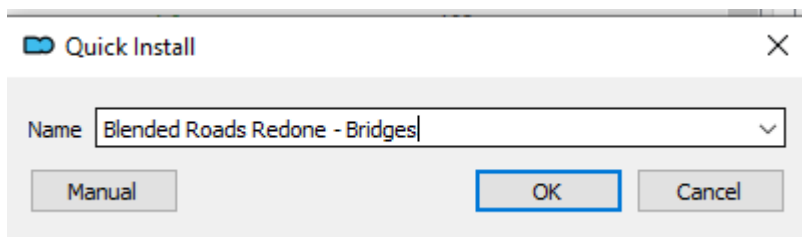


[Blended Roads](#)

- Download and Install.
- Ignore the medieval bridges file.
- FOMOD Picks:
 - REALLYy Blended Roads
 - REALLYy Blended Roads

[Blended Roads - Redone](#)

- Download and Install.
- If you choose 8K Textures, download both main files, the meshes and the 8K Textures, otherwise just scroll down and download the 4K or 2K versions.
- 2K is the performance option, 4K is the standard option and 8K is the high quality option.
- Scroll down and download the bridges optional file, same logic as above.



- Rename the Bridges mod to as shown above.

[aMidianBorn Book of Silence](#)

- Download and Install.
- Pick the 'Complete' file, ignore everything else.

[Rustic Clothing](#)

- Download and Install.
- 2K-1K File is best performance, 2K is the Standard, 4K-2K is Medium-High Quality and 4K is High Quality.

[CleverCharff's Caves](#)

- Download and Install.
- 1K is best performance, 2K is Standard, 4K is High Quality.
- Ignore Optional Files.

[Metallurgy - Ingots Ore and Veins](#)

- Download and Install.
- 1K Loose is the performance option, 2K Loose is Standard, ignore the Packed files.

Separator Check

Main Textures & Meshes	
☒ Rally's Solstheim Landscapes	
☒ Nordic Snow	
☒ Glacierslab	
☒ Static Mesh improvement Mod - SMIM - Quality Addon	
☒ Ruins Clutter Improved	
☒ Ruins Clutter Improved - Fixes	
☒ ElSopa HD - Realistic Dark Elf Urns	
☒ High Quality Food and Ingredients	
☒ Majestic Mountains	
☐ Majestic Mountains - LOD Pack	
☒ Majestic Mountains - Northside	
☒ Nordic Snow - Diffused Texture	
☒ Blended Roads	
☒ Blended Roads Redone	
☒ Blended Roads Redone - Bridges	
☒ aMidianBorn Book of Silence	
☒ Rustic Clothing	
☒ CleverCharff's Caves	
☒ Metallurgy - Ingots Ore and Veins	

Remember to leave the Majestic Mountains LOD Pack disabled for the time being.

CITY & SETTLEMENTS TEXTURES

[Mrf's Solitude](#)

- Download and Install.
- 1K is performance, 2K Standard and 4K High Quality.
- Ignore the Optional Patches file.

[Mrf's Markath](#)

- Download and Install.
- 1K is performance, 2K Standard and 4K High Quality.
- Ignore the other files.

[WiZkiD Riften and Ratway](#)

- Download and Install.
- 2K Parallax is Standard Quality, 4K Parallax is High Quality.
- Don't download the files that don't have the '- Parallax'

[4K Windhelm](#)

- Download and Install.
- 4K is the main file, if you want 2K for better performance you can download and install the optional file.

The screenshot shows the Nexus Mods interface for the '4K Windhelm' mod. It is divided into two main sections: 'MAIN FILES' and 'OPTIONAL FILES'. Each section contains a table with file details and download buttons.

MAIN FILES

	Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version
4K Windhelm	23 Feb 2022	11 Jan 2022, 8:41AM	1.0GB	499	561	1.6

JUST A RE-UPLOAD WITH THE CEILING FIX INCLUDED, so if you already have it no need to update. All normals now 2K, some diffuse have been reduced to 2K but main stone and wood diffuse textures are still in 4K.

[MOD MANAGER DOWNLOAD](#) [MANUAL DOWNLOAD](#)

[Preview file contents](#)

OPTIONAL FILES

	Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version
2K Windhelm	21 Feb 2022	11 Jan 2022, 9:04AM	562.8MB	248	287	1.6

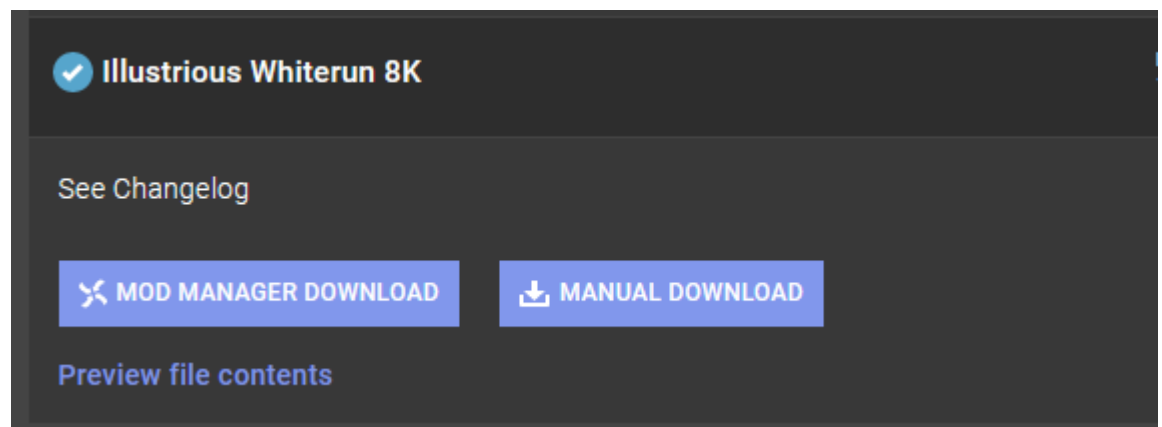
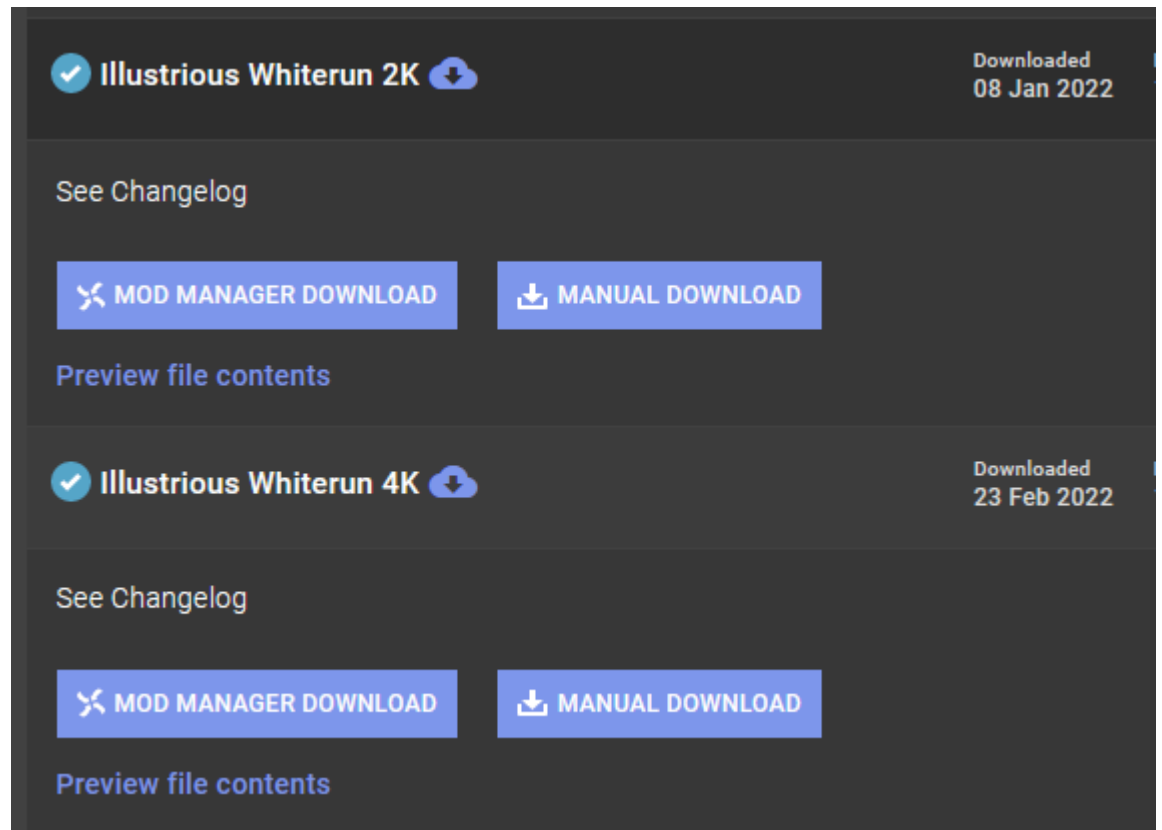
Same as main file but all 4K textures have been reduced to 2K, so there is nothing above 2K in this.

[MOD MANAGER DOWNLOAD](#) [MANUAL DOWNLOAD](#)

[Preview file contents](#)

[Illustrious Whiterun](#)

- Download and Install.
- 2K is performance, 4K is Quality, 8K is highest quality.
- Make sure to grab either of these:



- And then download the update files:

 **Illustrious Whiterun 2K Update** 

Downloaded
08 Jan 2022

Overwrite Main - See Changelog. REUPLOAD with mipmaps

 MOD MANAGER DOWNLOAD

 MANUAL DOWNLOAD

[Preview file contents](#)

 **Illustrious Whiterun 4K Update** 

Downloaded
23 Feb 2022

Overwrite Main - See Changelog. REUPLOAD with mipmaps

 MOD MANAGER DOWNLOAD

 MANUAL DOWNLOAD

[Preview file contents](#)

 **Illustrious Whiterun 8K Update**

Overwrite Main - See Changelog

 MOD MANAGER DOWNLOAD

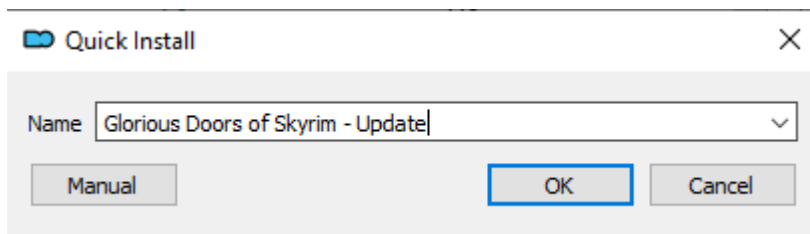
 MANUAL DOWNLOAD

[Preview file contents](#)

-
- Rename the update files to "Illustrious Whiterun - Update" upon installation.

[Glorious Doors of Skyrim](#)

- Download and Install both the main file and the update file.
- FOMOD:
 - Page 1
 - Click Next
 - Page 2 (Glorious Solitude Door)
 - 2K is Performance, 4K is Quality.
 - Page 3
 - Ignore both options, click Next.
 - Page 4 (Glorious Solitude Door Replacer)
 - 2K is Performance, 4K is Quality.
 - Page 5 (Magnificent Riften Mistveil Keep Door)
 - 2K is Performance, 4K is Quality.
 - Page 6 (Magnificent Riften Door Replacer)
 - 2K is Performance, 4K is Quality.
 - Page 7 (Marvelous Windhelm Gate)
 - 2K is Performance, 4K is Quality.
 - Page 8 (Marvelous Windhelm Gate Replacer)
 - 2K is Performance, 4K is Quality.
 - Page 9 (Epic Gate of Whiterun)
 - Pick according to taste, 2K is Performance, 4K is Quality.
 - Page 10 (Pompous Dragonsreach Door)
 - Pick according to taste, 2K is Performance, 4K is Quality
 - Page 11 (Gorgeous Ruin Door)
 - 2K is Performance, 4K is Quality.
 - Page 12 (Fortified and Animated Fort Doors)
 - 2K is Performance, 4K is Quality.
 - Page 13 (Splendid Mechanized Dwemer Door)
 - 2K is Performance, 4K is Quality.
- Install the update file and rename it to 'Glorious Doors of Skyrim - Update'



Separator Check

▼	<i>City & Settlements Textures</i>
☒	Mrf's Solitude 
☒	Mrf's Markarth 
☒	WiZkiD Riften and Ratway 
☒	4K Windhelm
☒	Illustrious Whiterun 
☒	Illustrious Whiterun - Update 
☒	Glorious Doors of Skyrim 
☒	Glorious Doors of Skyrim - Update 

MISCELLANEOUS TEXTURES & MESHES

[Forgotten Retex Project](#)

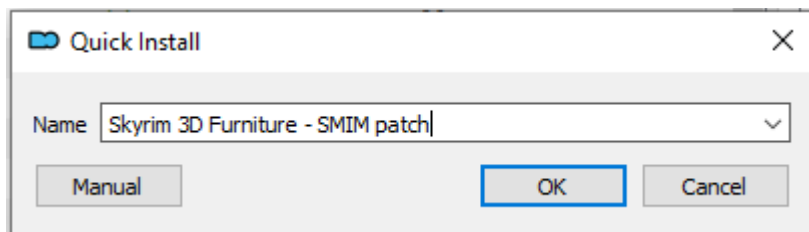
- Download and Install.
- FOMOD:
 - The optional files are according to taste, leave them unchecked if you don't want those files.

[Noble Furniture Improved](#)

- Download and Install the Replacer version, ignore the ESP version.

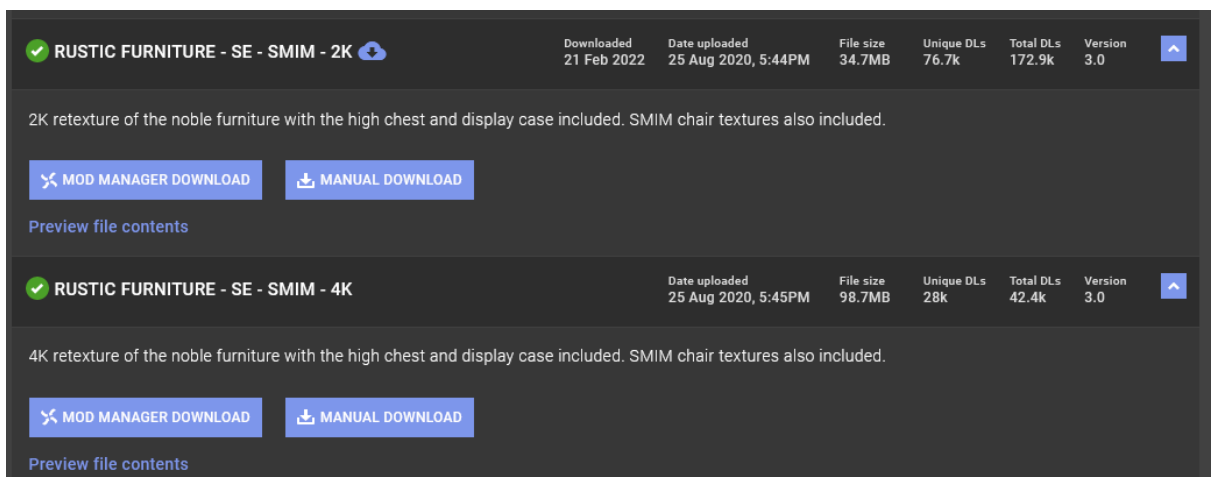
[Skyrim 3D Furniture](#)

- Download and Install both the Main File and the Miscellaneous File named 'Skyrim 3D Furniture SMIM Patch'.
- Remember to rename the Miscellaneous file during installation.



[Rustic Furniture](#)

- Download and Install the SMIM version.
- 2K is Performance, 4K is Quality.



[Basic Dining Set Replacer](#)

- Download and Install.
- 1K Option is the performance pick, 2K is the standard pick and 4K is the high quality pick.

[Skyrim 3D Docks and Boardwalks](#)

- Download and Install.
- Ignore the optional file.

[Skyrim 3D Rocks](#)

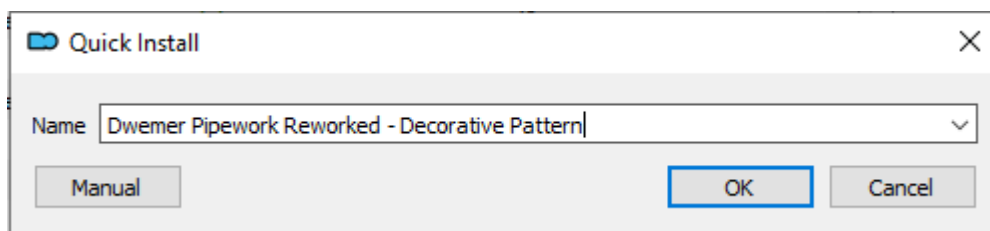
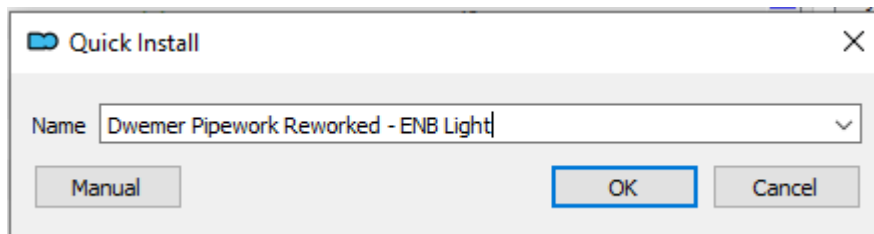
- Download and Install.

[Skyrim 3D Windmills](#)

- Download and Install.

[Dwemer Pipe Reworked](#)

- Download and Install.
- Scroll down to the optional files section and download the following files:
 - Dwemer Pipework Reworked - optional ENB Lights
 - Dwemer Pipework Reworked - textures with decorative pattern
- Remember to rename the optional files during installation.



[Peltapalooza](#)

- Download and Install the FULL version.

[Rugnarok](#)

- Download and Install.
- 1K-512 is Extra Performance, 1K is Performance, 2K-1K is Medium Quality, 2K is Quality.

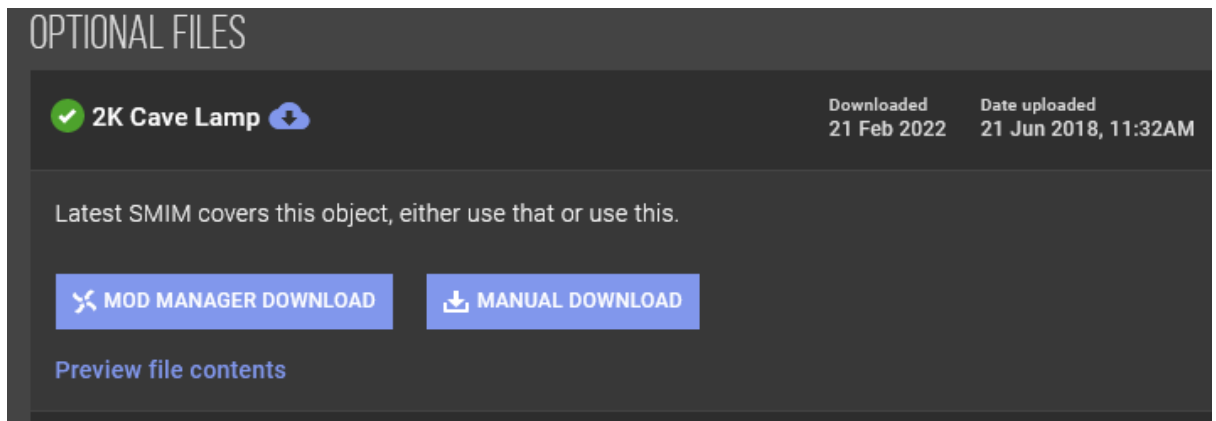
[Misc Retexture Project](#)

- Download and Install all 3 main files.

MAIN FILES

Mod Name	Downloaded	Date uploaded
Misc Retexture Project	21 Feb 2022	13 Aug 2021, 2:29AM
Everything to date repackaged plus new bone alarm, tripwire and hanging rabbit.		
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD		
Preview file contents		
MRP 2.6 Small Update	21 Feb 2022	27 Oct 2021, 5:24AM
A small update, added the fox and wolf pelts, chicken, misc sacks, ice wraith teeth, dlc01 torture pole and c		
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD		
Preview file contents		
Retextured SMIM Ingredients	21 Feb 2022	08 Mar 2020, 7:25AM
Static Mesh Improvement Mod by Brumbek is required.		
MOD MANAGER DOWNLOAD MANUAL DOWNLOAD		
Preview file contents		

- Also download the 2K Cave lamp texture in Optional files.



-
- Rename each mod accordingly during installation.

- ☐ Misc Retexture Project
- ☐ Misc Retexture Project - Update
- ☐ Misc Retexture Project - SMIM Ingredients
- ☐ Misc Retexture Project - Cave Lamp

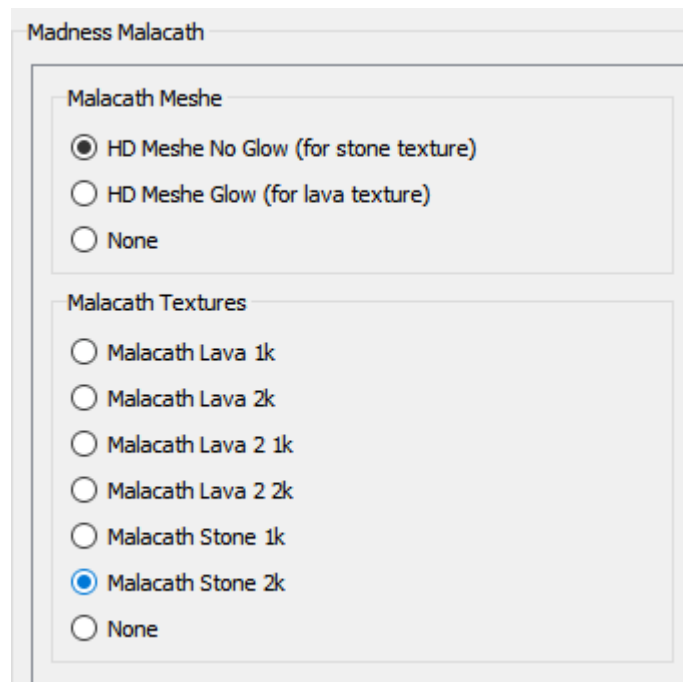
[High Poly Project](#)

- Download and Install.
- Ignore the 4K Texture optional file.
- FOMOD Picks:
 - Page 1
 - Install Everything
 - Page 2
 - Don't pick anything.

[Stunning Statues of Skyrim](#)

- Download and Install.
- FOMOD Picks:
 - Page 1
 - Check all boxes.
 - Page 2 (Bella Dibella)
 - HD Meshe.
 - Pick texture type and quality according to your taste and hardware.
 - Page 3 (Neat Nocturnal)
 - HD Meshe.
 - Pick texture type and quality according to your taste and hardware.
 - Page 4 (Astonich Azura)
 - HD Meshe.
 - Pick texture quality according to your hardware.
 - Page 5 (Terrific Talos)

- HD Meshe.
- Pick texture quality according to your hardware.
- Page 6 (Ysterical Ysgramor)
 - HD Meshe.
 - Pick texture quality according to your hardware
- Page 7 (Melancholic Meridia)
 - HD Meshe.
 - Pick texture type and quality according to your taste and hardware.
- Page 8 (Madness Malacath)
 - Pick the HD Meshe that corresponds to your texture choice on the second option.
 - Pick texture type and quality according to your taste, must match the HD Meshe on the first choice.
 - Example



-
- Page 9 (Wakened Winterhold)
 - ENB HD Meshe (Reduce Glow).
 - Pick texture quality according to your hardware.
- Page 10 (Clever Clavicus)
 - HD Meshe Default Mask.
 - Pick texture quality according to your hardware.
- Page 11 (Bucolic Boethia)
 - HD Meshe.
 - Pick texture quality according to your hardware.
- Page 12 (Necrotic Namira)
 - HD Meshe.

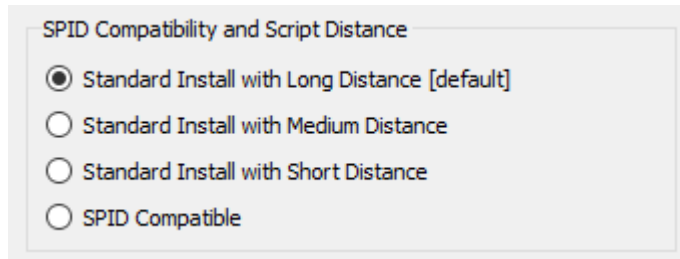
- Pick texture quality according to your hardware.
- Page 13 (Magnetic Mara)
 - HD Meshe.
 - Pick texture quality according to your hardware.
- Page 14 (Malefic Mehrunes)
 - HD Meshe.
 - Pick texture type and quality according to your taste and hardware.
- Page 15 (Vehement Vaermina)
 - HD Meshe.
 - Pick texture quality according to your hardware.
- Page 16 (Epic Skyforge)
 - Pick texture type and quality according to your taste and hardware.
- Page 17 (Fancy Falmer)
 - HD Meshe.
 - Pick texture type and quality according to your taste and hardware.
- Page 18 (Sweet Sovngarde)
 - HD Meshe.
 - Pick texture quality according to your hardware.

[JS Shrine of the Divines](#)

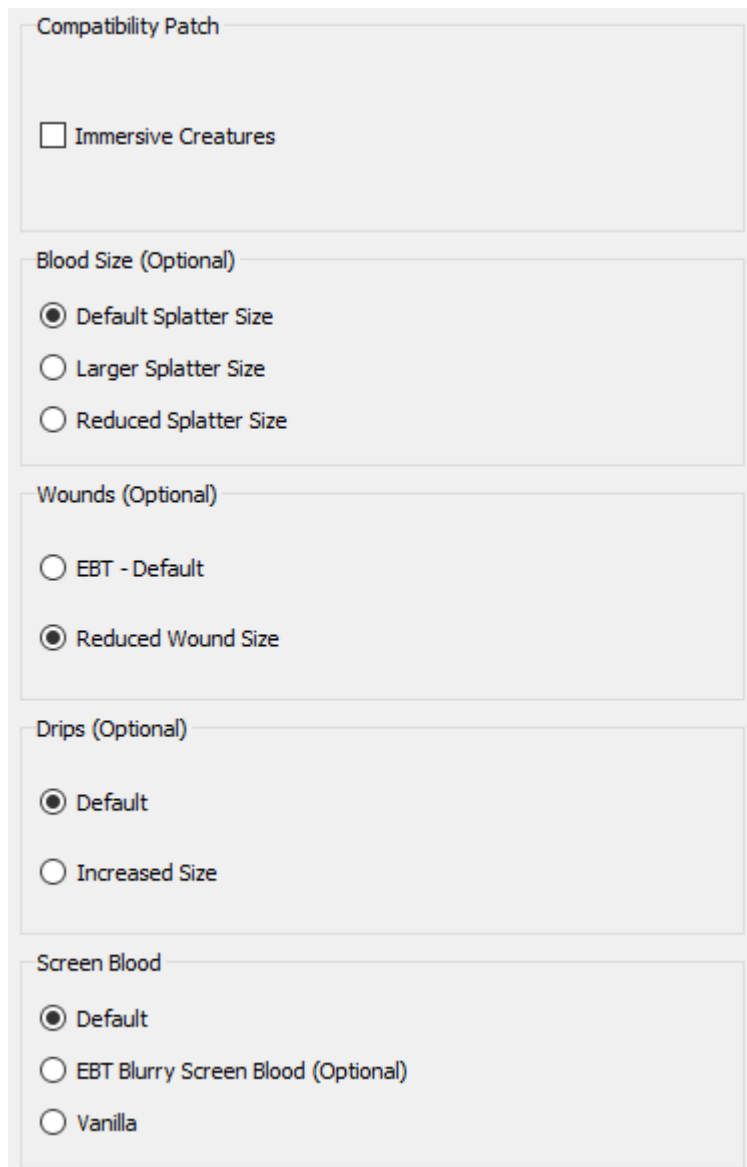
- Download and Install.
- 1K is the performance option, 2K is the standard option and 4K is the Quality option.
- Ignore the optional file.

[Enhanced Blood Textures](#)

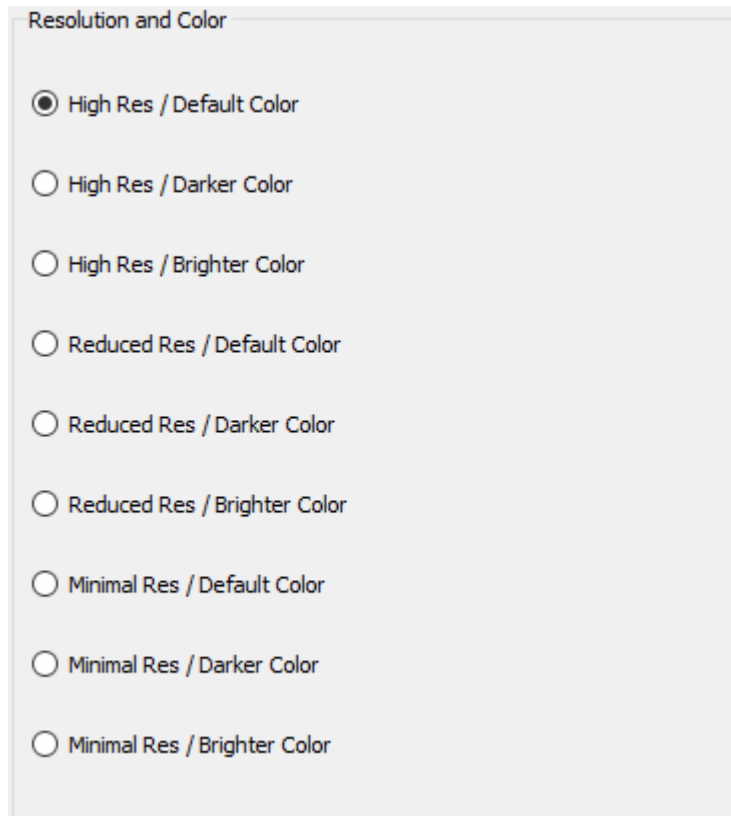
- Download and Install, ignore the LITE version.
- FOMOD:
 - Page 1



-
- Ignore SPID and pick whatever distance you desire, there's a slight performance cost with longer distances, pick Medium if you're not sure.



- Page 2



-
- Pick according to preference.
- Page 3
 - Click on None.

[ElSopa - High Quality Buckets](#)

- Download and Install.
- 512 is Extra Performance, 1K is Performance, 2K is Standard, 4K is highest quality.
- Also download the hotfix, rename upon installation to 'ElSopa - High Quality Buckets - Hotfix'

[ElSopa - Iron Tools Redone](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K is highest quality.
- Also download the hotfix, rename upon installation to 'ElSopa - Iron Tools Redone - Hotfix')

[ElSopa - Grindstone Redone](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K is highest quality.
- Also download the optional file named 'ElSopa - HD Grindstone Redone - Improved Sparks x10', rename upon installation to 'ElSopa - Grindstone Redone - Improved Sparks x10'

[ElSopa - Medieval Anvil](#)

- Download and Install.
- 512 is Extra Performance, 1K is Performance, 2K is Standard, 4K is highest quality.
- Scroll down and download the Hammer Hotfix, upon installation rename to 'ElSopa - Medieval Anvil - Hammer Hotfix'

[ElSopa - Giant Mortars Redone](#)

- Download and Install.
- Main file is standard, 1K is performance.

Separator Check

Miscellaneous Textures & Meshes		
☒	Forgotten Retex Project	
☒	Noble Furniture Improved	
☒	Skyrim 3D Furniture	
☒	Skyrim 3D Furniture - SMIM Patch	
☒	Rustic Furniture (SMIM)	
☒	Basic Dining Set Replacer	
☒	Skyrim 3D Docks and Boardwalks	
☒	Skyrim 3D Rocks	
☒	Skyrim 3D Windmill	
☒	Dwemer Pipework Reworked	
☒	Dwemer Pipework Reworked - Decorative Pattern	
☒	Dwemer Pipework Reworked - ENB Light	
☒	Peltapalooza	
☒	Ragnarok	
☒	Misc Retexture Project	
☒	Misc Retexture Project - Update	
☒	Misc Retexture Project - SMIM Ingredients	
☒	Misc Retexture Project - Cave Lamp	
☒	High Poly Project	
☒	Stunning Statues of Skyrim	
☒	JS Shrines of the Divines	
☒	Enhanced Blood Textures	
☒	EISopa - High Quality Buckets	
☒	EISopa - High Quality Buckets - Hotfix	
☒	EISopa - Iron Tools Redone	
☒	EISopa - Iron Tools Redone - Hotfix	
☒	EISopa - Grindstone Redone	
☒	EISopa - Grindstone Redone - Improved Sparks x10	
☒	EISopa - Medieval Anvil	
☒	EISopa - Medieval Anvil - Hammer Hotfix	
☒	EISopa - Giant Mortar Texture	

CREATURE SKELETON & TEXTURES

[Dragon Priest Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality.
- FOMOD:
 - Full (Highly suggested)

[Falmer Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality.
- FOMOD:
 - Just click install.

[Giant Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality.
- FOMOD
 - Just click install.

[Hagraven Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality.
- FOMOD:
 - Just click install.

[Mammoth Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality, ignore the miscellaneous file.
- FOMOD:
 - Just click install.

[Sabrecat Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality, ignore the miscellaneous file.
- FOMOD:
 - Select both options then click Install.

[Skeleton & Human Bones Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality, ignore the miscellaneous file.
- FOMOD:
 - Select 'Skin, clutter, and a few sounds (Recommended)'

[Troll Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality, ignore the miscellaneous file.
- FOMOD:
 - Just click install.

[Wispmother Retexture](#)

- Download and Install.
- 1kx512 is Performance, 2x1k is Standard, 4x2K is Quality.
- FOMOD:
 - Select 'Full version - skin with a mesh fabric veil (Recommended)'

[Draugr Retexture](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K-2K is Medium-High and 4K is Quality, ignore the miscellaneous file.
- FOMOD:
 - Just click install.

[Dragon Texture Replacer Pack](#)

- Download and Install.

Separator Check

▼	<i>Creature Skeletons & Textures</i>	
☒	Dragon Priest Retexture	
☒	Falmer Retexture	
☒	Giant Retexture	
☒	Hagraven Retexture	
☒	Mammoth Retexture	
☒	Sabrecat Retexture	
☒	Skeleton & Human Bones Retexture	
☒	Troll Retexture	
☒	Wispmother Retexture	
☒	Draugr Retexture	
☒	Dragon Texture Replacer Pack	

FLORA

[Happy Little Trees](#)

- Download and Install.
- FOMOD Picks:
 - All Trees
 - Leave 'Tree Size' Unchecked

[Happy Little Tree - DynDOLOD Add-On](#)

- For DynDOLOD v3 usage, download the performance file.
- Don't activate the mod for the time being.

[Skyrim 3D Landscapes](#)

- Download and Install the first file, ignore the other main files.
- Ignore the billboard option.

[Veydosebrom Regions](#)

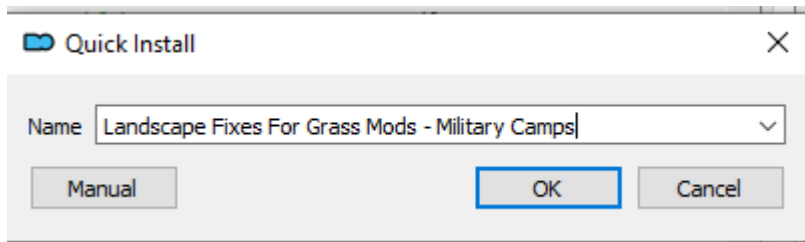
- Download and Install the main file.
- Ignore the optional file.
- FOMOD Picks:
 - Page 1
 - Mod Organizer 2
 - Page 2
 - Fresh Install
 - Page 3
 - Pick Quality according to your hardware.
 - Syn Pick: High Quality
 - Page 4
 - Pick Style according to taste.
 - Syn Pick: Dense Landscape
 - Page 5
 - Pick 'Default' if you have strong hardware, otherwise pick 'Sparse'
 - Syn Pick: Dense
 - Note: Syn Picks may result in less FPS overall if your PC is not as strong as his, stick to the normal options for better performance.

[Northern Grass](#)

- Download and Install the main file.

[Landscape Fixes for Grass Mods](#)

- Download and Install the main file.
- Scroll down and download 'z Vanilla Military Camps'
- Remember to rename the Optional file.



[Mari's Flora \(All in One\)](#)

- Download and Install the file according to your hardware.
- Low is best Performance, Medium is the Standard and High for High Quality
- FOMOD Picks:
 - Page 1 (Deathbell Color)
 - Your taste.
 - Syn Pick: Blue
 - Page 2 (Deathbell [Color] Foliage)
 - Syn Pick: Blue
 - Page 3 (Juniper)
 - New Meshes
 - Page 4 (Glowing Mushrooms Type)
 - For ENB.
 - Page 5 (Glowing Mushrooms ENB - Color)
 - Your taste.
 - Syn Pick: Blue
 - Page 6 (Jazbay)
 - Your taste.
 - Syn Pick: Green
 - Page 7 (Nightshade)
 - Your taste.
 - Syn Pick: Blue
 - Page 8 (Ivy)
 - Syn Pick: Green
 - Page 9 (Spiky Grass)
 - Your taste.
 - Syn Pick: Dark
 - Page 10 (Scathecrow)
 - Your taste.
 - Syn Pick: Red
 - Page 11 (Canis Root)

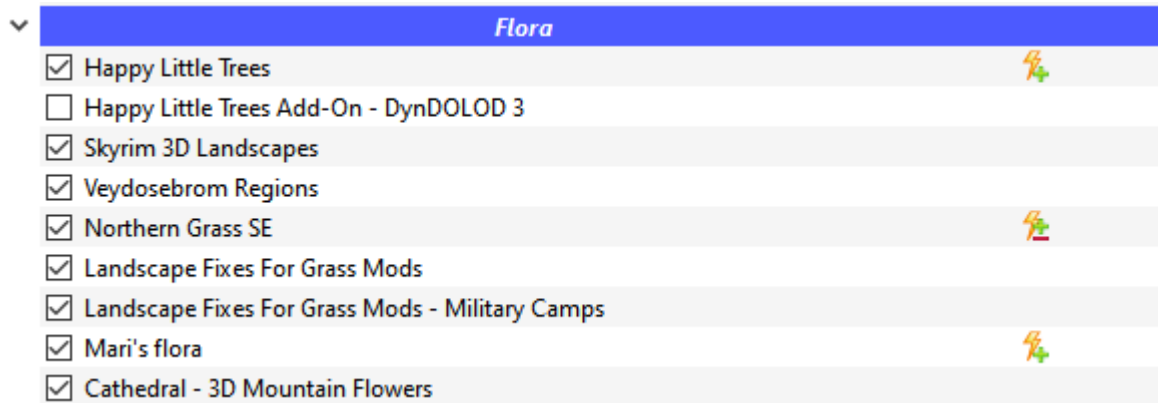
- Your Taste
- Syn Pick: Dead

[Cathedral - 3D Mountain Flower](#)

- Download and Install the main file.

Separator Check

Your separator should look like this:

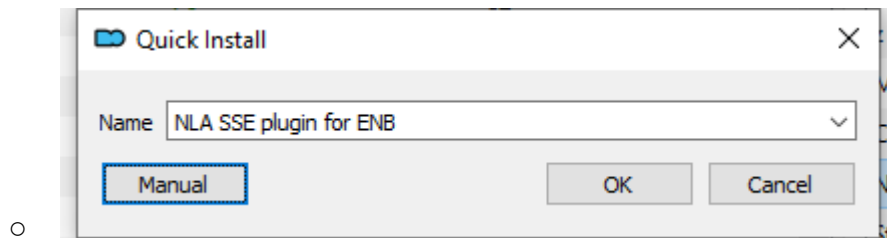


Remember to keep the DynDOLOD add-on unchecked.

WEATHERS & ATMOSPHERIC OVERHAULS

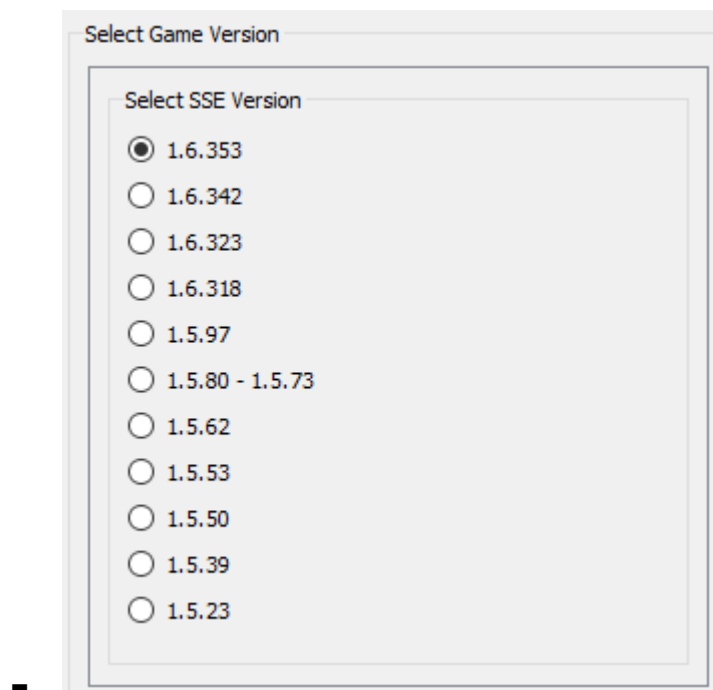
[NLA Weathers](#)

- Scroll down and find the file named 'NLA Weather plugin and resources'
- Download and Install
- Rename the mod.



[Storm Lighting \(Minty Lighting 2019\)](#)

- Download and Install.
- FOMOD Picks:
 - Page 1
 - Skyrim Special Edition
 - Page 2
 - 1.6.353



- - Page 3
 - ESL Flagged
 - Page 4
 - Halo with dimmer lighting (Level 0)

- Page 5
 - Halo with dimmer lighting (Level 0)
- Page 6
 - Halo dimmer (Level 1)
- Page 7
 - Halo dimmer (Level 1)
- Page 8 (Thunder Delay)
 - Your taste.
 - Syn Pick: No Delay (Immersive)

[Wonders of Weather](#)

- Download and Install.
- FOMOD Picks:
 - Ignore the optional files.

[WoW Dragon Mounds CTD Fix](#)

- Download and Install.
- FOMOD Picks:
 - BSA + ESL Flagged
 - Ignore the second page option.

[Real Rain](#)

- Download and Install.
- FOMOD Picks:
 - RealRain Default

[Obsidian Mountain Fogs](#)

- Download and Install.

[Ethereal Clouds](#)

- Download and Install.
- 1K is Performance, 2K is Standard, 4K is Quality.

Simplicity of Snow

- Download the main file and install
- **DON'T** DOWNLOAD THE PARALLAX MESHES

The screenshot shows the 'MAIN FILES' section of a mod page. The first entry is 'Simplicity of Snow' with a green checkmark and a cloud icon. It has a table of statistics: Downloaded (19 Feb 2022), Date uploaded (04 Feb 2022, 10:17PM), File size (25.4MB), Unique DLs (4k), Total DLs (4.4k), and Version (0.5.1). Below the table are two buttons: 'MOD MANAGER DOWNLOAD' and 'MANUAL DOWNLOAD'. A red arrow points from the 'MANUAL DOWNLOAD' button to the word 'yes!' written in red. Below this is the 'OPTIONAL FILES' section. The first entry is 'Simplicity of Snow - Parallax Meshes' with a green checkmark and a cloud icon. It has a table of statistics: Downloaded (04 Jan 2022), Date uploaded (18 Dec 2021, 6:39AM), File size (6.6MB), Unique DLs (1.3k), Total DLs (1.6k), and Version (0.5). Below the table are two buttons: 'MOD MANAGER DOWNLOAD' and 'MANUAL DOWNLOAD'. A red arrow points from the 'MOD MANAGER DOWNLOAD' button to the word 'NO!!' written in red. Below the buttons is a list of requirements: '- Requires parallax shader fix', '- Requires parallax textures', '- Requires main file', '- Requires knowing what you're doing', and '- I assume no responsibility for this file'.

File Name	Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version
Simplicity of Snow	19 Feb 2022	04 Feb 2022, 10:17PM	25.4MB	4k	4.4k	0.5.1
Simplicity of Snow - Parallax Meshes	04 Jan 2022	18 Dec 2021, 6:39AM	6.6MB	1.3k	1.6k	0.5

Blended Roads Compatibility Patch

- Download and install.

Separator Check

The screenshot shows a list of mods under the heading 'Weathers & Atmospheric Overhauls'. The list includes: NLA Weathers, Storm Lightning for SSE and VR (Minty Lightning 2019), Wonders of Weather, WoW Dragon Mounds CTD Fix, Real Rain, Obsidian Mountain Fogs, Ethereal Clouds, Simplicity of Snow, and Blended Roads - Simplicity of Snow Patch. Each item has a checkbox and a small icon to its right.

Mod Name	Checked	Icon
NLA Weathers	☒	⚡
Storm Lightning for SSE and VR (Minty Lightning 2019)	☒	
Wonders of Weather	☒	
WoW Dragon Mounds CTD Fix	☒	
Real Rain	☒	⚡
Obsidian Mountain Fogs	☒	
Ethereal Clouds	☒	
Simplicity of Snow	☒	⚡
Blended Roads - Simplicity of Snow Patch	☒	

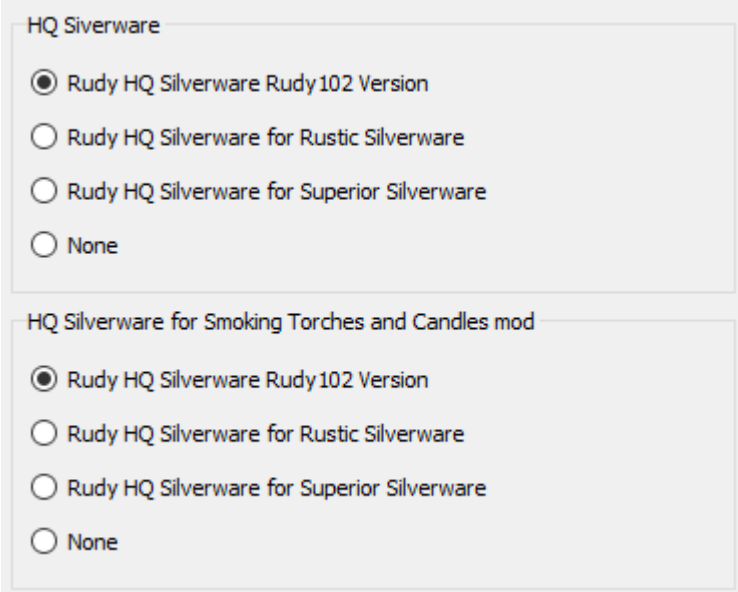
LIGHTING & WATER

[Smoking Torches and Candles](#)

- Download and Install
- FOMOD Picks:
 - Page 1
 - Smoking Torches (Classic)
 - Page 2
 - Pick depending on hardware.
 - Page 3
 - ESPFE

[Rudy HQ - Miscellaneous](#)

- Download and Install
- FOMOD Picks
 - Page 1



HQ Silverware

☒ Rudy HQ Silverware Rudy102 Version

☐ Rudy HQ Silverware for Rustic Silverware

☐ Rudy HQ Silverware for Superior Silverware

☐ None

HQ Silverware for Smoking Torches and Candles mod

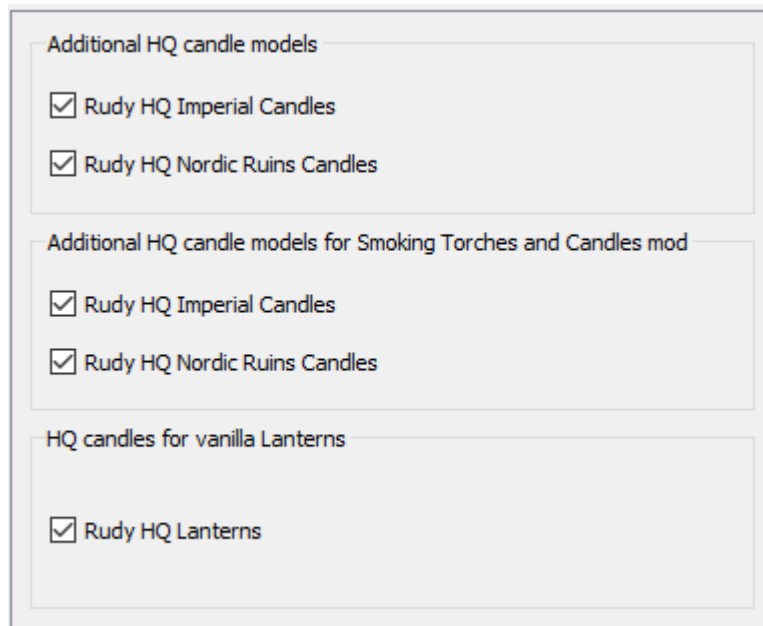
☒ Rudy HQ Silverware Rudy102 Version

☐ Rudy HQ Silverware for Rustic Silverware

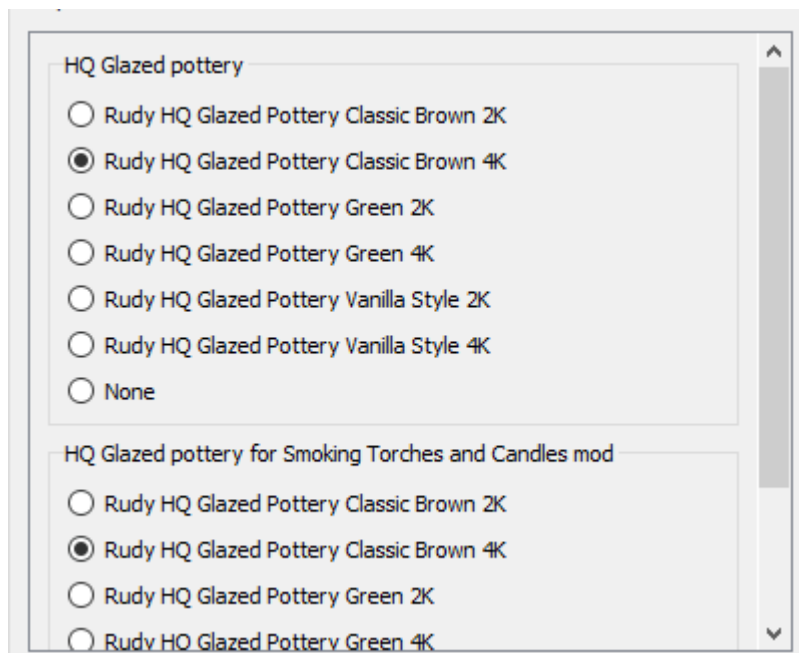
☐ Rudy HQ Silverware for Superior Silverware

☐ None

- Page 2



-
- Page 3



- Pick according to taste.
- Page 4
 - Pick according to hardware
- Page 5
 - Select only the Apple Tomato Potato file.
- Page 6
 - 1K Textures

[Medieval CandleHorns and Sconces](#)

- Download and Install
- FOMOD:

- Page 1
 - Smoke Effect (STAC compatible)
- Page 2
 - Up to your taste.

[SD's Horn Candles](#)

- Download and Install
- 1K is performance, 2K is standard, 4K is high quality.

[ENB Light](#) - Syn Edit

- Download and Install manually, this is directly from Syn and requires no extra tweaking.

[Embers XD](#)

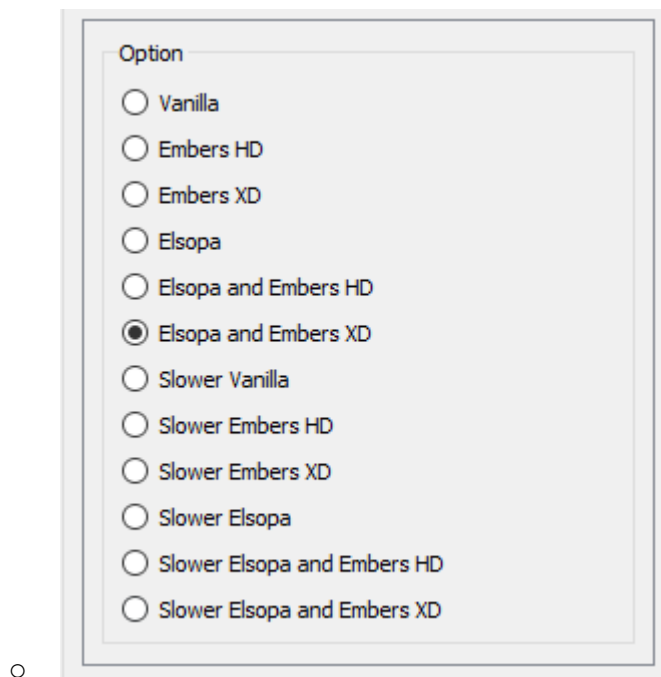
- Download and Install
- FOMOD Picks:
 - Page 1
 - Up to your taste, Orange/Red or Yellow/Orange
 - Page 2
 - Pick depending on hardware.
 - Page 3
 - ESP (Embers XD.esp)
 - Page 4
 - Install Fire Magic Add-On
 - Page 5
 - Install Forges Add-On
 - Page 6
 - Install Torches Add-On
 - Page 7
 - Install Lava Craters Add-On
 - Page 8
 - None
 - Page 9
 - Smoking Torches and Candles

[Particles Lights for ENB - Rudy HQ Daedric Weapons](#)

- Download and Install
- FOMOD Picks:
 - Page 1
 - Vanilla
 - Page 2
 - Daedric Armor
 - Daedric Shield
 - Leave Armor Light unchecked
 - Page 3
 - Pick according to preference.
 - Page 4
 - Pick according to preference.
 - Page 5
 - None

[Animated Forge Water](#)

- Download and Install.
- FOMOD:



[Particles Lights for ENB - Rudy HQ Daedric Weapons](#)

- Download and Install
- FOMOD Picks:
 - Page 1
 - Vanilla
 - Page 2
 - Select all
 - Page 3
 - Pick according to preference.
 - Syn Pick: Subtle Glow
 - Page 4
 - Pick according to preference.
 - Syn Pick: Subtle Glow
 - Page 5
 - Performance
 - Syn Pick: Visual
 - Page 6
 - Weaker Light
 - Page 7
 - None

[Particles Lights for ENB - Rudy HQ Soul Gems](#)

- Download and Install

[Particles Lights for ENB - Rudy HQ Chaurus Eggs and Sacs](#)

- Download and Install

[Particles Lights for ENB - Undead Creatures - Paragon Gems - Ingredients - Bug in a Jar](#)

- Download and Install all 4 files from this user's profile.
- Ingredients FOMOD
 - For HPP
- Undead Creatures FOMOD
 - Undead Creature Eyes: Preference
 - Ghost: Either Default or Weaker
 - Leave cannibal draugr unchecked
 - Eye color according to preference.

[Particles Lights for ENB - Wisp and Withlight](#)

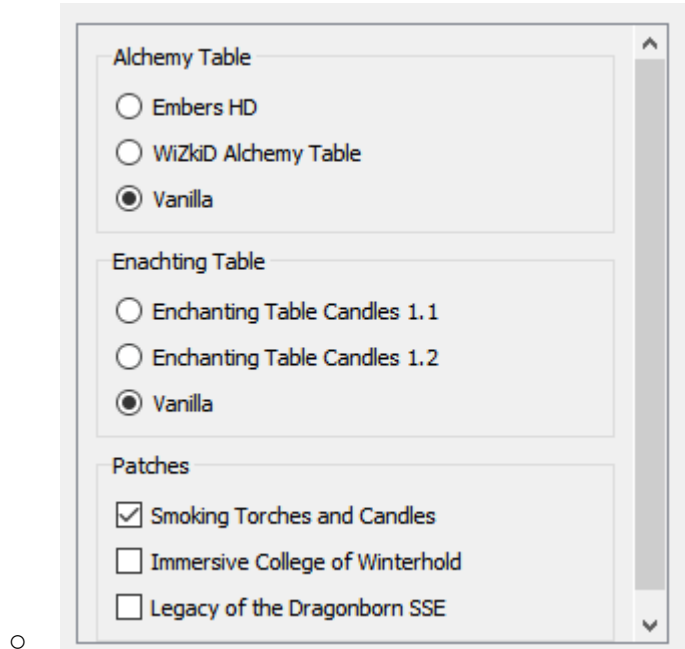
- Download and Install.

[Particles Lights for ENB - Staff Enchanter](#)

- Download and Install

[Particles Lights for ENB - Alchemy and Enchanting Tables](#)

- Download and Install
- FOMOD

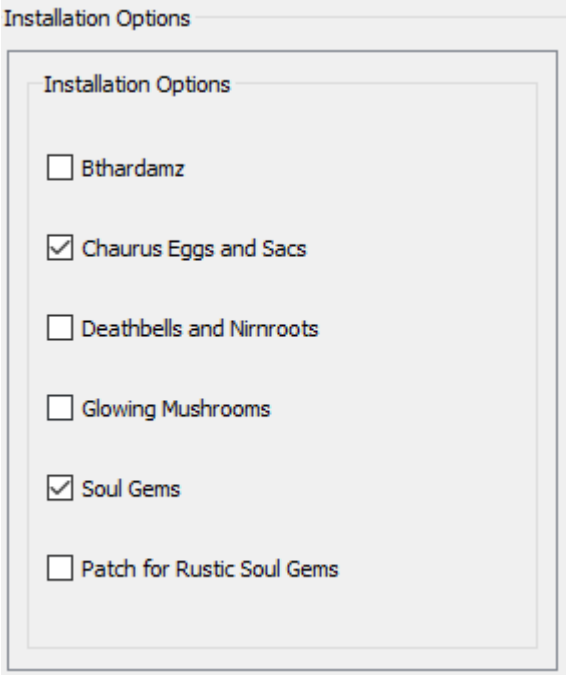


[Particles Lights for ENB - Aetherium Shards](#)

- Download and Install

[More Lights for ENB - Blood Splatter Fix](#)

- FOMOD:

○ 

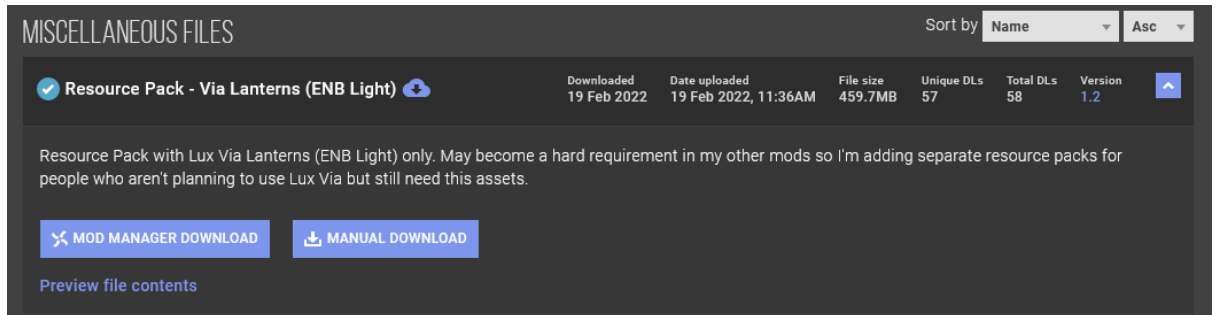
○

☒	Particle Lights for ENB - Rudy HQ Daedric Weapons	
☒	Particle Lights for ENB - Rudy HQ Soul Gems	
☒	Particle Lights for ENB - Chaurus Eggs and Sacs	
☒	Particle Lights For ENB - Undead Creatures	
☒	Particle Lights For ENB - Paragon Gems	
☒	Particle Lights For ENB - Ingredients	
☒	Particle Lights For ENB - Bugs in a Jar	
☒	Particle Lights for ENB - Wisps & Witchlight	
☒	Particle Lights for ENB - Staff Enchanter	
☒	Particle Lights for ENB - Alchemy & Enchanting Tables	
☒	Particle Lights for ENB - Aetherium Shards	
☒	Particle Lights for ENB - Rudy HQ Blood Splatter Fix	

○ Yes, two mods will be marked as “unnecessary”, you can deactivate them if you want.

[Lux Via \(Resources ONLY\)](#)

- Starting from 2022/02/19 you need to download the resource pack with many of the meshes that are used.
- Download and Install.



MISCELLANEOUS FILES

Sort by Name Asc

	Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version	
 Resource Pack - Via Lanterns (ENB Light) 	19 Feb 2022	19 Feb 2022, 11:36AM	459.7MB	57	58	1.2	

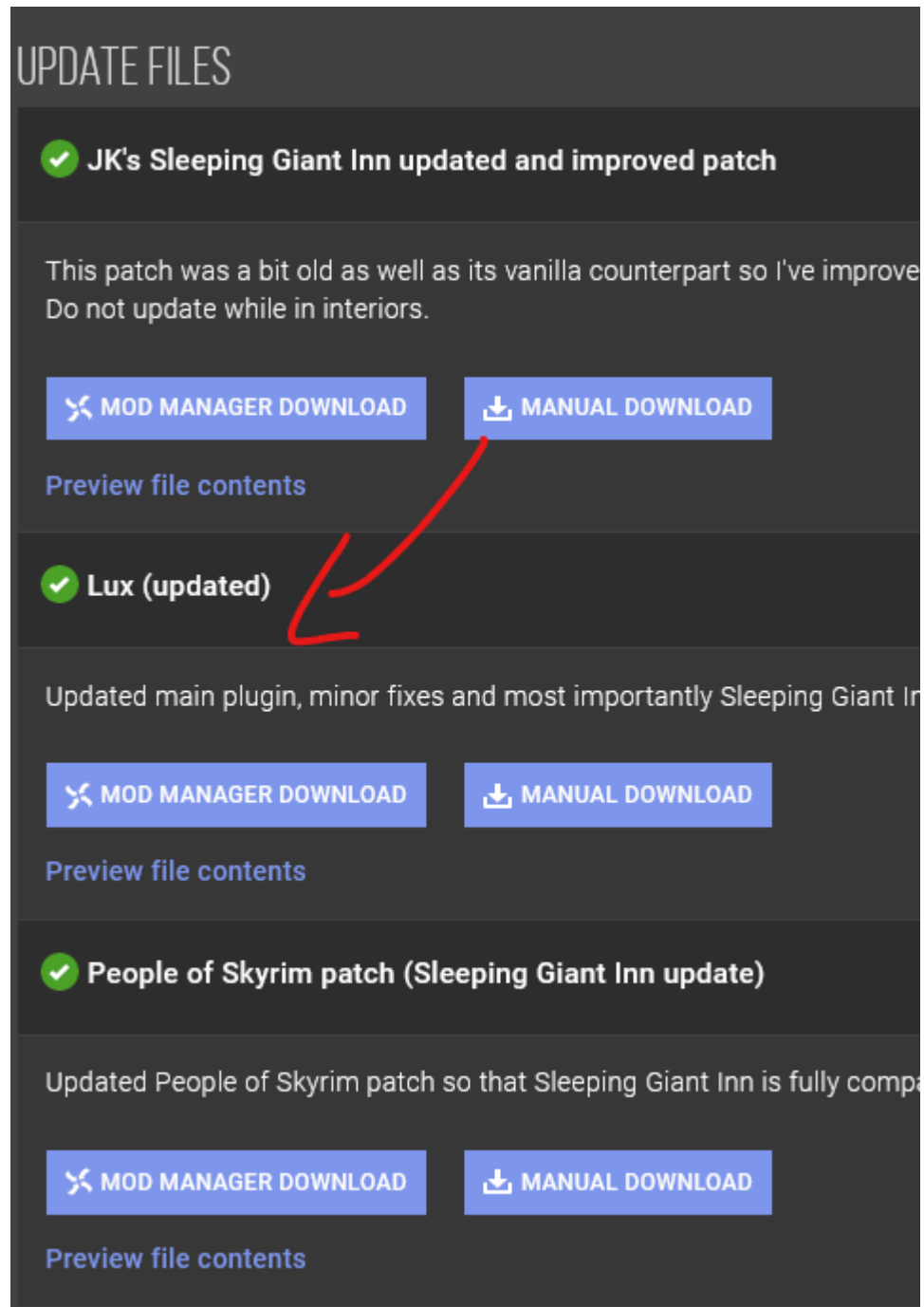
Resource Pack with Lux Via Lanterns (ENB Light) only. May become a hard requirement in my other mods so I'm adding separate resource packs for people who aren't planning to use Lux Via but still need this assets.

 MOD MANAGER DOWNLOAD  MANUAL DOWNLOAD

[Preview file contents](#)

[Lux](#)

- Download and Install
 - Make sure to check the optional files section for any patch or fix not included in the FOMOD, Lux is regularly updated so sometimes the patches might hang around in the optional files section before being merged into the main file.



-
- For example, remember to install and rename such files, for example "Lux - (Plugin Update)"
 - ☒ Lux
 - ☒ Lux - Plugin Update



- Update: as of 2022/02/19 the "Lux (Updated)" file has been merged to the main file so the steps mentioned above are irrelevant, however always make sure to keep an eye on the optional sections, just don't download and install patches for mods you don't need.
- FOMOD Picks
 - Page 1

Main files

Lux main files

☒ Lux

Lux optimized Creation Club meshes

☒ Creation Club meshes

Lux optional effects

☒ Beams - PARTICLE without effect lighting

☐ Beams - Effect lighting without PARTICLE

☐ Mists and fogs - PARTICLE without effect lighting

☒ Mists and fogs - Effect lighting without PARTICLE

☐ Webs

Lux optimized SMIM meshes

☒ SMIM meshes

Lux optimized rugs

☒ RUGNAROK rugs

Lux optimized Pelts

☒ PELTAPALOOZA Pelts

Lux optimized tables

☒ Vanilla

☐ SD's Table replacer

☐ None

Lux optimized chandeliers

☐ Vanilla chandeliers

☐ SMIM chandeliers

☐ RCI chandeliers

☒ SD's chandeliers

Lux optimized Embers meshes

☒ BYOH fireplace

Lux optional Giant Campfires

☒ Giant Campfires

-
- Only pick Creation Club meshes if you're using Creation Club content, otherwise leave unchecked.

- Page 2
 - Don't select the "No grass in cave" patch
- Page 3
 - Pick 'none' from both Brighter Templates section

Brighter Templates

Bright lighting templates

- ☐ Lighting templates global replacer
- ☐ Houses lighting templates replacer only
- ☐ Dungeons lighting templates replacer only
- ☒ None

Even Brighter lighting templates

- ☐ Lighting templates global replacer
- ☐ Houses lighting templates replacer only
- ☐ Dungeons lighting templates replacer only
- ☒ None

-
- Page 4
 - Big list of all patches, everything checks automatically but just to be sure scroll down and make sure that
 - USSEP Compatibility patch
 - EmbersXD Compatibility patch

Misc mod patches

- ☐ JS Master collection compatibility patch
- ☐ Landscape and Water fixes compatibility patch
- ☐ DeserterX's Crimson Blood Armor
- ☐ Missing Encounter Zones Fixed compatibility patch
- ☒ USSEP compatibility patch
- ☒ EmbersXD compatibility patch
- ☐ Realistic Water Two compatibility patch
- ☐ SoS compatibility patch
- ☐ Audio Overhaul SoS Obsidian patch
- ☐ Immersive Citizens compatibility patch

- Are checked, **if you plan to use Creation Club Content scroll further and make sure that these are checked**

Creation Club Content

- ☐ Ghosts of the Tribunal compatibility patch
- ☐ Umbra compatibility patch
- ☒ Saints and Seducers compatibility patch
- ☐ Bittercup compatibility patch
- ☐ Dead Mans Dread compatibility patch
- ☐ Be a Farmer compatibility patch
- ☐ Shadowfoot Sanctum compatibility patch
- ☐ Nchuanthumz Dwarven Home compatibility patch
- ☐ Necrohouse compatibility patch
- ☐ Tundra Homestead compatibility patch
- ☐ Hendraheim compatibility patch
- ☐ The Cause compatibility patch
- ☐ Bloodchill Manor compatibility patch
- ☐ Elite Crossbows compatibility patch
- ☐ Forgotten Seasons compatibility patch

-
- In my case I only have Saints and Seducers installed, if you own the Anniversary Upgrade it should look like this

Creation Club Content

- ☒ Ghosts of the Tribunal compatibility patch
- ☒ Umbra compatibility patch
- ☒ Saints and Seducers compatibility patch
- ☒ Bittercup compatibility patch
- ☒ Dead Mans Dread compatibility patch
- ☒ Be a Farmer compatibility patch
- ☒ Shadowfoot Sanctum compatibility patch
- ☒ Nchuanthumz Dwarven Home compatibility patch
- ☒ Necrohouse compatibility patch
- ☒ Tundra Homestead compatibility patch
- ☒ Hendraheim compatibility patch
- ☒ The Cause compatibility patch
- ☒ Bloodchill Manor compatibility patch
- ☒ Elite Crossbows compatibility patch
- ☒ Forgotten Seasons compatibility patch

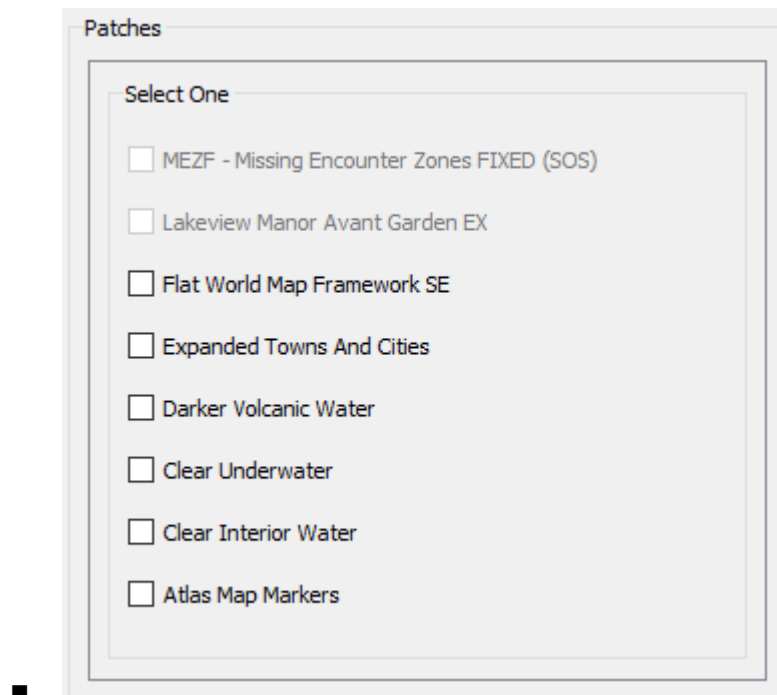
- None
- Page 4
 - None

[Lux Orbis](#)

- Download and Install
 - Make sure to check the optional files section for any patch or fix not included in the FOMOD, Lux Orbis is regularly updated so sometimes the patches might hang around in the optional files section before being merged into the main file.
- FOMOD Picks
 - Big list of all patches, scroll down to the bottom and pick Saints and Seducers if you plan to use this Creation club content.
 - Make sure the USSEP patch is also checked.
 - Skip everything else

[Water for ENB](#)

- Download and Install.
- FOMOD Picks:
 - Page 1
 - Shades of Skyrim
 - No iNeed Support.
 - Page 2
 - Default LOD Water
 - Page 3
 - Pick texture quality according to hardware.
 - Page 4
 - Pick texture quality according to hardware, 'None' option is for best performance.
 - Page 5
 - Make sure everything is **UN**checked



[Renthals Waterwheel Replacer](#)

- Download and Install.
- FOMOD Picks:
 - Pick Texture type and quality according to taste and hardware, 1K is performance, 2K is standard, 4K is high quality.
 - Updated Mesh.
 - On page two select 'Katlas's Farm Wather wheel Replacement Plugin'

Separator Check

▼ <i>Lighting & Water</i>		
☒	Smoking Torches and Candles	
☒	Rudy HQ - Miscellaneous	
☒	Medieval Candlehorns and Sconces	
☒	SD's Horn Candles	
☒	ENB Light	
☒	Embers XD	
☒	Animated Forge Water	
☒	Particle Lights for ENB - Rudy HQ Daedric Weapons	
☒	Particle Lights for ENB - Rudy HQ Soul Gems	
☒	Particle Lights for ENB - Chaurus Eggs and Sacs	
☒	Particle Lights For ENB - Undead Creatures	
☒	Particle Lights For ENB - Paragon Gems	
☒	Particle Lights For ENB - Ingredients	
☒	Particle Lights For ENB - Bugs in a Jar	
☒	Particle Lights for ENB - Wisps & Witchlight	
☒	Particle Lights for ENB - Staff Enchanter	
☒	Particle Lights for ENB - Alchemy & Enchanting Tables	
☒	Particle Lights for ENB - Aetherium Shards	
☒	Particle Lights for ENB - Rudy HQ Blood Splatter Fix	
☒	Lux Via (Resource Pack)	
☒	Lux	
☒	Lux Orbis	
☒	Water for ENB	
☒	Renthal's Waterwheel Remastered	

CHARACTER CREATION & NPC OVERHAULS

[Modpocalypse NPC - Resources](#)

- Download and Install

[Modpocalypse NPC - All Vanilla NPCs](#)

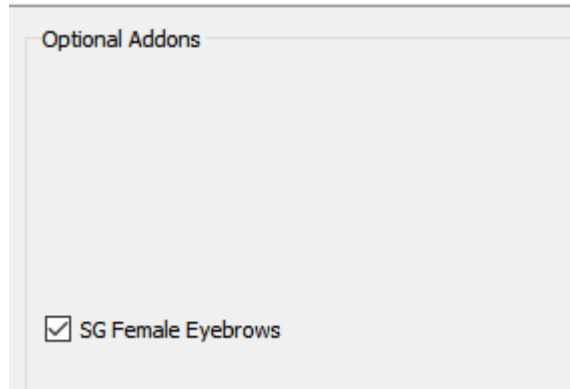
- There's 3 versions, pick whatever you think you like the most
- Download and Install your preferred version

[RS Children](#)

- Download and Install
- FOMOD
 - USSEP
 - Ignore everything else

[UNP Female Body Renewal](#)

- Download and Install
- FOMOD
 - User preference for the most part, pick 2K or 4K diffuse depending on hardware.



-
- Pick the SG Female Eyebrows addon
- Syn Picks for UNP:
 - Page 1
 - Pinup
 - Page 2
 - Static/Normal
 - Page 3
 - Lingerie or Nude, completely preferential
 - Page 4
 - 4K
 - Page 5
 - No Scars and No Public Hair
 - Page 6
 - Smooth
 - Page 7
 - Default
 - Page 8
 - Dark Red
 - Page 9
 - SG Female Eyebrows

[Bijin Skin - UNP](#)

- Download and Install the UNP file.
- FOMOD
 - User preference, texture quality as usual depending on your hardware.
- Syn Picks for Bijin Skin
 - Page 1
 - 4K Shaved (Pick 2K for Performance)
 - Page 2
 - 4K Default (Pick 2K for Performance)
 - Page 3
 - 4K Default (Pick 2K for Performance)
 - Page 4
 - 4K Default (Pick 2K for Performance)
 - Page 5
 - Keep Default for Both
 - Page 6
 - 4K Default (Pick 2K for Performance)
 - Page 7
 - Default
 - Page 8
 - Default
 - Page 9
 - Pretty

[Vitruvia - Skin Texture Overhaul for Males](#)

- Download and Install
- FOMOD
 - User preference, texture quality as usual depending on your hardware.
- Syn Picks
 - Page 1
 - Core Files
 - Vitruvia - 4K (Pick 2K or Performance for more Performance)
 - Never Nude
 - Page 2
 - None
 - 01 Hairless Chest, no Scars
 - None
 - Leave last unchecked

[Vanilla Hair - Salt and Wind Textures](#)

- Download and Install

[High Poly Vanilla Hair](#)

- Download and Install

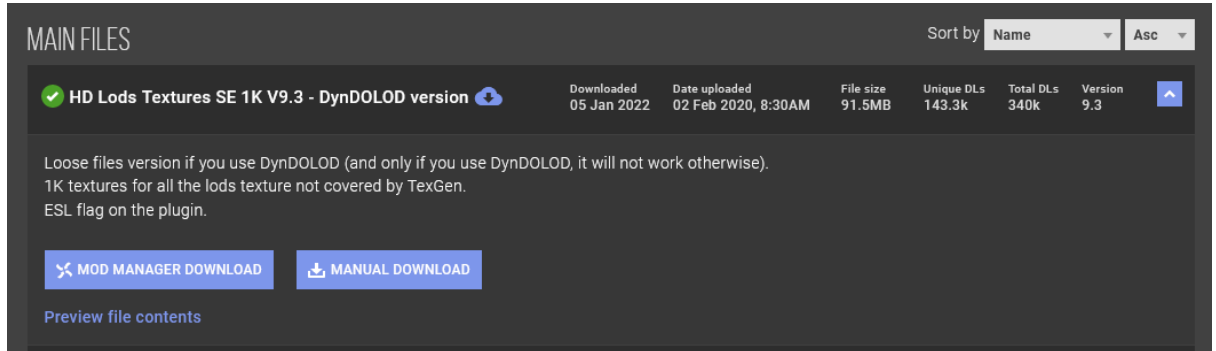
Separator Check

Character Creation & NPC Overhaul	
☒ Modpocalypse NPCs - Resources	
☒ Modpocalypse NPCs - All Vanilla NPCs	
☒ RS Children Overhaul	
☒ UNP Female Body Renewal	
☒ Bijin Skin - UNP	
☒ Vitruvia - skin texture overhaul for males - SE	
☒ Vanilla hair - Salt and Wind	
☒ High Poly Vanilla Hair	

LOGS, OUTPUTS, LOD & DISTANT TERRAIN

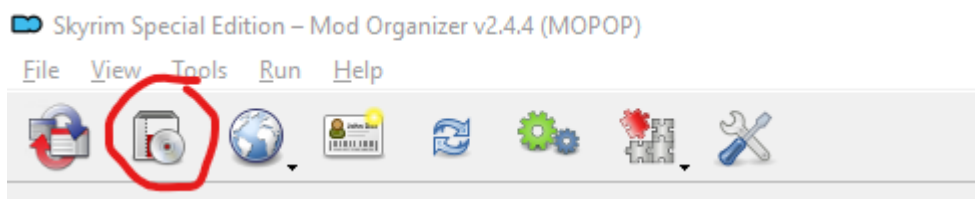
[HD LODs](#)

- Download and Install.



[HD LODs - Darker Grassy Terrain](#)

- Download and Manually Install by clicking on this icon in the top bar of MO2



- Then selecting the downloaded file.

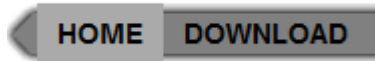
Separator Check



Leave them deactivated for the time being.

ENB INSTALLATION

- [ENBDev main page link](#), scroll down and click on "News"
- Then click on "Download"



-
- Scroll down until you see TES Skyrim SE, click on it.

Graphic modifications

Generic mods

Aliens VS Predator 2010
Bayonetta
Black Mesa
Blade Of Darkness
Burnout Paradise
Collapse
Dark Souls 2
Deus Ex
Deus Ex Human Revolution
Dragon Age
Dragon's Dogma
Euro Truck Simulator 2
Fallout 3 / New Vegas
Fallout 4
Far Cry 2
FlatOut 2
GTA 3
GTA 4
GTA 5
GTA San Andreas
GTA Vice City
Guilty Gear
Half Life 2
Kingdom Come Deliverance
Mass Effect 3
Max Payne 2
NBA Live 08
Resident Evil 4
Richard Burns Rally
Serious Sam 2
Shadow Warrior
Stalker
TES Oblivion
TES Skyrim
TES Skyrim SE
TES Skyrim VR
Test Drive Unlimited 2
Vampire The Masquerade Bloodlines
Witcher 2
Witcher 3

- Scroll down and click on v0.469

All newest versions are compati

v0.469

v0.347

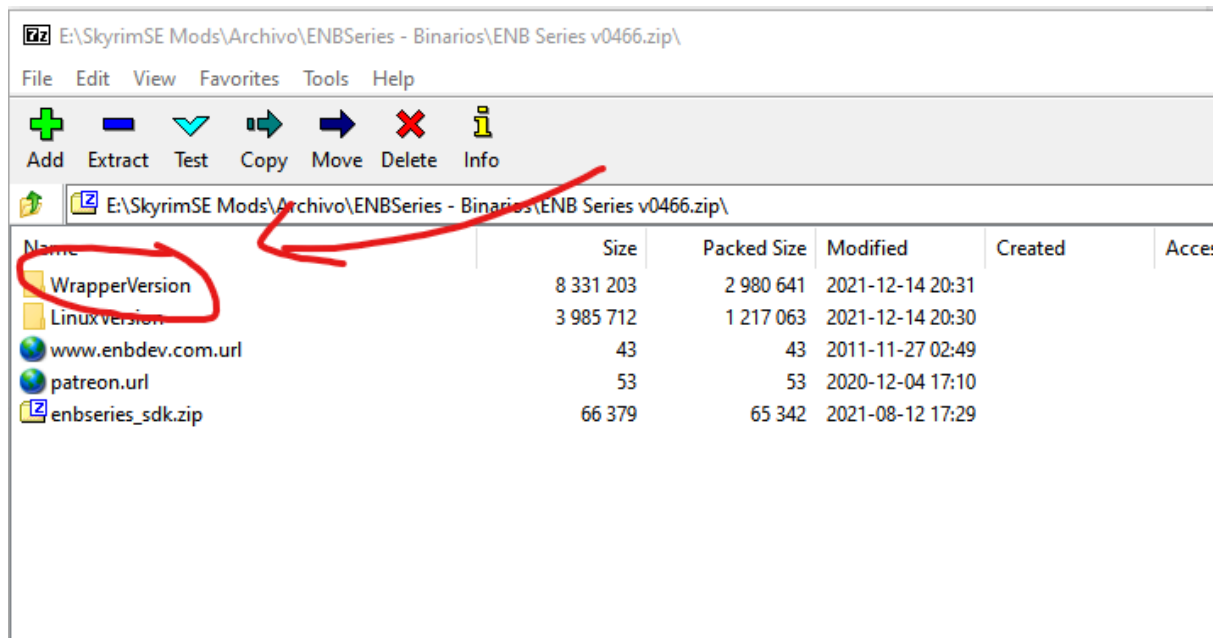
v0.341

v0.338

-
- Scroll down until you see the download button.

Open the downloaded file and enter the 'Wrapped Version' folder, drag and drop to the Skyrim directory the following files:

- d3d11.dll
- d3dcompiler_46e.dll



E:\SkyrimSE Mods\Archivo\ENB Series - Binarios\ENB Series v0466.zip\WrapperVersion\					
Name	Size	Packed Size	Modified	Created	Accessed
enbseries	1 752	704	2019-05-17 03:16		
readme_en.txt	19 741	7 215	2021-12-12 14:39		
license_en.txt	1 429	763	2012-03-14 14:48		
enbunderwaternoise.bmp	49 208	22 618	2019-11-15 22:34		
enbunderwater.fx	10 233	2 833	2020-03-15 02:24		
enbsunsprite.fx	6 172	2 091	2020-03-15 02:24		
enbsunsprite.bmp	49 208	12 060	2019-04-10 15:16		
enbseries.ini	31 300	4 349	2021-10-25 21:54		
enbraindrops.dds	16 512	11 100	2020-02-14 04:11		
enbpalette.bmp	196 664	29 528	2019-06-04 18:29		
enblocal.ini	710	384	2021-09-16 14:57		
enblens.fx	15 773	4 204	2021-10-25 20:52		
enbeffectprepass.fx	11 379	3 352	2020-03-15 02:23		
enbeffectpostpass.fx	10 186	2 637	2016-11-03 03:16		
enbeffect.fx	16 336	4 476	2020-09-10 13:27		
enbdepthoffield.fx	14 767	4 102	2020-03-15 02:23		
enbbloom.fx	13 224	3 632	2020-09-16 10:31		
enbadaptation.fx	7 481	2 372	2019-02-28 16:16		
d3dcompiler_46e.dll	3 873 208	1 645 604	2015-06-12 09:59		
d3d11.dll	3 985 920	1 216 617	2021-12-14 20:31		

Nombre	Fecha de modificación	Tipo	Tamaño
Data	22/02/2022 11:27	Carpeta de archivos	
Screenshot	23/02/2022 04:24	Carpeta de archivos	
Skyrim	04/02/2022 18:41	Carpeta de archivos	
bink2w64.dll	21/02/2022 18:28	Extensión de la aplicac...	383 KB
d3d11.dll	05/02/2022 03:04	Extensión de la aplicac...	3,899 KB
d3dcompiler_46e.dll	12/06/2015 10:59	Extensión de la aplicac...	3,783 KB
d3dx9_42.dll	19/01/2019 10:11	Extensión de la aplicac...	87 KB
d3dx9_42.log	23/02/2022 04:02	Documento de texto	1 KB
gpu.txt	22/02/2022 11:27	Archivo TXT	1 KB
High.ini	21/02/2022 18:54	Opciones de configura...	1 KB
installscript.vdf	21/02/2022 18:54	Archivo VDF	1 KB
Low.ini	21/02/2022 18:54	Opciones de configura...	1 KB
Medium.ini	21/02/2022 18:54	Opciones de configura...	1 KB
skse64_1_6_353.dll	06/01/2022 14:56	Extensión de la aplicac...	1,144 KB
skse64_loader.exe	06/01/2022 14:56	Aplicación	220 KB
skse64_steam_loader.dll	06/01/2022 14:56	Extensión de la aplicac...	198 KB
Skyrim.ccc	21/02/2022 18:54	Archivo CCC	2 KB
Skyrim_Default.ini	21/02/2022 18:54	Opciones de configura...	2 KB
SkyrimSE.exe	21/02/2022 18:28	Aplicación	34,581 KB
SkyrimSELauncher.exe	21/02/2022 18:28	Aplicación	4,262 KB
steam_api64.dll	21/02/2022 18:54	Extensión de la aplicac...	202 KB
tbb.dll	10/07/2020 07:43	Extensión de la aplicac...	392 KB
tbbmalloc.dll	10/07/2020 07:43	Extensión de la aplicac...	241 KB
Ultra.ini	21/02/2022 18:54	Opciones de configura...	1 KB

[FNENB - Syn's Edit](#)

- Download and drop the files into the Skyrim directory.

Nombre	Fecha de modificación	Tipo	Tamaño
Data	22/02/2022 11:27	Carpeta de archivos	
enbcache	23/02/2022 08:38	Carpeta de archivos	
enbseries	23/02/2022 08:38	Carpeta de archivos	
Screenshot	23/02/2022 04:24	Carpeta de archivos	
Skyrim	04/02/2022 18:41	Carpeta de archivos	
bink2w64.dll	21/02/2022 18:28	Extensión de la aplicac...	383 KB
d3d11.dll	05/02/2022 03:04	Extensión de la aplicac...	3,899 KB
d3dcompiler_46e.dll	12/06/2015 10:59	Extensión de la aplicac...	3,783 KB
d3dx9_42.dll	19/01/2019 10:11	Extensión de la aplicac...	87 KB
d3dx9_42.log	23/02/2022 04:02	Documento de texto	1 KB
enblocal.ini	02/02/2022 00:17	Opciones de configura...	1 KB
enbseries.ini	02/02/2022 00:17	Opciones de configura...	46 KB
gpu.txt	22/02/2022 11:27	Archivo TXT	1 KB
High.ini	21/02/2022 18:54	Opciones de configura...	1 KB
installscript.vdf	21/02/2022 18:54	Archivo VDF	1 KB
Low.ini	21/02/2022 18:54	Opciones de configura...	1 KB
Medium.ini	21/02/2022 18:54	Opciones de configura...	1 KB
skse64_1_6_353.dll	06/01/2022 14:56	Extensión de la aplicac...	1,144 KB
skse64_loader.exe	06/01/2022 14:56	Aplicación	220 KB
skse64_steam_loader.dll	06/01/2022 14:56	Extensión de la aplicac...	198 KB
Skyrim.ccc	21/02/2022 18:54	Archivo CCC	2 KB
Skyrim_Default.ini	21/02/2022 18:54	Opciones de configura...	2 KB
SkyrimSE.exe	21/02/2022 18:28	Aplicación	34,581 KB
SkyrimSElauncher.exe	21/02/2022 18:28	Aplicación	4,262 KB
steam_api64.dll	21/02/2022 18:54	Extensión de la aplicac...	202 KB
tbb.dll	10/07/2020 07:43	Extensión de la aplicac...	392 KB
tbbmalloc.dll	10/07/2020 07:43	Extensión de la aplicac...	241 KB
Ultra.ini	21/02/2022 18:54	Opciones de configura...	1 KB

FINAL SEPARATOR CHECK

Turn on the ENB Helper SE Mod, if you have all of the CC from the Anniversary Upgrade just retract the separator, it's way too many mods to fit in a screenshot for me.

([Album link](#) so you can zoom in easily)

Mod Name	Conflicts	Flags	Category	Version	Priority
Master Files					0
Creation Club					4
Scripts, Utilities and Core Files					79
☒ SKSE Scripts - v2.1.5					80
☒ SKSE - INI			Utilities	1.2	81
☒ Address Library for SKSE Plugins			Modders resour...	5.0	82
☒ SSE Engine Fixes			Bugfixes	6.0.2	83
☒ PapyrusUtil - AE			Modders resour...	4.3	84
☒ SSE Display Tweaks			Utilities	0.5.9	85
☒ SkyUI			UI	5.2SE	86
☒ SkyUI - Flashing Savegames Fix			UI	1.0	87
☒ Fix Note icon for SkyUI			Bugfixes	1.2.5	88
☒ More Informative Console			UI	0.43	89
☒ Crash Logger			Miscellaneous	1.0	90
☒ Unofficial Skyrim Special Edition Patch			Bugfixes	4.2.6alpha	91
☒ Main Menu Design Replacer - Multilanguage - 60 FPS			UI	1.0.1	92
☒ Main Menu ReShaped			UI	1.01	93
☒ ENB Helper SE			Shader Presets	2.1	94
☐ Survival Mode USSEP Patch			Patches	1.0	95
☐ SkyUI - Survival Mode Integration			UI	1.1.1	96
Audio, Music and SFX					97
☒ Unofficial High Definition Audio Project - English				1.0	98
☒ Audio Overhaul for Skyrim SE				3.3.2	99
Base Textures & Meshes					100
☐ DynDOLOD Resources SE			Modders resour...	3.00	101
☐ Better Dynlodol Red Mountain Plume			Models & Textur...	1.0	102
☒ Particle Patch for ENB				18/02/2022	103
☒ Skyland AIO			Models & Textur...	2.1	104
☒ Static Mesh Improvement Mod			Models & Textur...	2.08	105
Mod Name	Conflicts	Flags	Category	Version	Priority
Main Textures & Meshes					107
☒ Rally's Solstheim Landscapes			Models & Textur...	1.1	108
☒ Nordic Snow			Models & Textur...	3.4.3	109
☒ Glacierslab			Models & Textur...	4.2.2.5	110
☒ Static Mesh improvement Mod - SMIM - Quality Addon			Models & Textur...	1.3	111
☒ Ruins Clutter Improved			Models & Textur...	3.2beta	112
☒ Ruins Clutter Improved - Fixes			Models & Textur...	1.2	113
☒ ElSopa HD - Realistic Dark Elf Urns			Models & Textur...	1.0	114
☒ High Quality Food and Ingredients			Items	1.9	115
☒ Majestic Mountains			Models & Textur...	3.20	116
☐ Majestic Mountains - LOD Pack			Models & Textur...	1.1	117
☒ Majestic Mountains - Northside				2.0	118
☒ Nordic Snow - Diffused Texture			Patches	1.0	119
☒ Blended Roads			Models & Textur...	1.7	120
☒ Blended Roads Redone			Environment	1.5.1	121
☒ Blended Roads Redone - Bridges			Environment	1.0	122
☒ aMidianBorn Book of Silence			Models & Textur...	1.9.1	123
☒ Rustic Clothing			Clothing	3.0	124
☒ CleverCharff's Caves			Models & Textur...	1.0	125
☒ Metallurgy - Ingots Ore and Veins			Models & Textur...	1.3	126
City & Settlements Textures					127
☒ Mrf's Solitude			Models & Textur...	1.3	128
☒ Mrf's Markarth			Models & Textur...	2.1	129
☒ WiZKiD Riften and Ratway			Visuals	1.2	130
☒ 4K Windhelm			Models & Textur...	1.6	131
☒ Illustrious Whiterun			Cities	1.2	132
☒ Illustrious Whiterun - Update			Cities	1.4	133
☒ Glorious Doors of Skyrim			Models & Textur...	1.03	134
☒ Glorious Doors of Skyrim - Update			Models & Textur...	1.04	135

Mod Name	Conflicts	Flags	Category	Version	Priority
Miscellaneous Textures & Meshes					136
☒ Forgotten Retex Project			Models & Textur...	5.3	137
☒ Noble Furniture Improved			Models & Textur...	1.0	138
☒ Skyrim 3D Furniture			Models & Textur...	1.9	139
☒ Skyrim 3D Furniture - SMIM Patch			Models & Textur...	1.3	140
☒ Rustic Furniture (SMIM)			Models & Textur...	3.0	141
☒ Basic Dining Set Replacer			Models & Textur...	1.0	142
☒ Skyrim 3D Docks and Boardwalks			Models & Textur...	1.0	143
☒ Skyrim 3D Rocks			Models & Textur...	1.0.3	144
☒ Skyrim 3D Windmill			Models & Textur...	1.0	145
☒ Dwemer Pipework Reworked			Models & Textur...	4.0	146
☒ Dwemer Pipework Reworked - Decorative Pattern			Models & Textur...	2.0	147
☒ Dwemer Pipework Reworked - ENB Light			Models & Textur...	4.0-8	148
☒ Peltapalooza			Models & Textur...	1.0	149
☒ Ragnarok			Models & Textur...	1.1	150
☒ Misc Retexture Project			Models & Textur...	2.6	151
☒ Misc Retexture Project - Update			Models & Textur...	2.6.2	152
☒ Misc Retexture Project - SMIM Ingredients			Models & Textur...	2.2	153
☒ Misc Retexture Project - Cave Lamp			Models & Textur...	1.0	154
☒ High Poly Project			Models & Textur...	5.3	155
☒ Stunning Statues of Skyrim			Models & Textur...	1.5	156
☒ JS Shrines of the Divines			Models & Textur...	1.2	157
☒ Enhanced Blood Textures			Visuals	4.0	158
☒ EISopa - High Quality Buckets			Models & Textur...	1.1	159
☒ EISopa - High Quality Buckets - Hotfix			Models & Textur...	1.3	160
☒ EISopa - Iron Tools Redone			Models & Textur...	1.0	161
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☒ EISopa - Medieval Anvil			Models & Textur...	1.0	165
☒ EISopa - Medieval Anvil - Hammer Hotfix			Models & Textur...	1.2	166
☒ EISopa - Giant Mortar Texture			Models & Textur...	1.0	167

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☒ Falmer Retexture			Creatures, Mou...	1.1	170
☒ Giant Retexture			Models & Textur...	1.0	171
☒ Hagraven Retexture			Models & Textur...	1.0	172
☒ Mammoth Retexture			Models & Textur...	1.1	173
☒ Sabrecat Retexture			Models & Textur...	1.0	174
☒ Skeleton & Human Bones Retexture			Models & Textur...	1.2	175
☒ Troll Retexture			Models & Textur...	1.0	176
☒ Wispmother Retexture			Models & Textur...	1.0	177
☒ Draugr Retexture			Models & Textur...	1.1	178
☒ Dragon Texture Replacer Pack			Models & Textur...	1.4	179
Flora					180
☒ Happy Little Trees			Environment	1.01	181
☐ Happy Little Trees Add-On - DynDOLOD 3			Environment	1.0	182
☒ Skyrim 3D Landscapes			Models & Textur...	1.0.7	183
☒ Veydosebrom Regions			Environment	1.1.2	184
☒ Northern Grass			Environment	1.00	185
☒ Landscape Fixes For Grass Mods			Environment	4.9	186
☒ Landscape Fixes For Grass Mods - Military Camps			Environment	1.0	187
☒ Mari's flora			Models & Textur...	1.1	188
☒ Cathedral - 3D Mountain Flowers			Environment	1.8	189
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☒ NLA Weathers			Patches	1.2	191
☒ Storm Lightning for SSE and VR (Minty Lightning 2019)			Environment	1.4.14	192
☒ Wonders of Weather			Immersion	1.10	193
☒ WoW Dragon Mounds CTD Fix			Bugfixes	1.2	194
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☒ Ethereal Clouds			Models & Textur...	3.0	197
☒ Simplicity of Snow			Visuals	0.5.1	198
☒ Blended Roads - Simplicity of Snow Patch			Environment	1.0	199

▼	Lighting & Water				200
☒	Smoking Torches and Candles		Visuals	1.76	201
☒	Rudy HQ - Miscellaneous		Models & Textur...	1.01	202
☒	Medieval Candlehorns and Sconces		Models & Textur...	2.0	203
☒	SD's Horn Candles		Models & Textur...	1.0	204
☒	ENB Light		23/02/2022		205
☒	Embers XD		Models & Textur...	2.5.3	206
☒	Animated Forge Water			0.5	207
☒	Particle Lights for ENB - Rudy HQ Daedric Weapons		Items	1.0j	208
☐	Particle Lights for ENB - Rudy HQ Soul Gems		Items	1.0alpha	209
☐	Particle Lights for ENB - Chaurus Eggs and Sacs		Items	1.0alpha	210
☒	Particle Lights For ENB - Undead Creatures		Models & Textur...	1.0	211
☒	Particle Lights For ENB - Paragon Gems		Miscellaneous	1.2	212
☒	Particle Lights For ENB - Ingredients		Items	1.2	213
☒	Particle Lights For ENB - Bugs in a Jar		Miscellaneous	1.1alpha	214
☒	Particle Lights for ENB - Wisps & Witchlight		Models & Textur...	1.1	215
☒	Particle Lights for ENB - Staff Enchanter		Models & Textur...	1.0	216
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☒	Particle Lights for ENB - Aetherium Shards		Visuals	1.0	218
☒	Particle Lights for ENB - Rudy HQ Blood Splatter Fix		Visuals	0.2	219
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☒	Lux		Visuals	4.0.1	221
☒	Lux Orbis		Visuals	2.5	222
☒	Water for ENB		Visuals	1.54	223
☒	Renthal's Waterwheel Remastered		Models & Textur...	1.2	224
▼	Character Creation & NPC Overhaul				225
☒	Modpocalypse NPCs - Resources		NPCs	1.02	226
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☒	RS Children Overhaul		NPCs	1.1.3	228
☒	UNP Female Body Renewal		Body, Face, & H...	4.6	229
☒	Bijin Skin - UNP		Body, Face, & H...	1.4	230
☒	Vitruvia - skin texture overhaul for males - SE		Models & Textur...	1.07	231
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▼	Logs, Outputs, LOD & Distant Terrain				234
☐	HD LODs Textures		Models & Textur...	9.3	235
☐	High Definition LODs - Darker and Grassy Terrain		23/02/2022		236

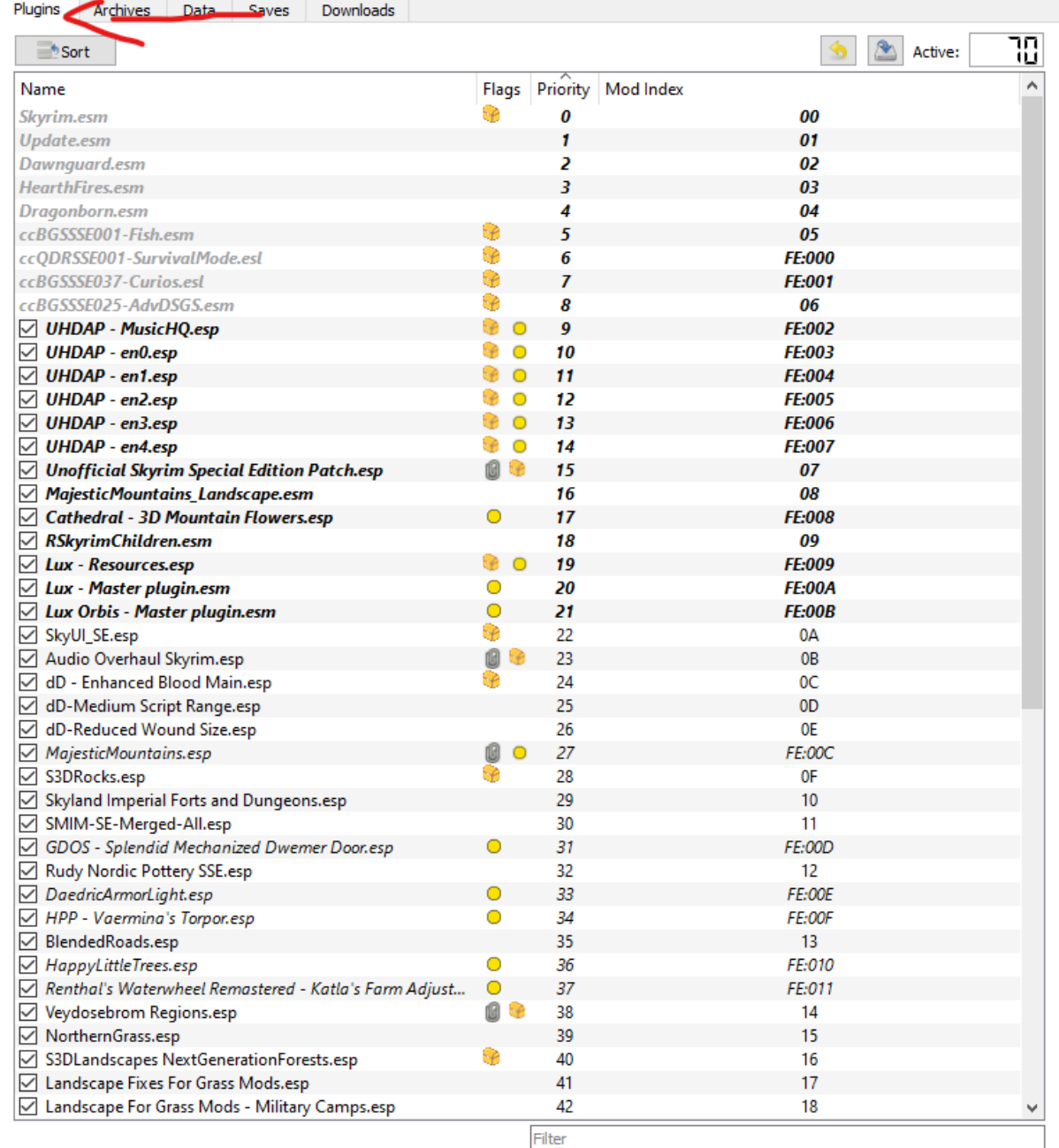
Plugin Panel

Click on the plugins tab and copy the following Load order.

For uses of Anniversary Upgrade also uncheck

'MajesticMountains_Landscape.esm' to avoid problems with the mountains blocking parts of the terrain, if you only have the free Creations (Fishing, Survival, Rare Curious and Saints & Seducers) you do not need this step.

([Album link](#) so you can zoom in easily, scroll to the bottom)



Name	Flags	Priority	Mod Index
<i>Skyrim.esm</i>		0	00
<i>Update.esm</i>		1	01
<i>Dawnguard.esm</i>		2	02
<i>HearthFires.esm</i>		3	03
<i>Dragonborn.esm</i>		4	04
<i>ccBGSSE001-Fish.esm</i>		5	05
<i>ccQDRSSE001-SurvivalMode.esl</i>		6	FE:000
<i>ccBGSSE037-Curios.esl</i>		7	FE:001
<i>ccBGSSE025-AdvDSGS.esm</i>		8	06
☒ UHDAP - MusicHQ.esp		9	FE:002
☒ UHDAP - en0.esp		10	FE:003
☒ UHDAP - en1.esp		11	FE:004
☒ UHDAP - en2.esp		12	FE:005
☒ UHDAP - en3.esp		13	FE:006
☒ UHDAP - en4.esp		14	FE:007
☒ Unofficial Skyrim Special Edition Patch.esp		15	07
☒ MajesticMountains_Landscape.esm		16	08
☒ Cathedral - 3D Mountain Flowers.esp		17	FE:008
☒ RSkyrimChildren.esm		18	09
☒ Lux - Resources.esp		19	FE:009
☒ Lux - Master plugin.esm		20	FE:00A
☒ Lux Orbis - Master plugin.esm		21	FE:00B
☒ SkyUI_SE.esp		22	0A
☒ Audio Overhaul Skyrim.esp		23	0B
☒ dD - Enhanced Blood Main.esp		24	0C
☒ dD-Medium Script Range.esp		25	0D
☒ dD-Reduced Wound Size.esp		26	0E
☒ MajesticMountains.esp		27	FE:00C
☒ S3DRocks.esp		28	0F
☒ Skyland Imperial Forts and Dungeons.esp		29	10
☒ SMIM-SE-Merged-All.esp		30	11
☒ GDOS - Splendid Mechanized Dwemer Door.esp		31	FE:00D
☒ Rudy Nordic Pottery SSE.esp		32	12
☒ DaedricArmorLight.esp		33	FE:00E
☒ HPP - Vaermina's Torpor.esp		34	FE:00F
☒ BlendedRoads.esp		35	13
☒ HappyLittleTrees.esp		36	FE:010
☒ Renthal's Waterwheel Remastered - Katla's Farm Adjust...		37	FE:011
☒ Veydosebrom Regions.esp		38	14
☒ NorthernGrass.esp		39	15
☒ S3DLandscapes NextGenerationForests.esp		40	16
☒ Landscape Fixes For Grass Mods.esp		41	17
☒ Landscape For Grass Mods - Military Camps.esp		42	18

☒	NLA SSE.esp		43	19
☒	NLA SSE SOLAR CLEANER.esp	●	44	FE:012
☒	Obsidian Mountain Fogs.esp		45	1A
☒	RealRainSE.esp		46	1B
☒	StormLightning.esp	●	47	FE:013
☒	WondersofWeather.esp	●	48	1C
☒	WoW Dragon Mounds CTD Fix.esp	●	49	FE:014
☒	aMidianBorn_Book of Silence.esp	●	50	FE:015
☒	Mrf solitude.esp	●	51	FE:016
☒	Simplicity of Snow.esp	●	52	FE:017
☒	Simplicity of Snow - Blended Roads Patch.esp	●	53	FE:018
☒	Modpocalypse NPCs (v1) SSE.esp		54	1D
☒	RSChildren.esp	●	55	1E
☒	SGEyebrows.esp		56	1F
☒	Smoking Torches And Candles.esp	●	57	FE:019
☒	ENB Light.esp		58	20
☒	GhostLight.esp	●	59	FE:01A
☒	Embers XD.esp		60	21
☒	Embers XD - Fire Magick Add-On.esp	●	61	FE:01B
☒	Lux.esp	●	62	22
☒	Lux - Embers XD patch.esp	●	63	FE:01C
☒	Lux - Saints and Seducers patch.esp	●	64	FE:01D
☒	Lux - USSEP patch.esp	●	65	FE:01E
☒	Lux Orbis.esp		66	23
☒	Lux Orbis - Saints and Seducers patch.esp	●	67	FE:01F
☒	Lux Orbis - USSEP patch.esp	●	68	FE:020
☒	Water for ENB (Shades of Skyrim).esp		69	24

Filter

The quantity of Lux and Lux Orbis Patches will depend per person, but the order is similar to everyone

- >Lux.esp
- >Lux - [Something] patch.esp
- >Lux - [Something] patch.esp
- ...
- >Lux Orbis.esp
- >Lux Orbis - [Something] patch.esp
- >Lux Orbis - [Something] patch.esp
- >Water for ENB (Shades of Skyrim).esp

Example of a load order with all of the Anniversary Content.

☒	Smoking Torches And Candles.esp	130	FE:05A
☒	ENB Light.esp	131	27
☒	GhostLight.esp	132	FE:05B
☒	Embers XD.esp	133	28
☒	Embers XD - Fire Magick Add-On.esp	134	FE:05C
☒	Lux.esp	135	29
☒	Lux - Bittercup Patch.esp	136	FE:05D
☒	Lux - Bloodchill Manor patch.esp	137	FE:05E
☒	Lux - Dead Mans Dread Patch.esp	138	FE:05F
☒	Lux - Elite Crossbows.esp	139	FE:060
☒	Lux - Embers XD patch.esp	140	FE:061
☒	Lux - Farmer patch.esp	141	FE:062
☒	Lux - Forgotten Seasons.esp	142	FE:063
☒	Lux - Ghosts of the Tribunal CC.esp	143	FE:064
☒	Lux - Hendraheim patch.esp	144	FE:065
☒	Lux - Nchuanthumz Dwarven Home patch.esp	145	FE:066
☒	Lux - Necrohouse patch.esp	146	FE:067
☒	Lux - Saints and Seducers patch.esp	147	FE:068
☒	Lux - Shadowfoot Sanctum patch.esp	148	FE:069
☒	Lux - The Cause patch.esp	149	FE:06A
☒	Lux - Tundra Homestead patch.esp	150	FE:06B
☒	Lux - Umbra CC.esp	151	FE:06C
☒	Lux - USSEP patch.esp	152	FE:06D
☒	Lux Orbis.esp	153	2A
☒	Lux Orbis - Saints and Seducers patch.esp	154	FE:06E
☒	Lux Orbis - Tundra Homestead patch.esp	155	FE:06F
☒	Lux Orbis - USSEP patch.esp	156	FE:070
☒	Water for ENB (Shades of Skyrim).esp	157	2B

Once that's done you can now start the game, open the console using the tilde key and typing 'coc whiterunexterior01', after that type 'tgm' and after that type 'tmm 1', this will make you immortal and will reveal all map markers, you're now free to explore the game and see how your game performs and if you like the looks of it.

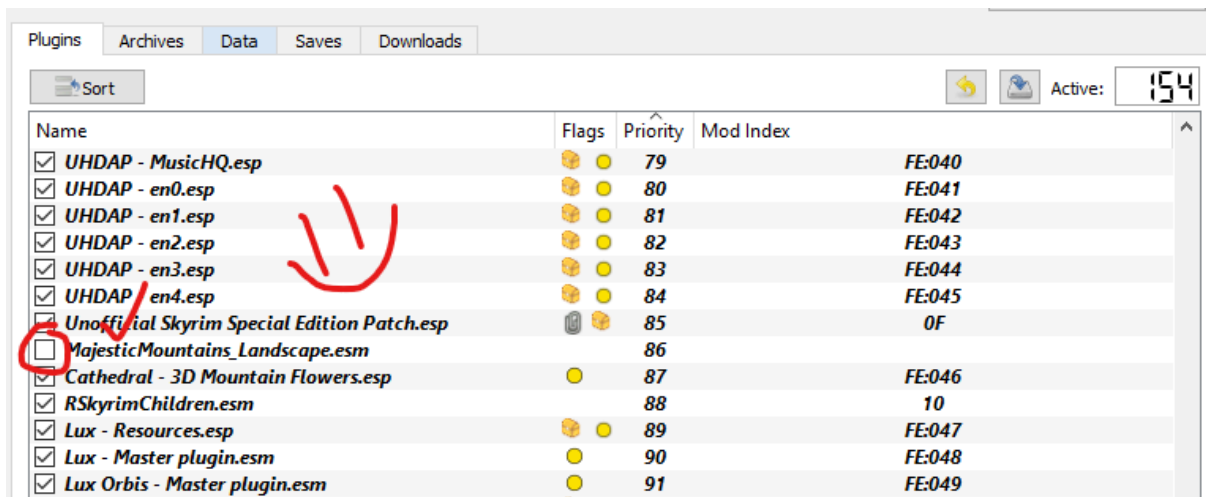
OPTIONAL PLUGINS AND TROUBLESHOOT

"The terrain is bad around certain additions by AE!"



This happens when you don't disable

MajesticMountains_Landscape.esm in your right panel, please make sure it's disabled in your MO2 right panel.



And after it's disabled...



"There's grass blocking some areas of the game!"





[No Grassias](#)

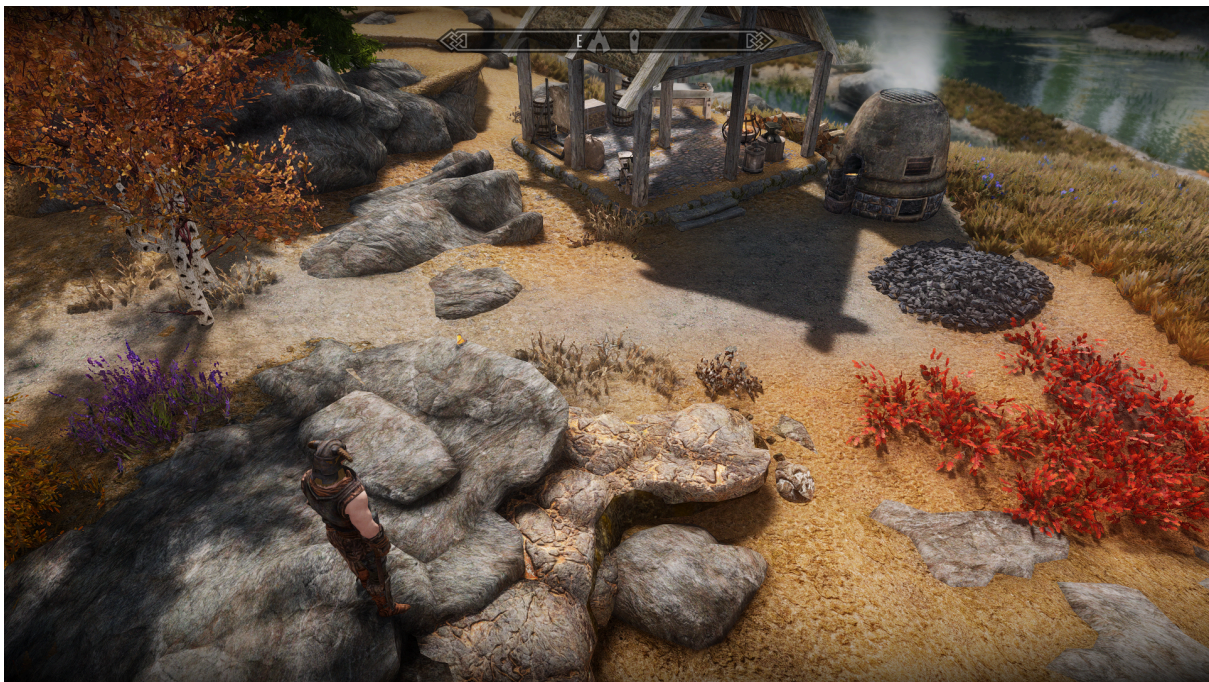
- Download and Install the first main file, place it below Northern Grass on the left side.

☒	Happy Little Trees	
☒	Happy Little Trees Add-On - DynDOLOD 3	
☒	Skyrim 3D Landscapes	
☒	Veydosebrom Regions	
☒	Northern Grass SE	
☒	No Grassias - A Universal Grass Fix For Grass Mods	
☒	Landscape Fixes For Grass Mods	
☒	Landscape Fixes For Grass Mods - Military Camps	
☒	Mari's flora	
☒	Cathedral - 3D Mountain Flowers	

- In the right side you need to place NoGrassias.esp above Landscape Fixes for Grass Mods.esp

☒	Veydosebrom Regions.esp		33
☒	NorthernGrass.esp		34
☒	S3DLandscapes NextGenerationForests.esp		35
☒	NoGrassias.esp		36
☒	Landscape Fixes For Grass Mods.esp		37
☒	Landscape For Grass Mods - Military Camps.esp		38

And after...



I strongly recommend using both **NoGrassias** and disabling **MajesticMountains_Landscape.esm** if you're using the Anniversary Upgrade content, for example this is the mage tower from earlier with just MajesticMountains_Landscape.esm disabled



Now after installing No Grassiass...

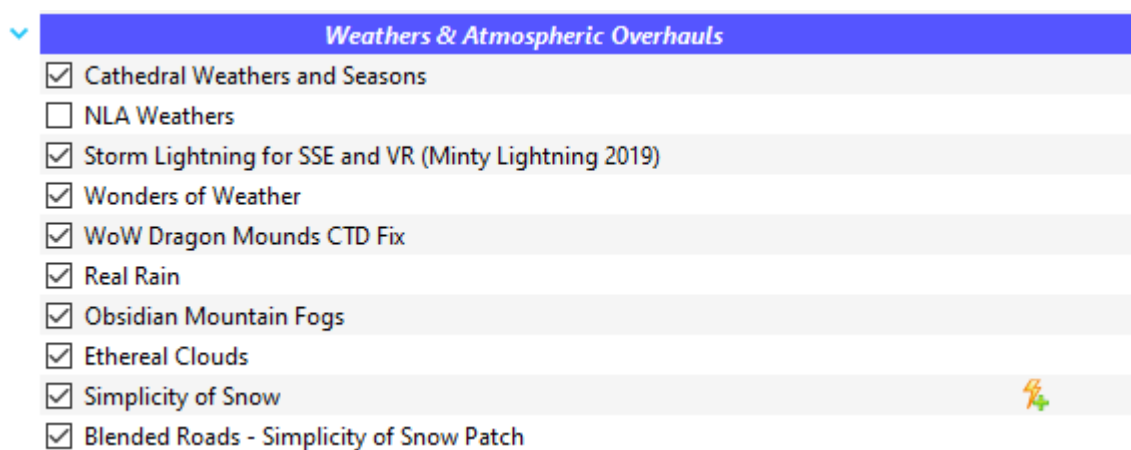


"I don't like how this Weather or ENB looks at all!"

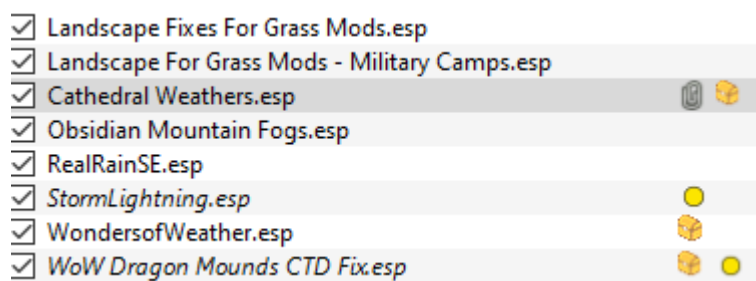
Well that can be easily solved too, download your favorite weather mod, for this example I'll be using '[Cathedral Weather](#)' and I'll be replacing the ENB preset from FNENB to '[Silents Horizons ENB](#)'

- Download with manager the Weather mod
- And manually download the ENB Preset, make sure the download matches with that of your desired weather!
- Remember that this deviates from Syn's modlist and the game will look and perform differently so any crash or weird issue is not the fault of Syn or poor testing, you can always post any issue related to the installation in the discord channel for modding discussion and we'll be ready to help you.

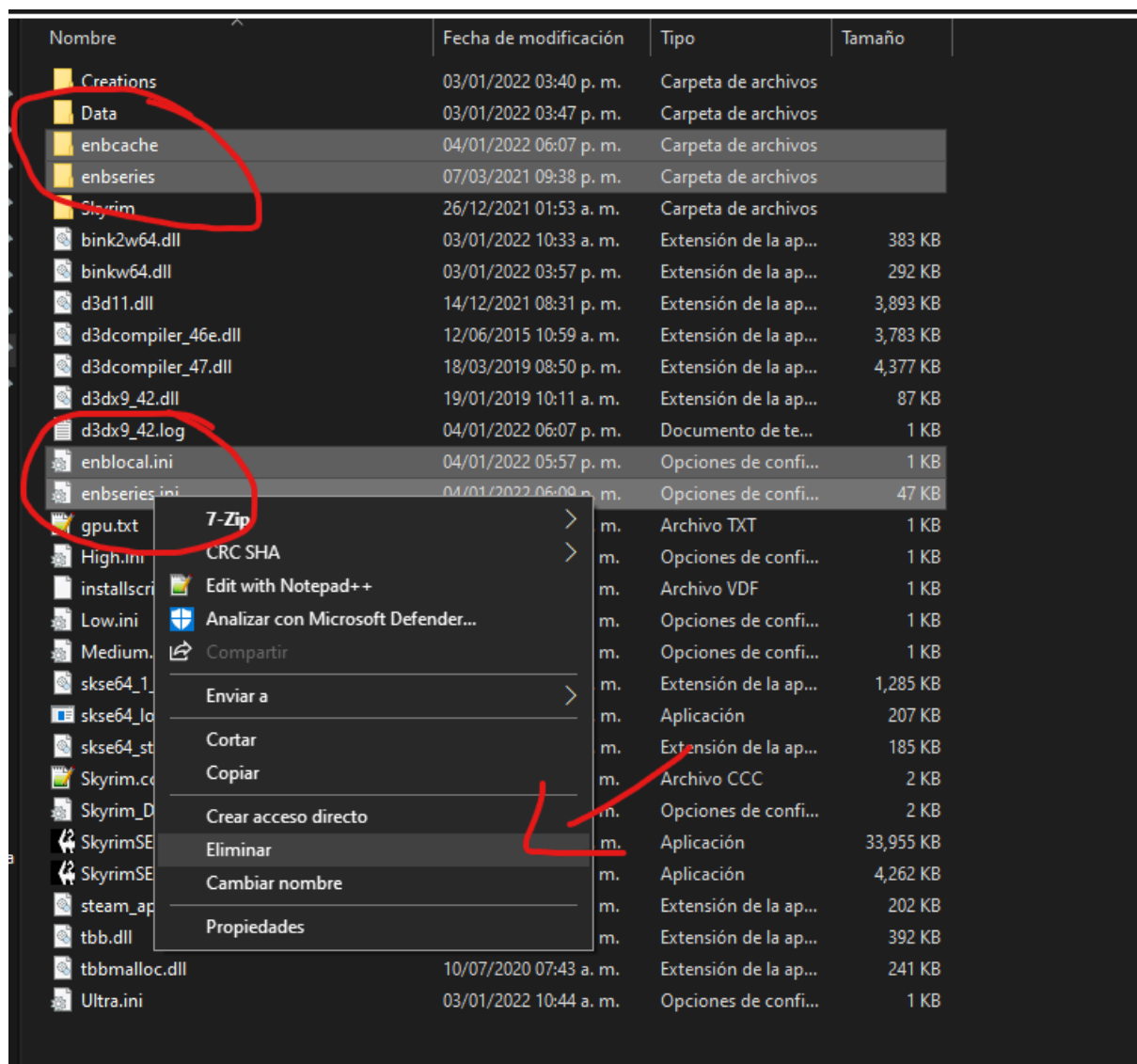
Install the mod and place it below NLA SSE for ENB, then uncheck NLA and check the Weather mod.



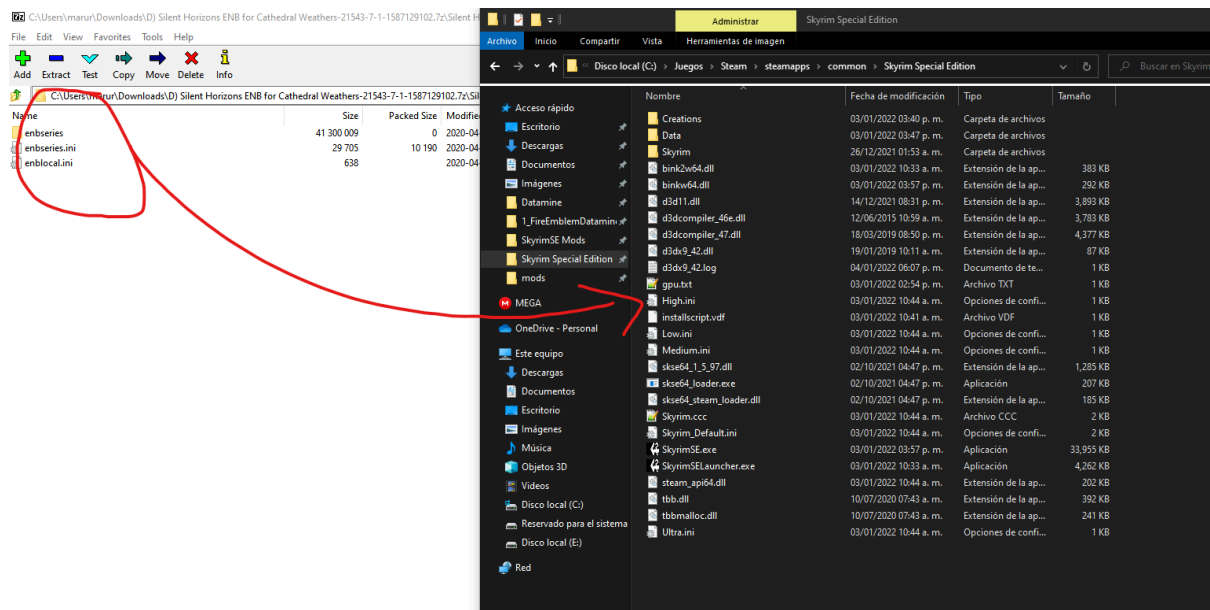
Then on the right panel move the .esp from your weather mod to below Landscape fixes and above Obsidian Mountain fog.



Now go to your Skyrim folder and delete the enbcache and enbseries folder, then delete enblocal.ini and enbseries.ini



Now simply install the new ENB preset by dropping the enbseries, enblocal.ini and enbseries.ini into the Skyrim folder.



Nombre	Fecha de modificación	Tipo	Tamaño
Creations	03/01/2022 03:40 p. m.	Carpeta de archivos	
Data	03/01/2022 03:47 p. m.	Carpeta de archivos	
enbseries	14/04/2020 07:43 p. m.	Carpeta de archivos	
Skyrim	26/12/2021 01:53 a. m.	Carpeta de archivos	
bink2w64.dll	03/01/2022 10:33 a. m.	Extensión de la ap...	383 KB
binkw64.dll	03/01/2022 03:57 p. m.	Extensión de la ap...	292 KB
d3d11.dll	14/12/2021 08:31 p. m.	Extensión de la ap...	3,893 KB
d3dcompiler_46e.dll	12/06/2015 10:59 a. m.	Extensión de la ap...	3,783 KB
d3dcompiler_47.dll	18/03/2019 08:50 p. m.	Extensión de la ap...	4,377 KB
d3dx9_42.dll	19/01/2019 10:11 a. m.	Extensión de la ap...	87 KB
d3dx9_42.log	04/01/2022 06:07 p. m.	Documento de te...	1 KB
enblocal.ini	13/04/2020 11:26 a. m.	Opciones de confi...	1 KB
enbseries.ini	14/04/2020 08:06 p. m.	Opciones de confi...	30 KB

Now everything is ready, simply boot up your game again and the weather and ENB will be changed.

Here's a small list of ENB's and Weather that will look good with Lux and these textures:

- [Obsidian Weather](#)
 - [Rudy for Obsidian Weather](#)
 - [Silent Horizons for Obsidian Weathers](#)
 - [Pi-CHO for Obsidian Weather](#)
- [Cathedral Weather and Seasons](#)
 - [Rudy for Cathedral, Zangdar Edit for Lux](#)
 - [Silent Horizons for Obsidian Weather](#)
 - [Pi-CHO for Cathedral Weather](#)

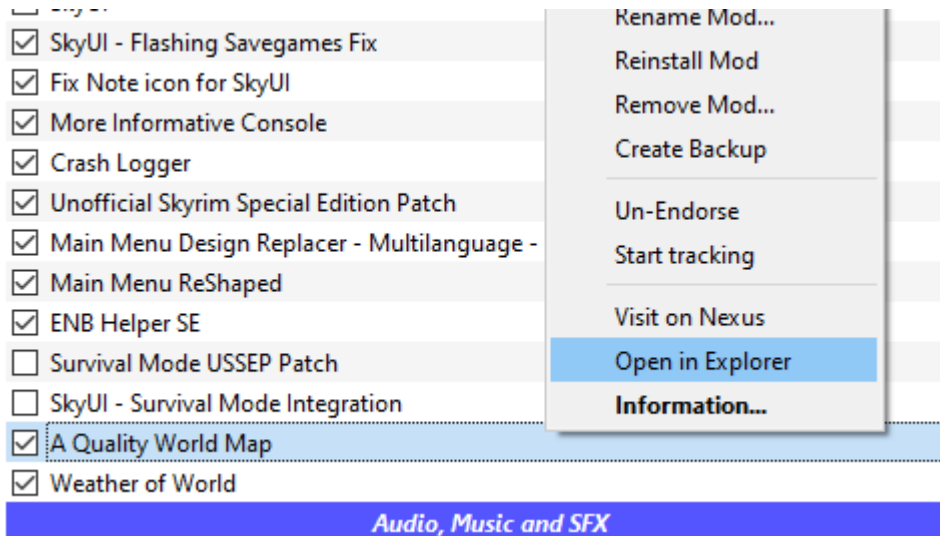
"The map looks bland and bad!"

[A Quality World Map](#)

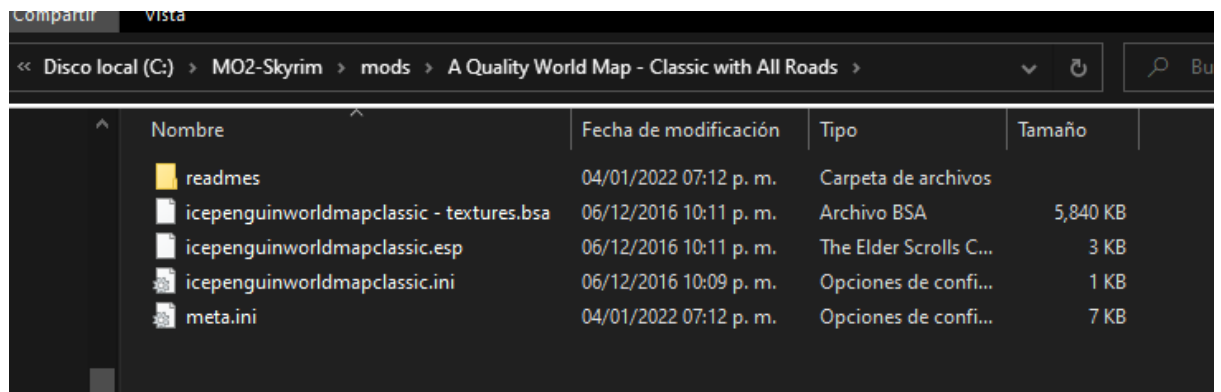
- Download and install your preferred version, this guide will use Vivid with Stone roads.
- Place on Essentials or make a new separator for Interface, this guide opted for just essentials but if you want to add more mods that modify the UI such as:
 - [Dear Diary UI](#)
 - [Dear Diary UI - Dark](#)
 - [NordicUI](#)
 - [SkyHUD](#)
 - [Racemenu](#)
 - So on...It's probably best if you make a separator for better organization.
- If using any other version you need to extract the BSA.

Extracting the BSA

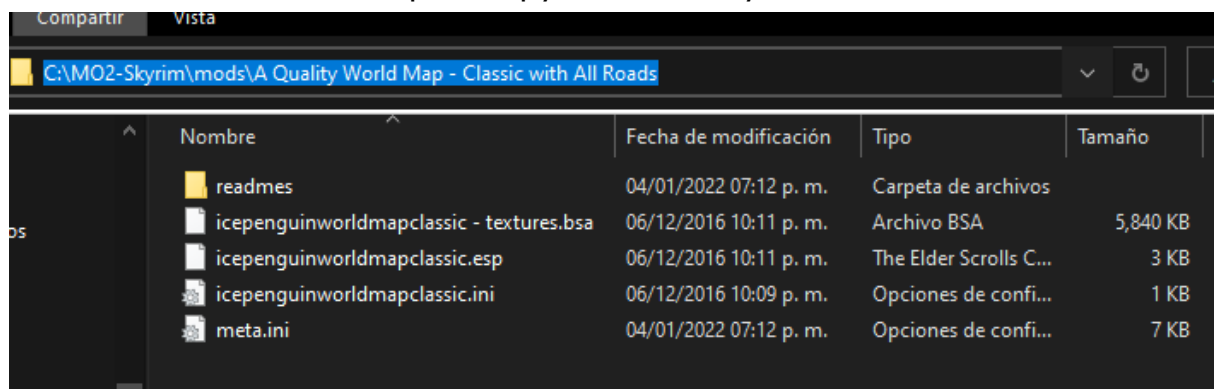
- First right click A Quality World Map and click on 'Open in explorer'



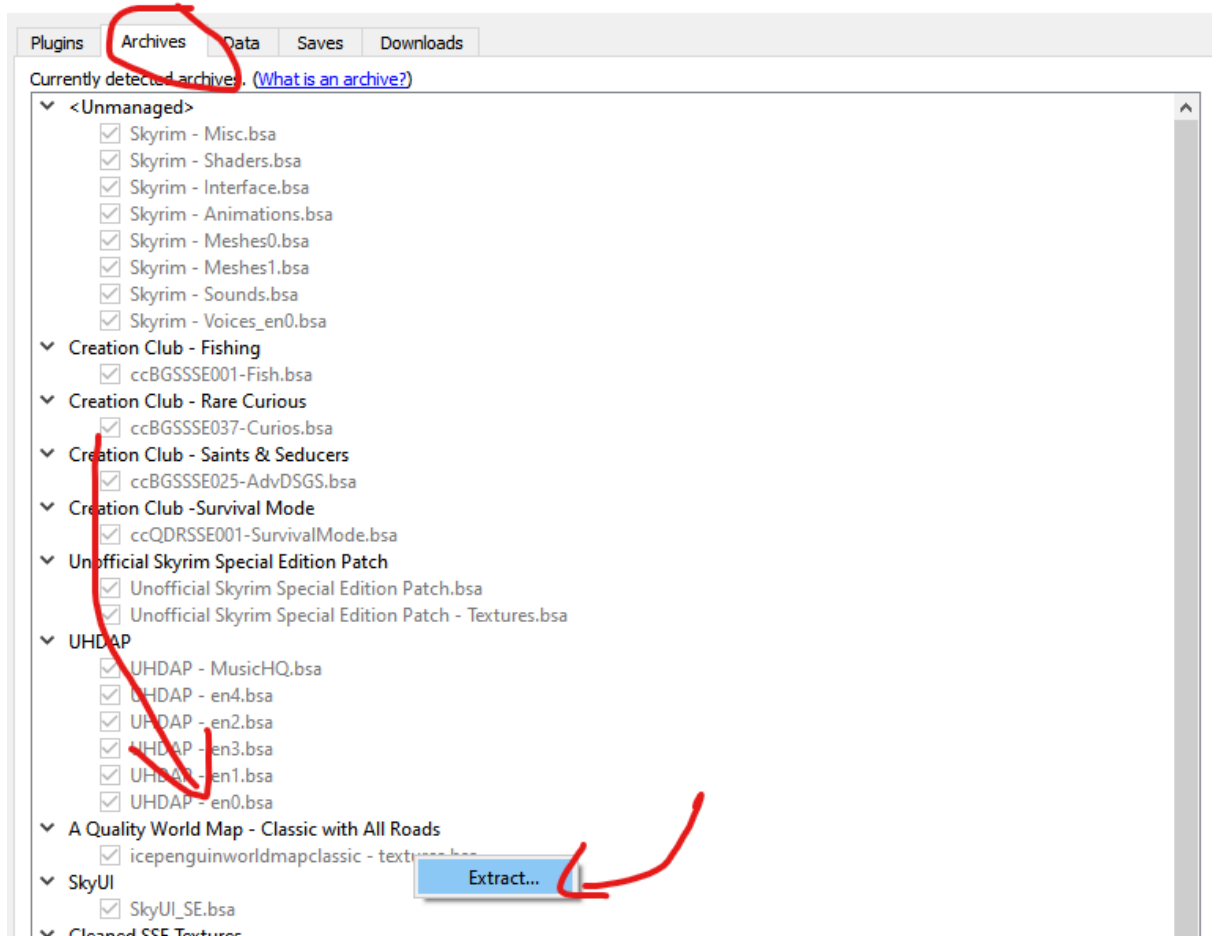
- **Audio, Music and SFX**



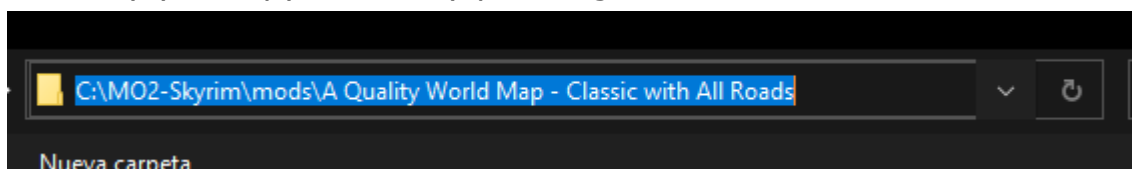
- Click on the bar at the top to copy its directory

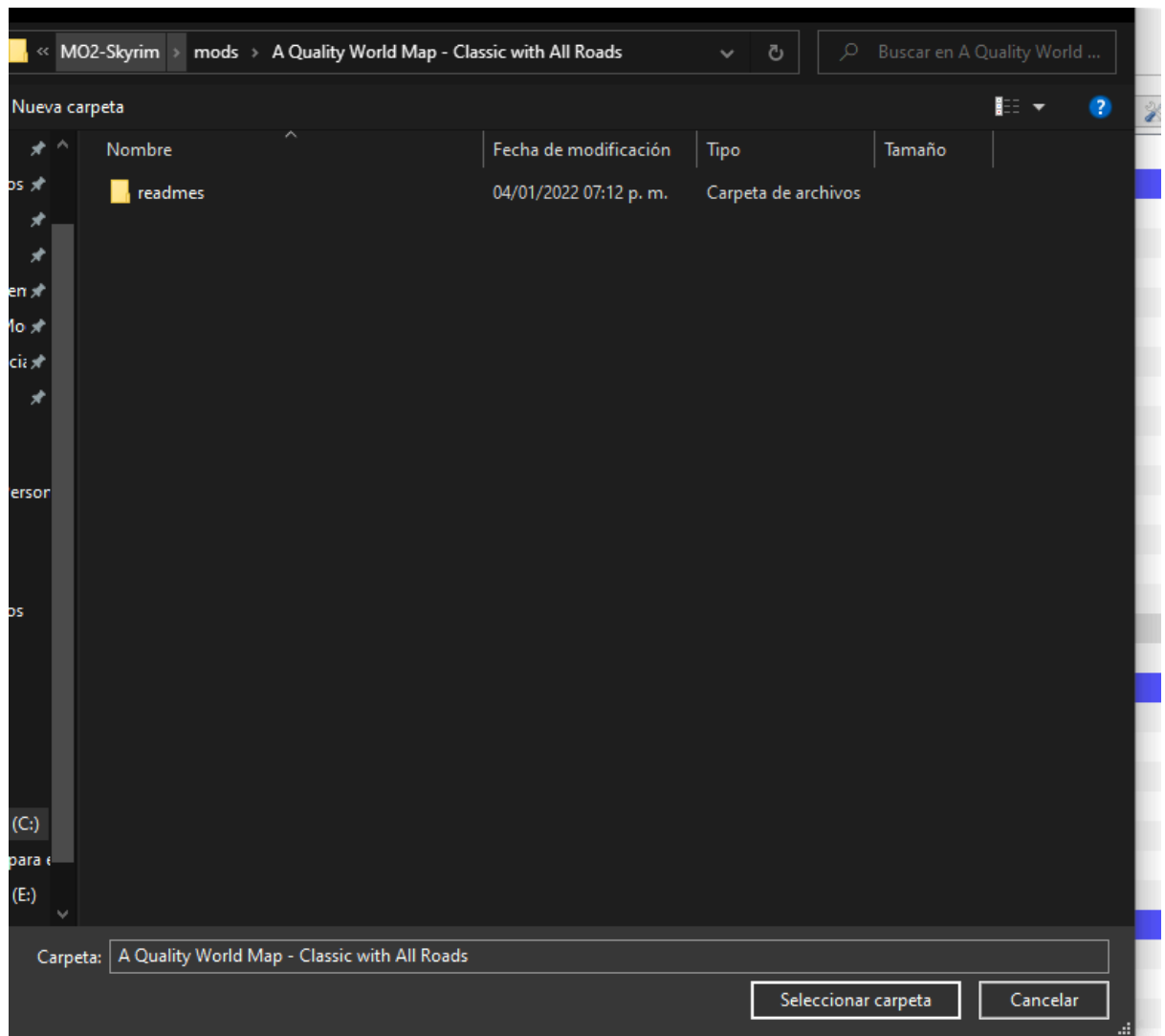


- Press Control + C to copy it, now move to MO2.

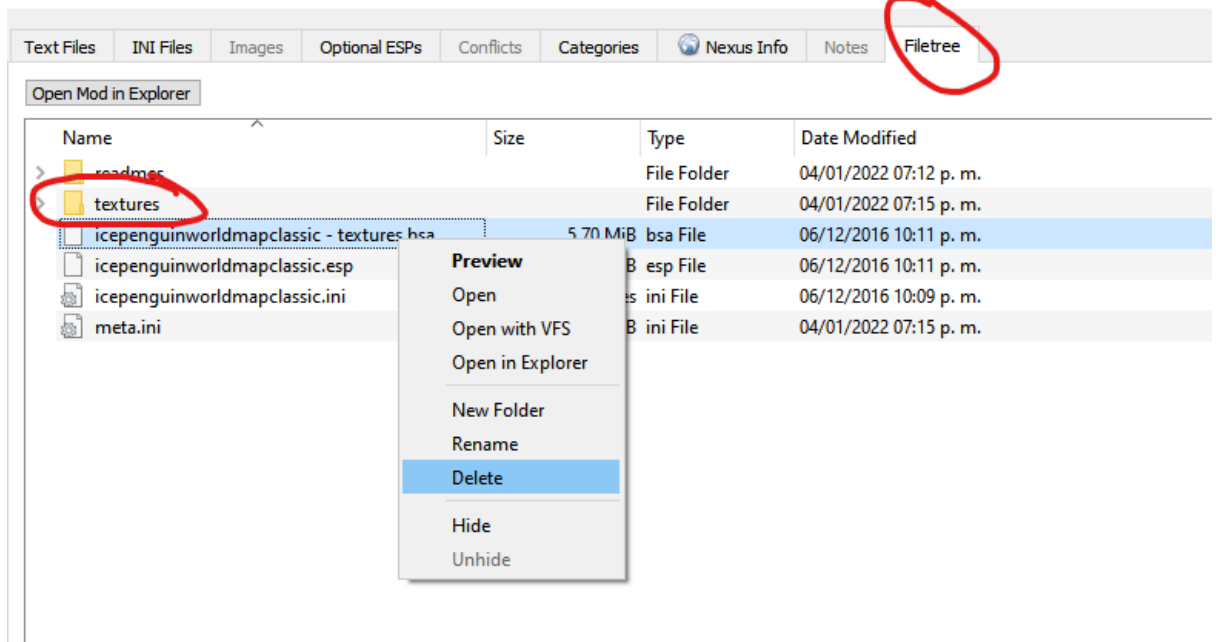


-
- Click on the 'Archives' tab, find 'A Quality World Map' and then right click the .bsa file, click on extract
- Click on the bar in the file explorer window again and paste the directory you copy earlier by pressing Control + V

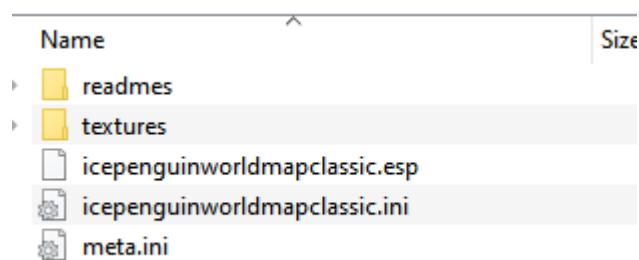




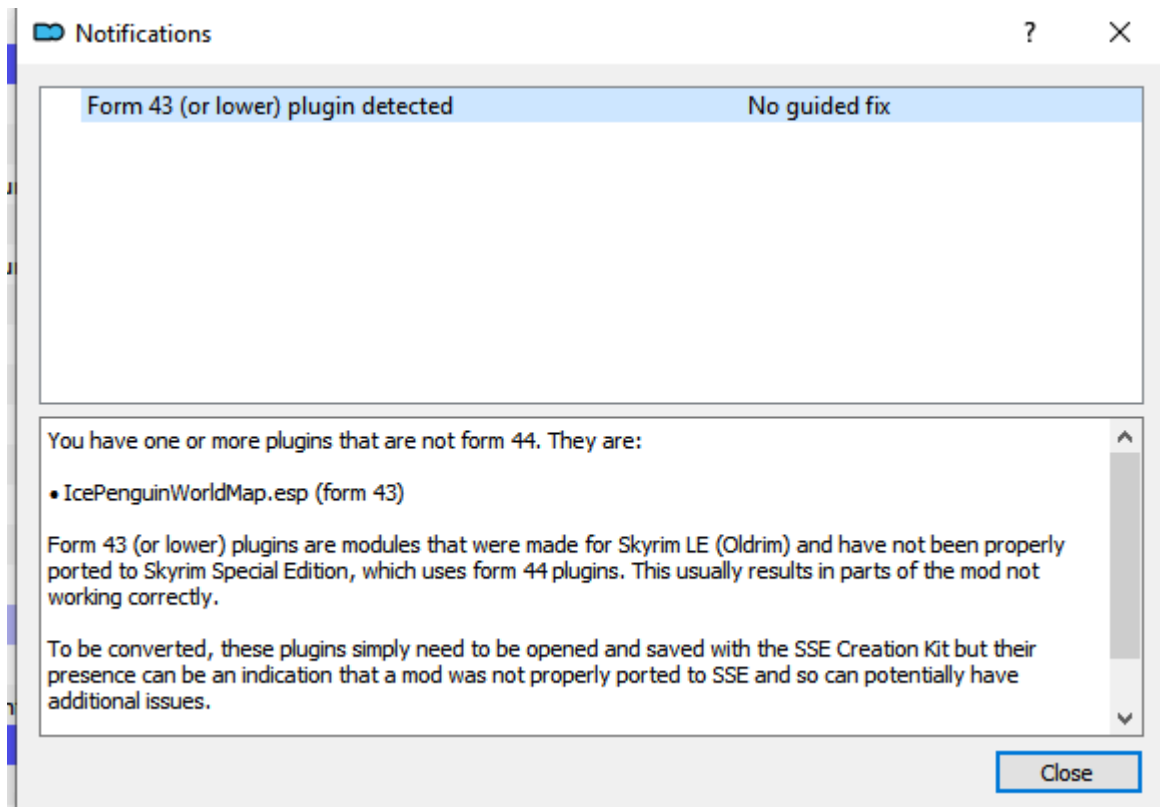
-
- Then click on 'Select folder'
- Wait a second, double click the mod and go to filetree



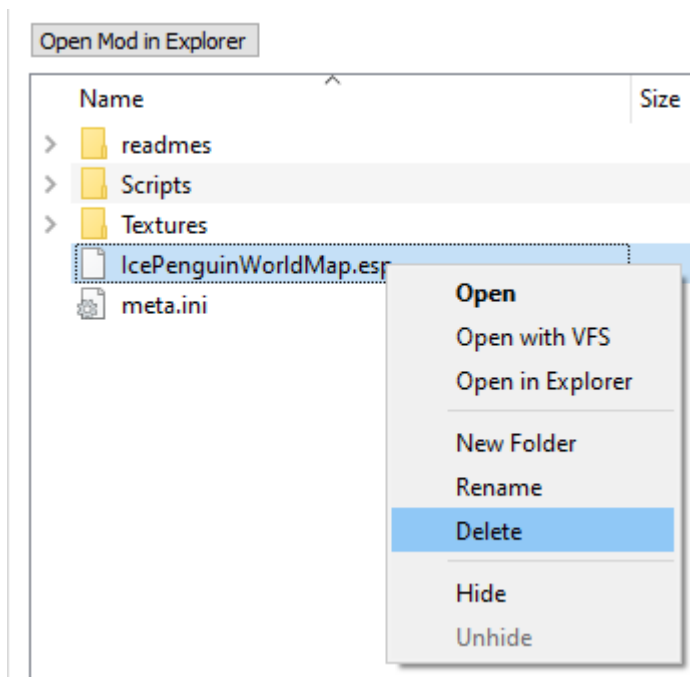
-
- There now should be a folder named textures there, right click on the .bsa and delete it.



-
- This is the final product.



-
- Ignore this message, if you don't want it at all you can **delete** the IcePenguinWorldMap.esp plugin.



[Weather of World](#)

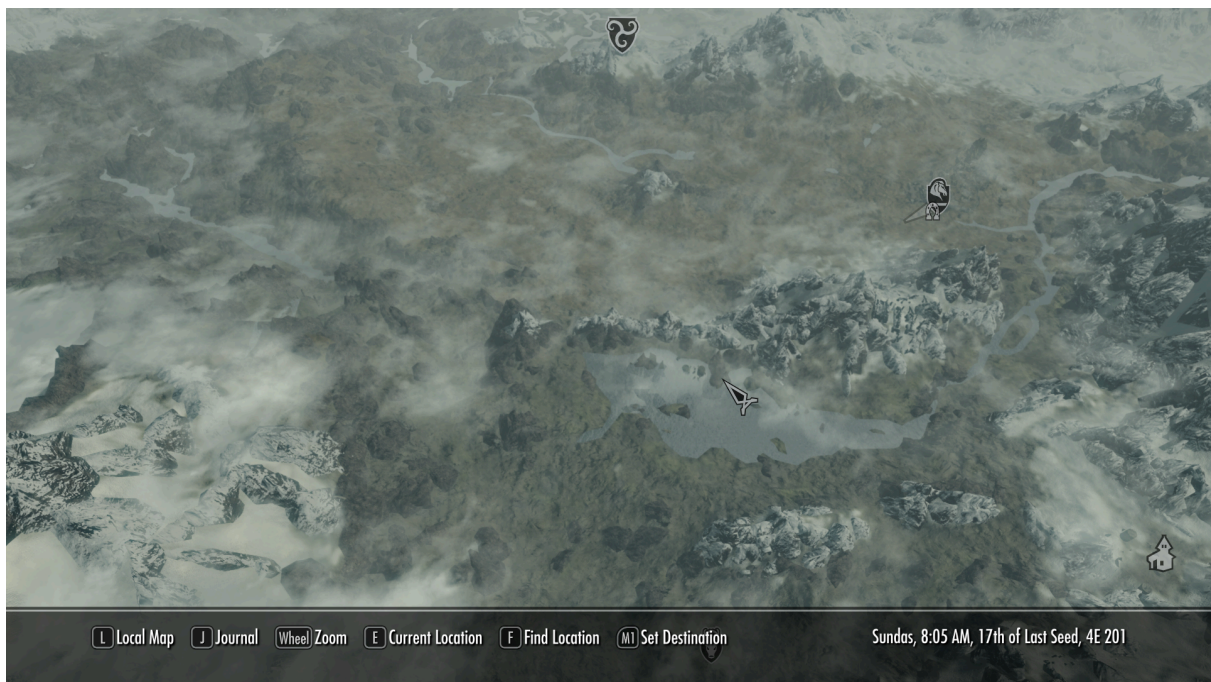
- Download and Install

☒	Water for ENB (Shades of Skyrim).esp		60	20
☒	Lux - Water for ENB (Shades of Skyrim).esp		61	FE:01B
☒	IcePenguinWorldMap.esp		62	
☒	Weather of World.esp	 	63	FE:01C

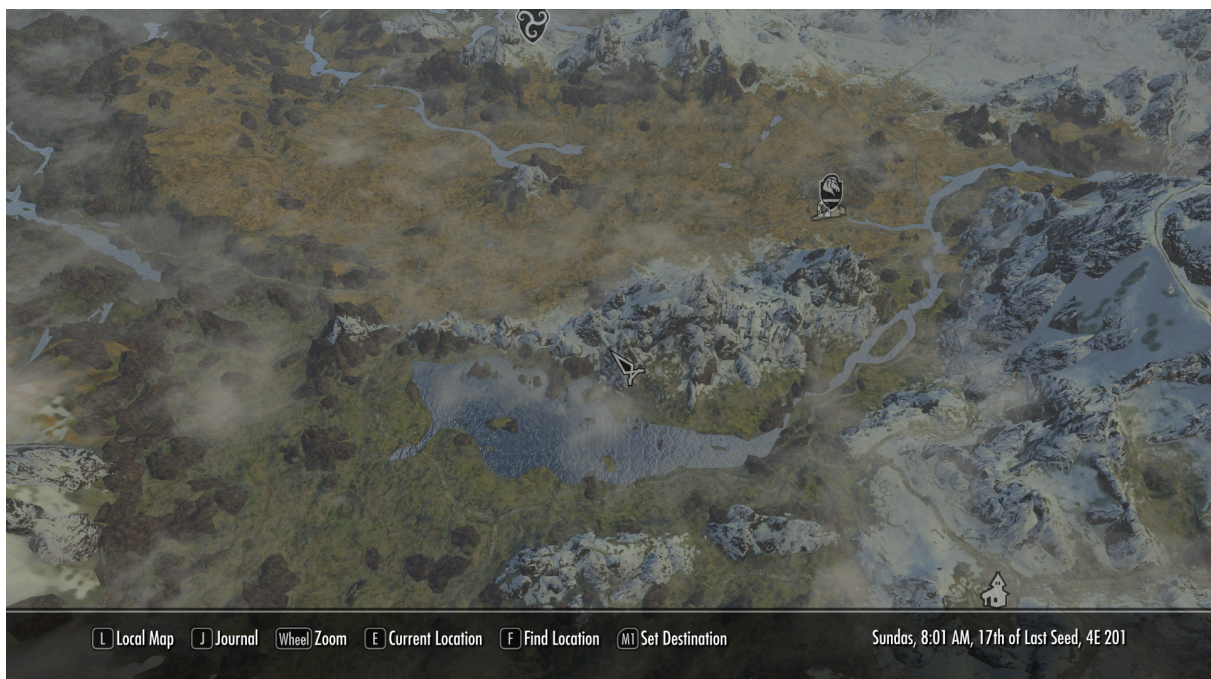
If you didn't delete the IcePenguinWorldMap.esp plugin you can just leave it **deactivated** and at the bottom of your LO, make sure to also place Weather of World.esp below Lux Orbis.

☒	Lux Orbis.esp
☒	Lux Orbis - Saints and Seducers patch.esp
☒	Lux Orbis - Tundra Homestead patch.esp
☒	Lux Orbis - USSEP patch.esp
☒	Weather of World.esp
☒	Water for ENB (Shades of Skyrim).esp

Before



After



FINISHING LINE

“What is DynDOLOD?”

DynDOLOD is a tool that we can use to generate distant terrain, is quite useful to make the distant world less ugly and match our mods, you'll be able to see your home in high definition from atop the Throat of the World!

The setup might look daunting but I'll try my best to guide you.

Here's a small gallery of pictures with and without DynDOLOD so you can see how important it is.

Here's a small gallery of pictures taken before and after DynDOLOD so you can see just how impactful it is.

[Link 1](#)

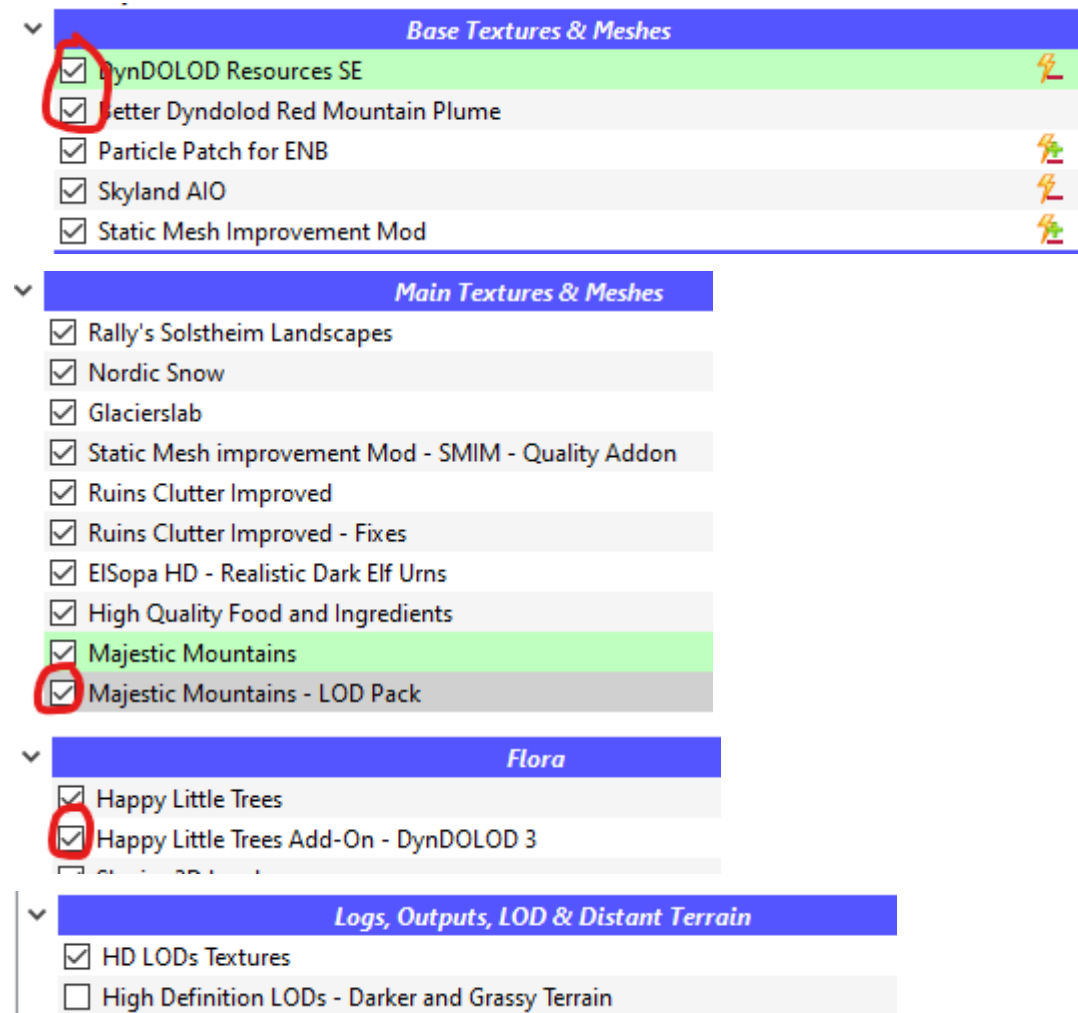
[Link 2](#)

[Link 3](#)

[Link 4](#)

SSELODGen

Firstly, let's activate all LOD related mods.



Leaver High Definition LODs deactivated from the time being, move the HD Lods SSE.esp to below SkyUI_SE.esp

☒	SkyUI_SE.esp		93
☒	HD Lods SSE.esp		94
☒	Audio Overhaul Skyrim.esp		95
☒	dD - Enhanced Blood Main.esp		96
☒	dD-Medium Script Range.esp		97
☒	dD-Reduced Wound Size.esp		98
☒	MajesticMountains.esp		99

Now, download SSELODGen Beta [from here](#), **DO NOT** use the link in the Nexus.

sheson
Talos
Mod Author
644
7,403 posts

Posted February 15, 2018

This is a beta of [FNV|FO3|FO4|FO4VR|TES5|SSE|TES5VR|ENDERAL|ENDERALSE]LODGen/Edit with terrain LOD meshes and textures generation.

This is for experienced mod authors and users that know how to use xEdit, xLODGen or DynDOLOD already.

Installation and Setup

Download

[xLODGen beta 85](#) - based on 4.1.4

Unzip into a dedicated folder outside of any game and Steam folders or special Windows folders like Program Files.

(Pro users can merge with existing xEdit installation. Make sure to overwrite older LODGen.exe/LODGenx64.exe TexConv.exe/TexConv64.exe in Edit Scripts. All other files with the same filenames are the same as the latest version of xEdit.)

Rename xLODGen.exe to [game mode]LODGen.exe (TES5LODGen.exe for example) or start with command line parameter -fnv, -fo3, -fo4, -fo4vr, -tes5, tes5vr, -sse, -enderal, -enderalse

Use -o:"c:\OutputPath\" command line parameter to change where files are generated to, default is the game folder.

Do not generate into any game or any mod manager folders.

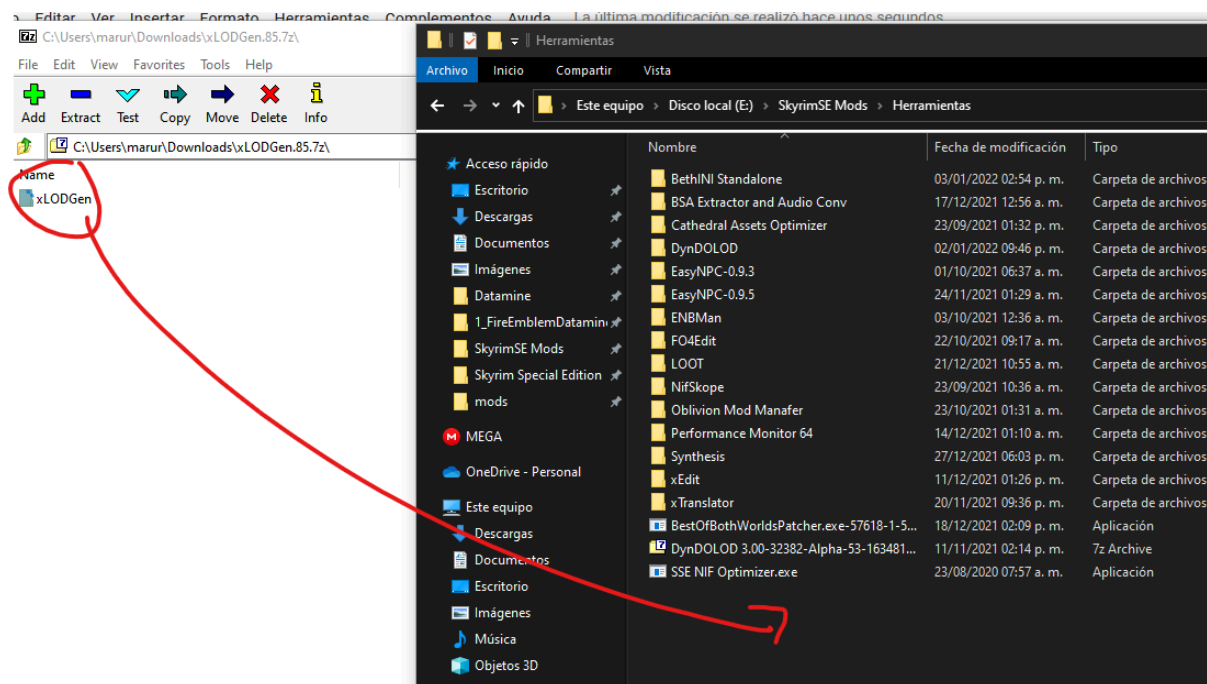
Requirements

[Microsoft Visual C++ Redistributable for Visual Studio 2015, 2017 and 2019](#) - Required by LODGen.exe/LODGenx64.exe and Texconv.exe/Texconv64.exe. Get matching platform x86/x64 depending on which xLODGen.exe (x86) or xLODGenx64.exe (x64) is used.

xLODGen.85.7z 14.1 MB

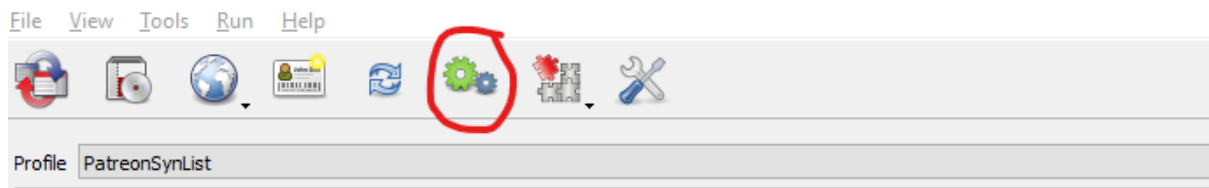
Descargar Importar a MEGA

Go to your tools folder inside your modding folder and drop the folder inside the 7z file.

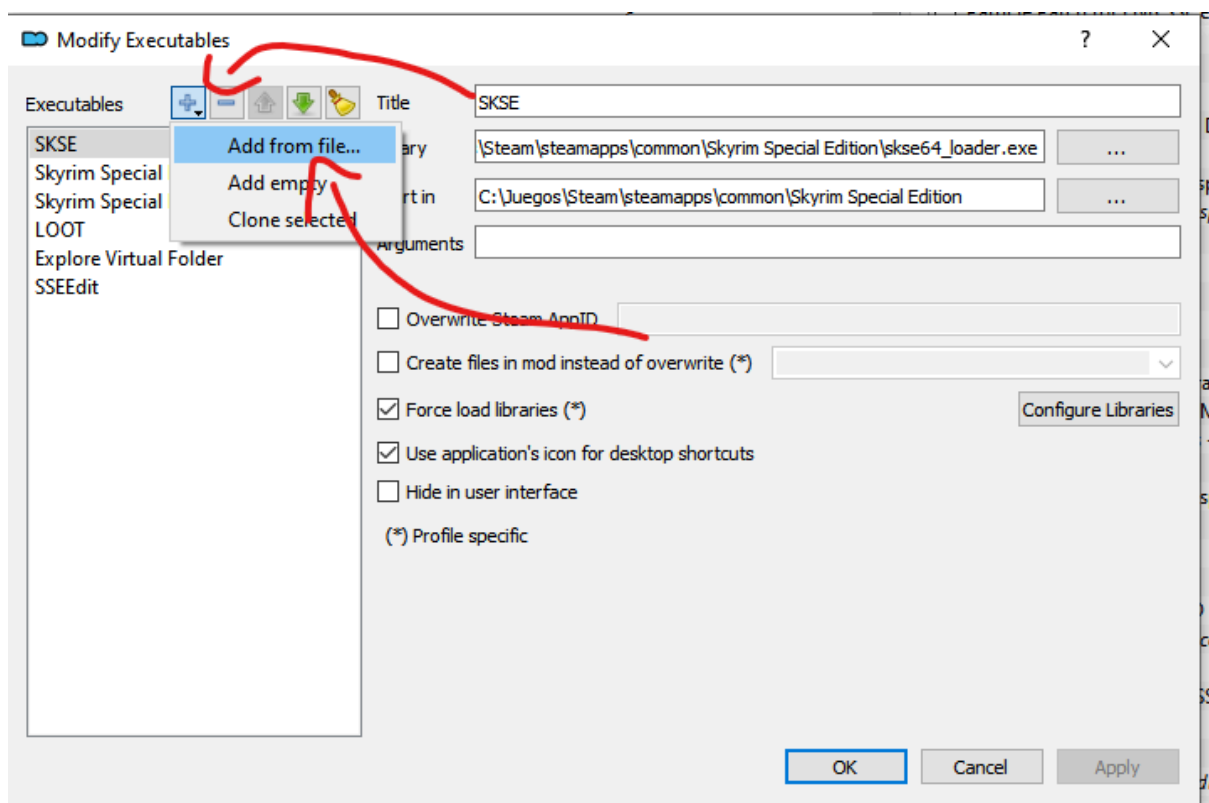


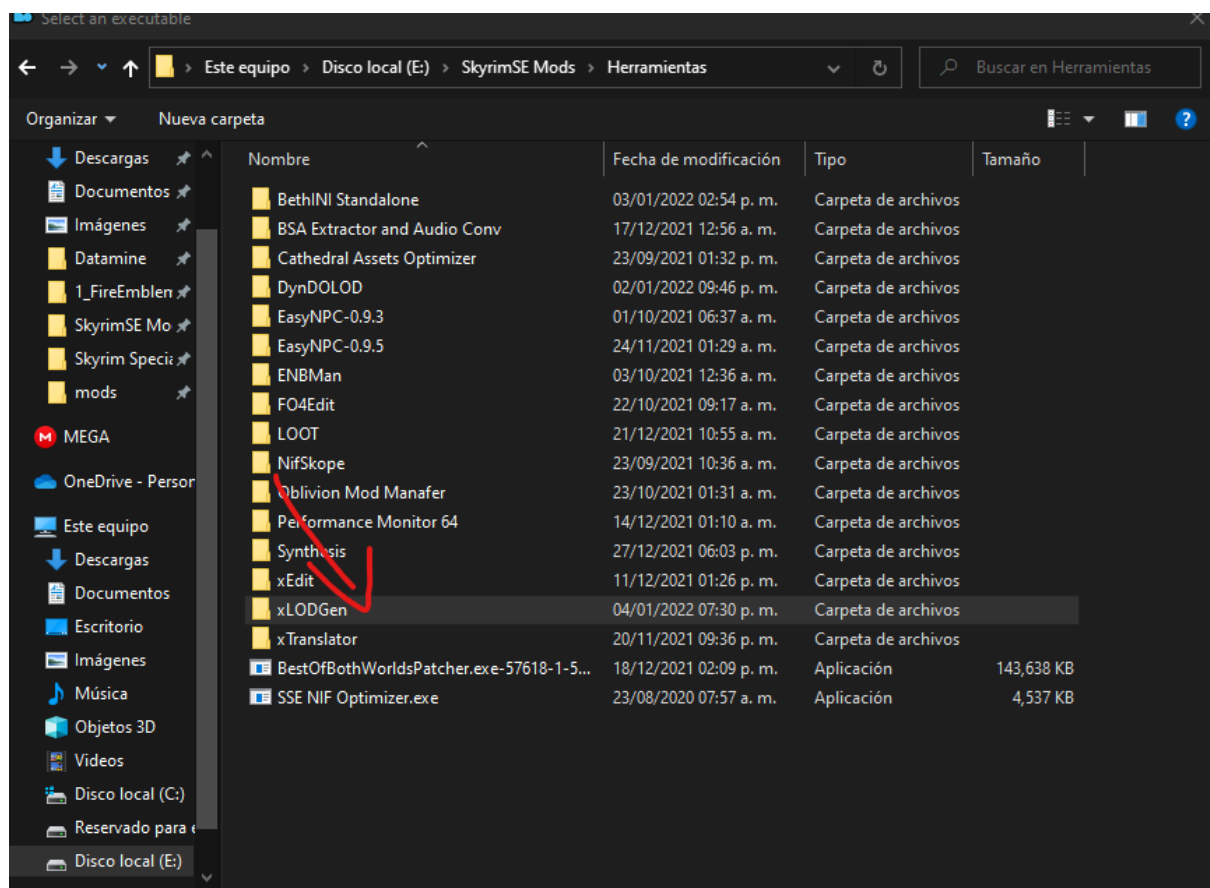
Disco local (E:) > SkyrimSE Mods > Herramientas				
Nombre	Fecha de modificación	Tipo	Tamaño	
BethINI Standalone	03/01/2022 02:54 p. m.	Carpeta de archivos		
BSA Extractor and Audio Conv	17/12/2021 12:56 a. m.	Carpeta de archivos		
Cathedral Assets Optimizer	23/09/2021 01:32 p. m.	Carpeta de archivos		
DynDOLOD	02/01/2022 09:46 p. m.	Carpeta de archivos		
EasyNPC-0.9.3	01/10/2021 06:37 a. m.	Carpeta de archivos		
EasyNPC-0.9.5	24/11/2021 01:29 a. m.	Carpeta de archivos		
ENBMan	03/10/2021 12:36 a. m.	Carpeta de archivos		
FO4Edit	22/10/2021 09:17 a. m.	Carpeta de archivos		
LOOT	21/12/2021 10:55 a. m.	Carpeta de archivos		
NifSkope	23/09/2021 10:36 a. m.	Carpeta de archivos		
Oblivion Mod Manafer	23/10/2021 01:31 a. m.	Carpeta de archivos		
Performance Monitor 64	14/12/2021 01:10 a. m.	Carpeta de archivos		
Synthesis	27/12/2021 06:03 p. m.	Carpeta de archivos		
xEdit	11/12/2021 01:26 p. m.	Carpeta de archivos		
xLODGen	04/01/2022 07:30 p. m.	Carpeta de archivos		
xTranslator	20/11/2021 09:36 p. m.	Carpeta de archivos		
BestOfBothWorldsPatcher.exe-57618-1-5...	18/12/2021 02:09 p. m.	Aplicación	143,638 KB	
DynDOLOD 3.00-32382-Alpha-53-163481...	11/11/2021 02:14 p. m.	7z Archive	41,964 KB	
SSE NIF Optimizer.exe	23/08/2020 07:57 a. m.	Aplicación	4,537 KB	

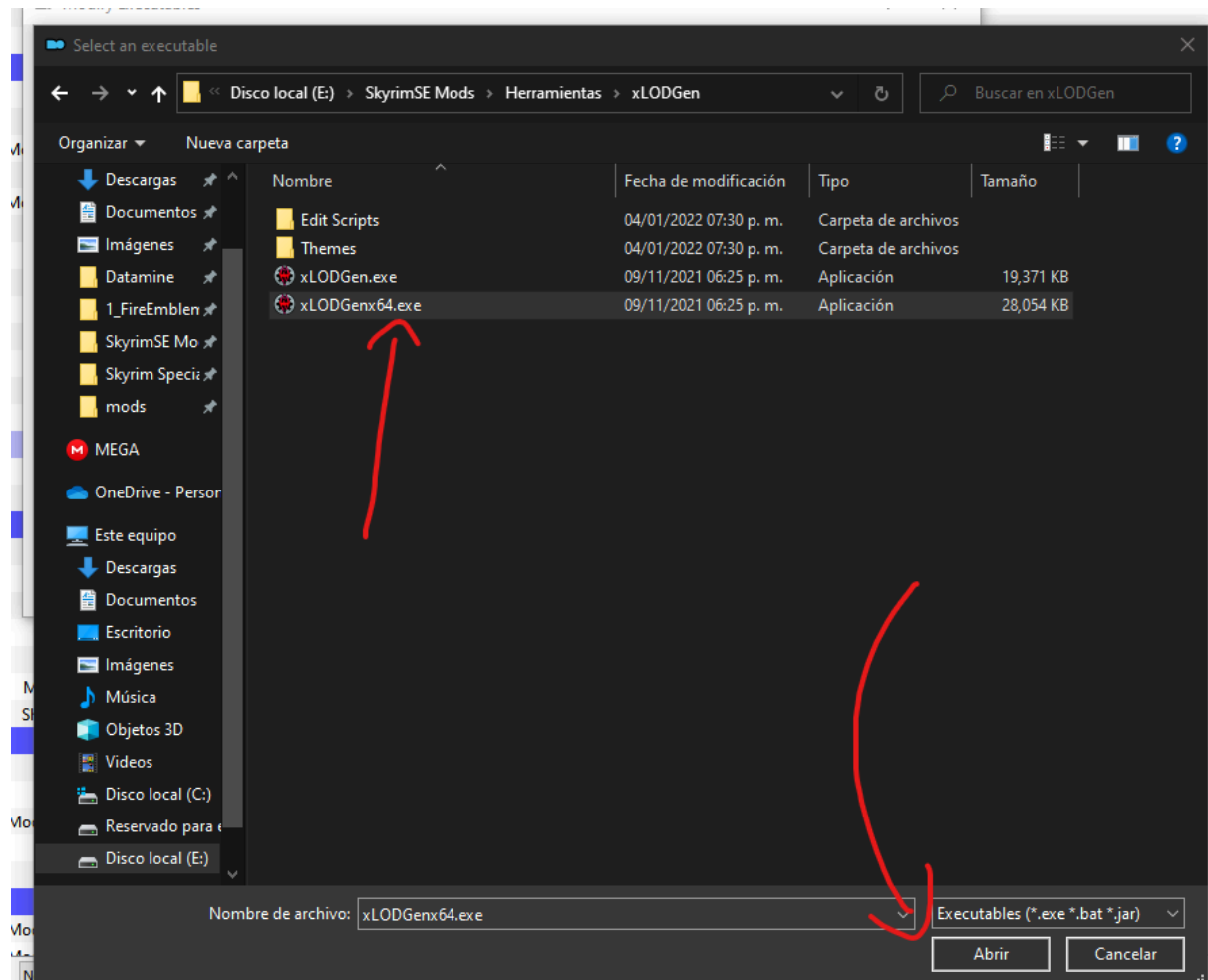
Open MO2 and click on the cog icon in the top bar.



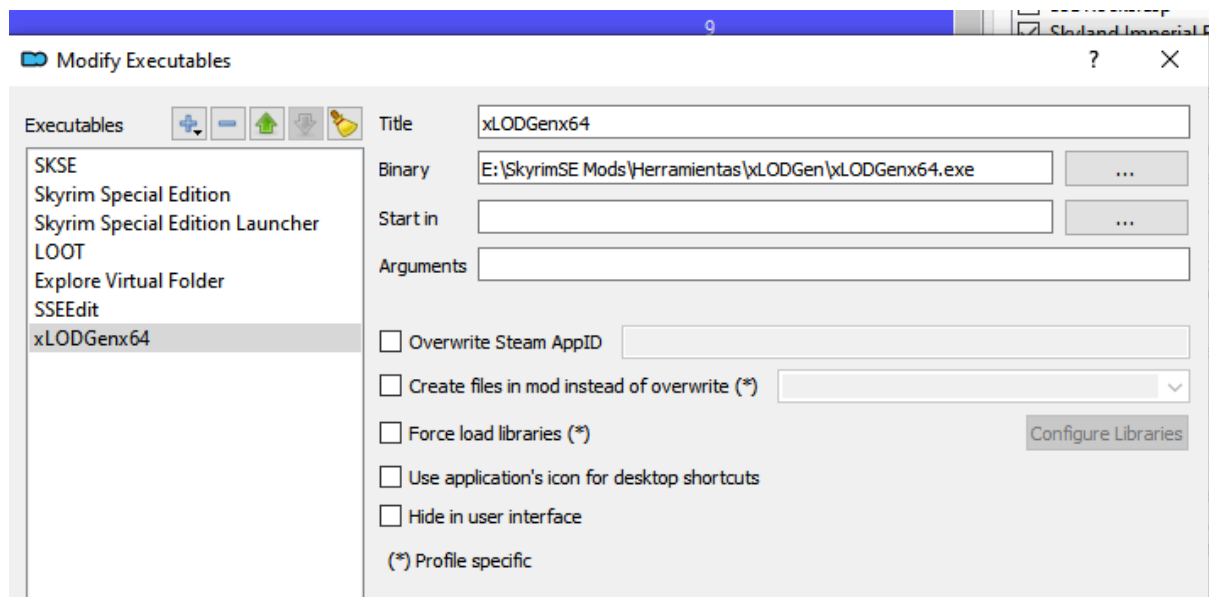
Then click the '+' icon and then 'Add from file...', then navigate to the xLODGen folder inside your tools folder and click on xLODGen64.exe then open.





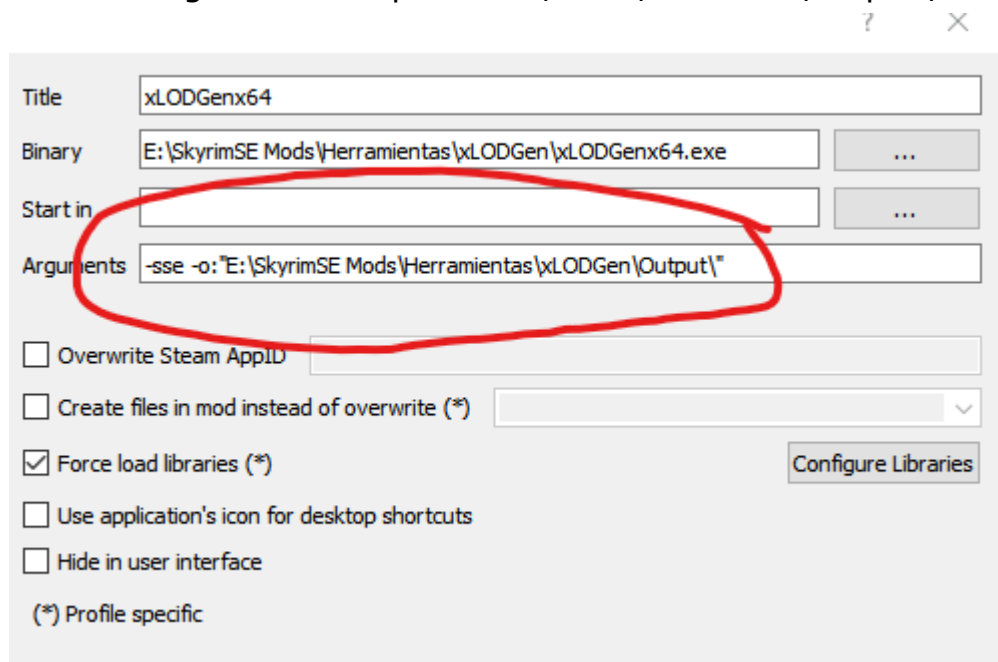


Now let's add arguments to its functions properly.



Inside the Arguments text type -sse

-o:"ModdingFolderExampleName\Tools\xLODGen\Output\"



The directory will vary per person, remember to always add the "\" at the end.

Click on Apply and then Ok

MAKE SURE THE QUOTATION MARKS ARE THE STRAIGHT ONES, NOT THE "CURLY" ONES.

- If you have any doubt, copy these quotation marks:" a "

Otherwise xLODGen will not load properly.

SSE Terrain Expanded

- Download and Install.
- Pick the Tamriel Extend file.

MAIN FILES Sort by Name Asc

Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version
11 Nov 2021	28 Aug 2021, 6:22AM	9.9MB	2k	2.5k	1.0

✓ **SSE Terrain Tamriel**

Adds back terrain for Skyrim (Tamriel worldspace) at the outer edges so there is no missing terrain meshes/textures when generating terrain LOD for Skyrim. Use only one plugin at time.

[MOD MANAGER DOWNLOAD](#) [MANUAL DOWNLOAD](#)

[Preview file contents](#)

Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version
24 Dec 2021	28 Aug 2021, 6:23AM	16.6MB	16.6k	25.4k	1.0

✓ **SSE Terrain Tamriel Extend**

Same as SSE Terrain Tamriel but also extends the sea of ghost further to the north. Use only one plugin at time.

[MOD MANAGER DOWNLOAD](#) [MANUAL DOWNLOAD](#)

[Preview file contents](#)

Date uploaded	File size	Unique DLs	Total DLs	Version
28 Aug 2021, 6:27AM	44.7MB	2.4k	2.8k	1.0

✓ **SSE Terrain Tamriel Full Extend**

Same as SSE Terrain Tamriel Extend but includes entire map from -96,-96 to 95,96 with northern ocean extension. Useful for mod authors. Use only one plugin at time.

[MOD MANAGER DOWNLOAD](#) [MANUAL DOWNLOAD](#)

[Preview file contents](#)

Doesn't matter where you put it on your left panel, this is a temporary install, on the right panel you want to put it below Lux Orbis Master Plugin.

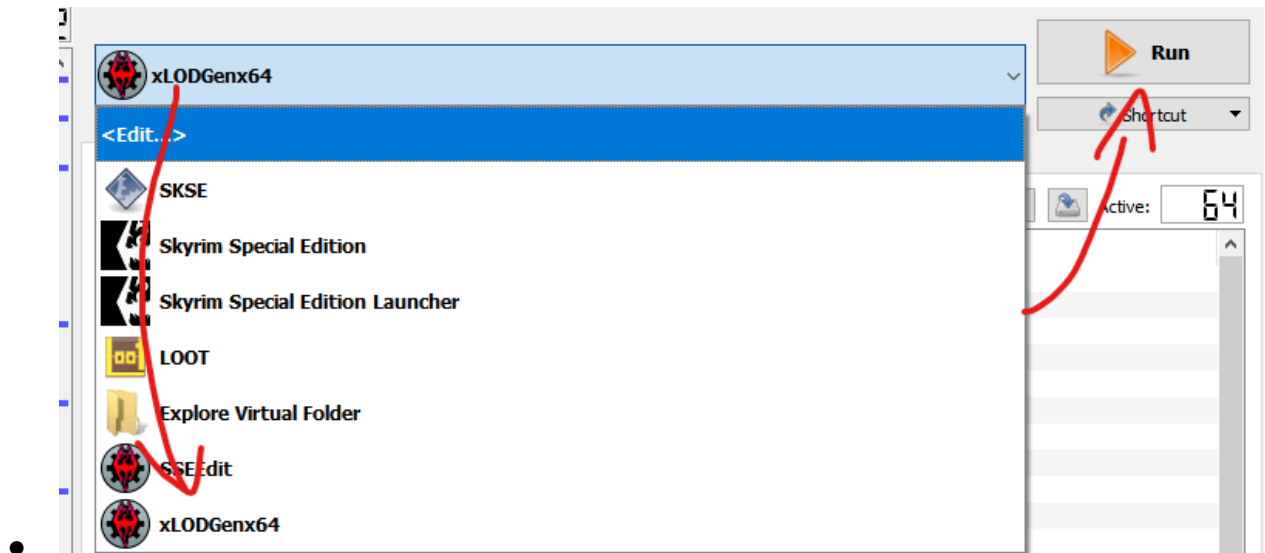
Plugins				
Archives Data Saves Downloads				
Sort				
Active: 67				
Name	Flags	Priority	Mod Index	
<i>Skyrim.esm</i>		0	00	
<i>Update.esm</i>		1	01	
<i>Dawnguard.esm</i>		2	02	
<i>HearthFires.esm</i>		3	03	
<i>Dragonborn.esm</i>		4	04	
<i>ccBGSSSE001-Fish.esm</i>		5	05	
<i>ccQDRSSE001-SurvivalMode.esl</i>		6	FE:000	
<i>ccBGSSSE037-Curios.esl</i>		7	FE:001	
<i>ccBGSSSE025-AdvDSGS.esm</i>		8	06	
☒ <i>UHDAP - MusicHQ.esp</i>		9	FE:002	
☒ <i>UHDAP - en0.esp</i>		10	FE:003	
☒ <i>UHDAP - en1.esp</i>		11	FE:004	
☒ <i>UHDAP - en2.esp</i>		12	FE:005	
☒ <i>UHDAP - en3.esp</i>		13	FE:006	
☒ <i>UHDAP - en4.esp</i>		14	FE:007	
☐ <i>MajesticMountains_Landscape.esm</i>		15		
☒ <i>Unofficial Skyrim Special Edition Patch.esp</i>		16	07	
☒ <i>Cathedral - 3D Mountain Flowers.esp</i>		17	FE:008	
☒ <i>RSkyrimChildren.esm</i>		18	08	
☒ <i>Lux - Resources.esp</i>		19	FE:009	
☒ <i>Lux - Master plugin.esm</i>		20	FE:00A	
☒ <i>Lux Orbis - Master plugin.esm</i>		21	FE:00B	
☒ <i>SSE-Terrain-Tamriel-Extend.esm</i>		22	09	

Gentle reminder that if you're using the Anniversary Upgrade Content your *MajesticMountains_Landscape.es* needs to be **DEACTIVATED** otherwise you'll run into bad terrain around the content added by the new Creations.

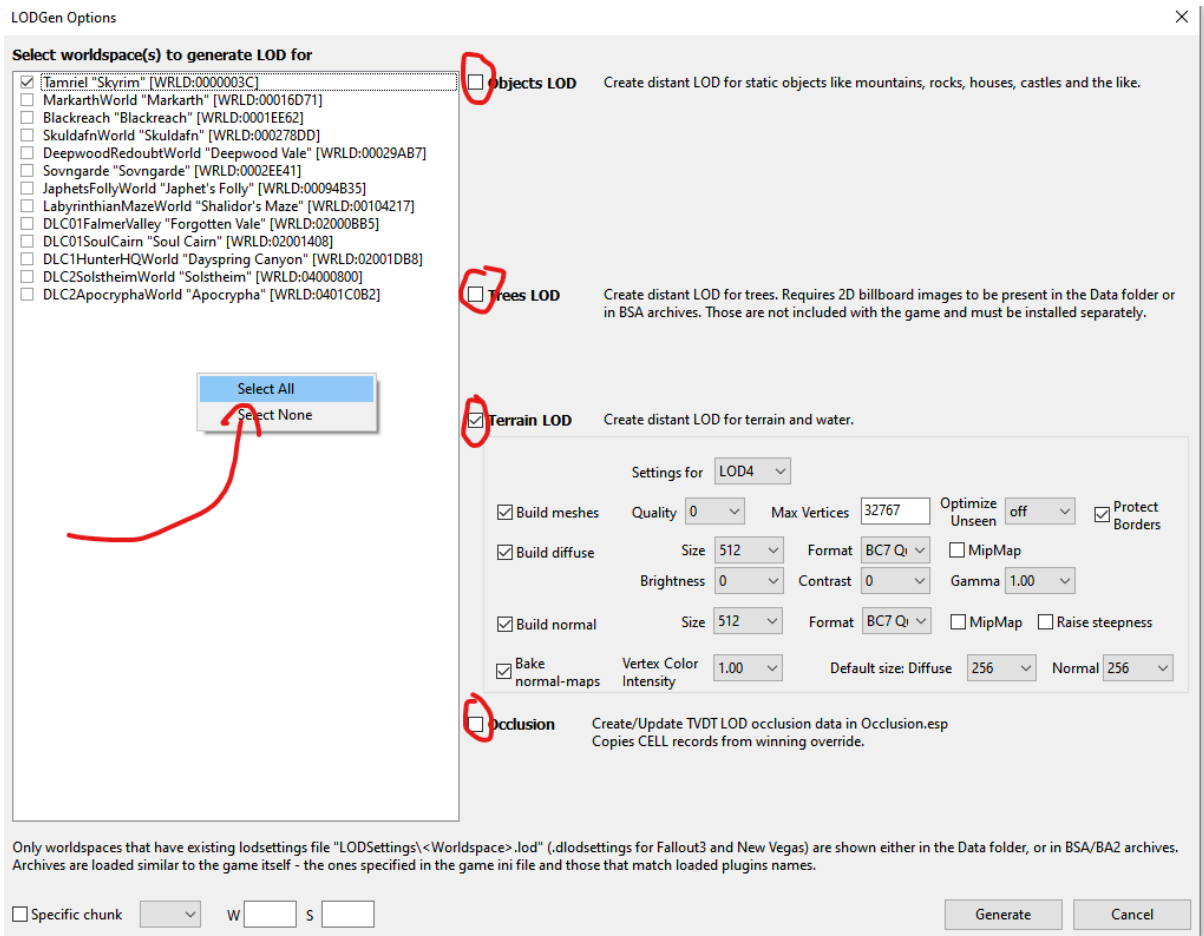
- If you're only using the four free creations you don't need to do that.

Disable Windows Real Time Protection.

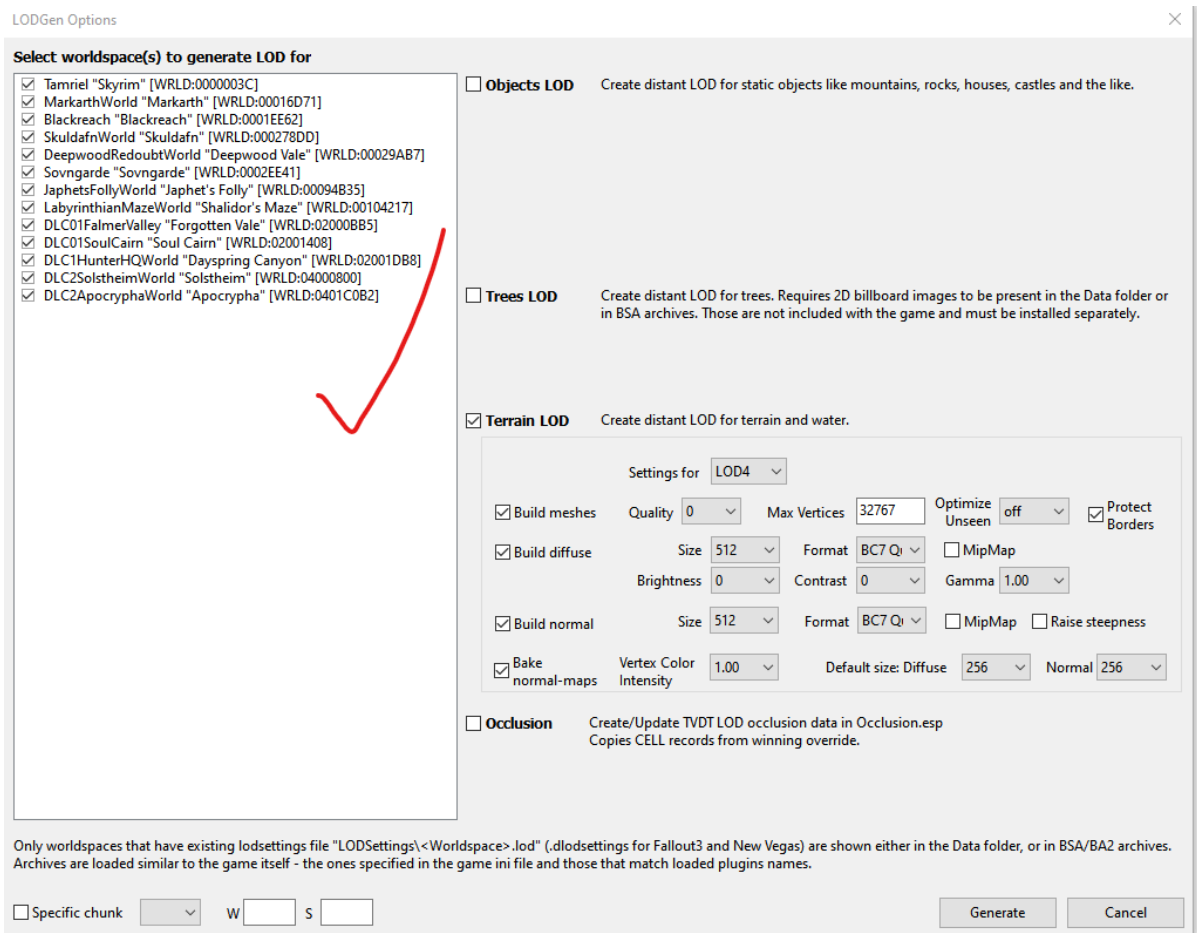
- DynDOLOD and related tools will crash or have issues if you have RTP activated due to Windows being very restrictive on what .exe can and cannot do.
- Once SSE-Terrain-Tamriel-Extend.esm is activated and below Lux Orbis you can run xLODGen from inside MO2.



Make sure Objects LOD, Trees LOD and Occlusion are unchecked.
Right click the blank space to your left and click on 'Select All'

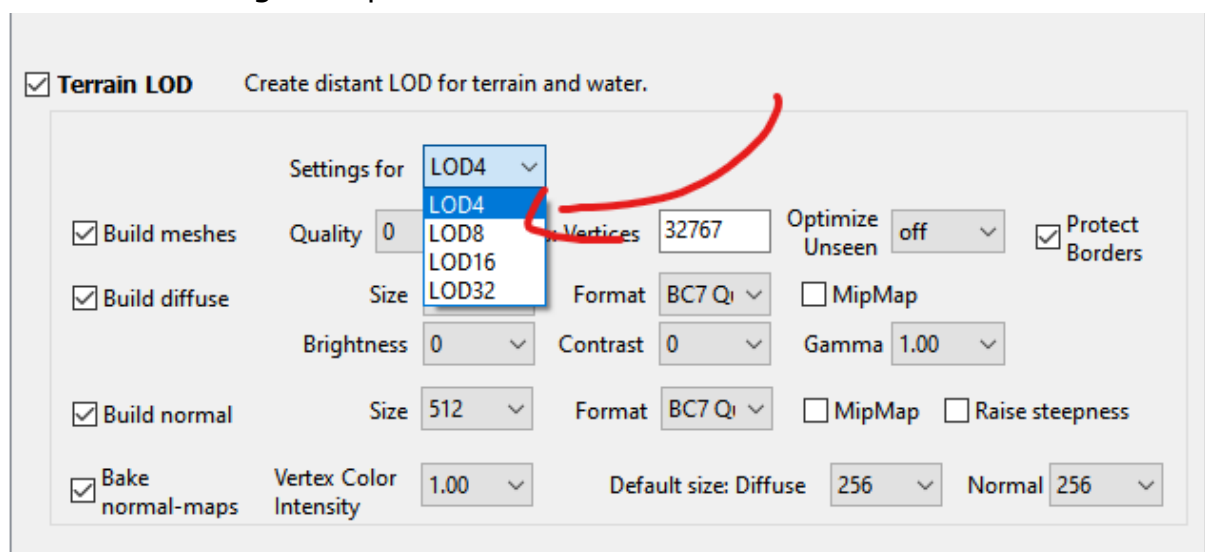


End result is this



Now we'll configure the Terrain LOD, the configuration I'll be using comes from [TechAngel85](#) in the [STEP Forums](#).

You need to change all 4 options from the drop down menu so they match the pictures show above, you can change the option by clicking on LOD4 and then clicking the option for it on t



LOD4 Settings

☒ **Terrain LOD** Create distant LOD for terrain and water.

Settings for **LOD4** ▾

☒ Build meshes	Quality 0 ▾	Max Vertices 32767	Optimize Unseen off ▾	☒ Protect Borders
☒ Build diffuse	Size 512 ▾	Format BC7 Q1 ▾	☐ MipMap	
	Brightness 0 ▾	Contrast 0 ▾	Gamma 1.00 ▾	
☒ Build normal	Size 512 ▾	Format BC7 Q1 ▾	☐ MipMap	☐ Raise steepness
☒ Bake normal-maps	Vertex Color Intensity 1.00 ▾	Default size: Diffuse 256 ▾	Normal 256 ▾	

LOD8 Settings

☒ **Terrain LOD** Create distant LOD for terrain and water.

Settings for **LOD8** ▾

☒ Build meshes	Quality 2 ▾	Max Vertices 32767	Optimize Unseen on ▾	
☒ Build diffuse	Size 512 ▾	Format BC7 Q1 ▾	☐ MipMap	
	Brightness 0 ▾	Contrast 0 ▾	Gamma 1.00 ▾	
☒ Build normal	Size 512 ▾	Format BC7 Q1 ▾	☐ MipMap	☐ Raise steepness
☒ Bake normal-maps	Vertex Color Intensity 1.00 ▾	Default size: Diffuse 256 ▾	Normal 256 ▾	

LOD16 Settings

☒ **Terrain LOD** Create distant LOD for terrain and water.

Settings for **LOD16** ▾

☒ Build meshes	Quality 4 ▾	Max Vertices 32767	Optimize Unseen on ▾	
☒ Build diffuse	Size 256 ▾	Format BC7 Q1 ▾	☐ MipMap	
	Brightness 0 ▾	Contrast 0 ▾	Gamma 1.00 ▾	
☒ Build normal	Size 256 ▾	Format BC7 Q1 ▾	☐ MipMap	☐ Raise steepness
☒ Bake normal-maps	Vertex Color Intensity 1.00 ▾	Default size: Diffuse 256 ▾	Normal 256 ▾	

LOD32 Settings

☒ **Terrain LOD** Create distant LOD for terrain and water.

Settings for **LOD32** ▾

☒ Build meshes Quality **0** ▾ Max Vertices **32767** Optimize Unseen **on** ▾

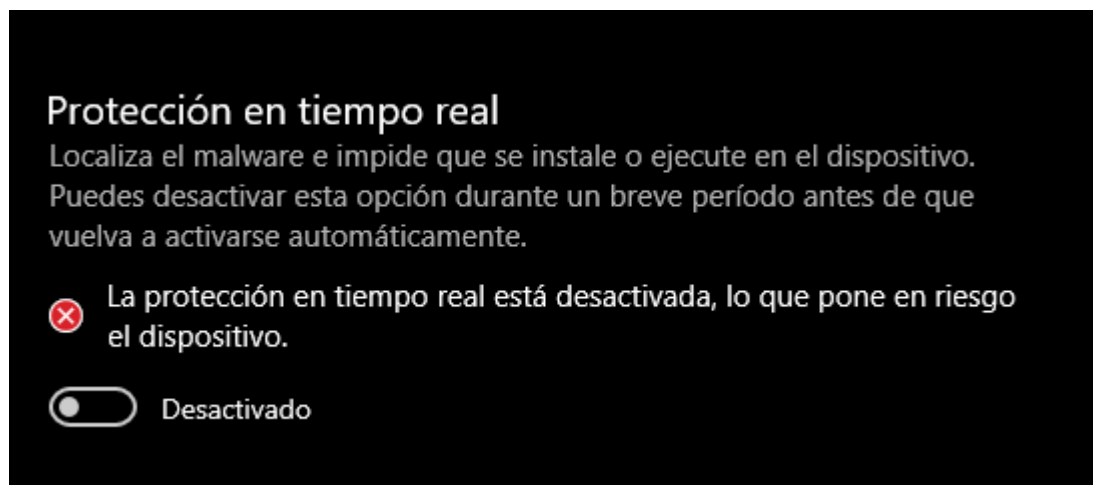
☒ Build diffuse Size **512** ▾ Format **BC7 Q1** ▾ ☐ MipMap

 Brightness **0** ▾ Contrast **0** ▾ Gamma **1.00** ▾

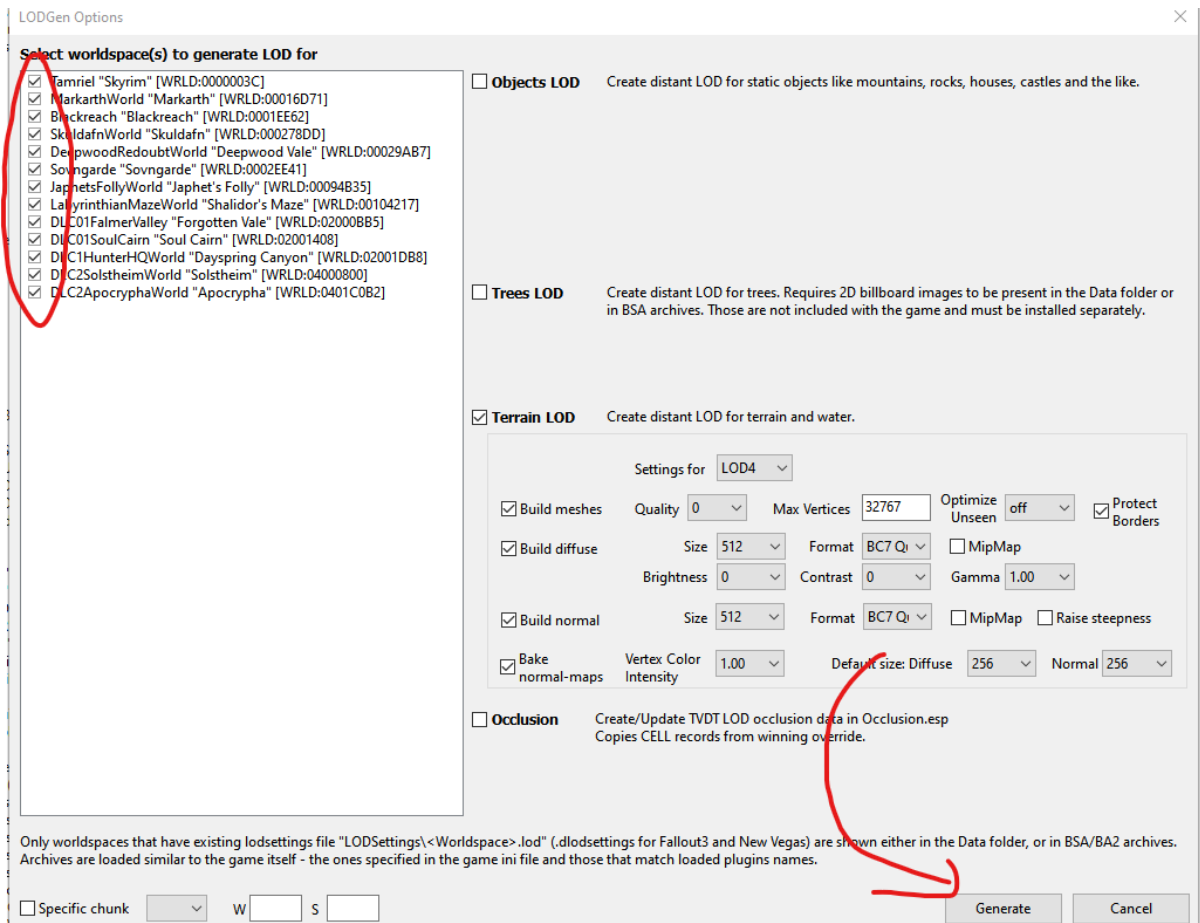
☒ Build normal Size **512** ▾ Format **BC7 Q1** ▾ ☐ MipMap ☐ Raise steepness

☒ Bake normal-maps Vertex Color Intensity **1.00** ▾ Default size: Diffuse **256** ▾ Normal **256** ▾

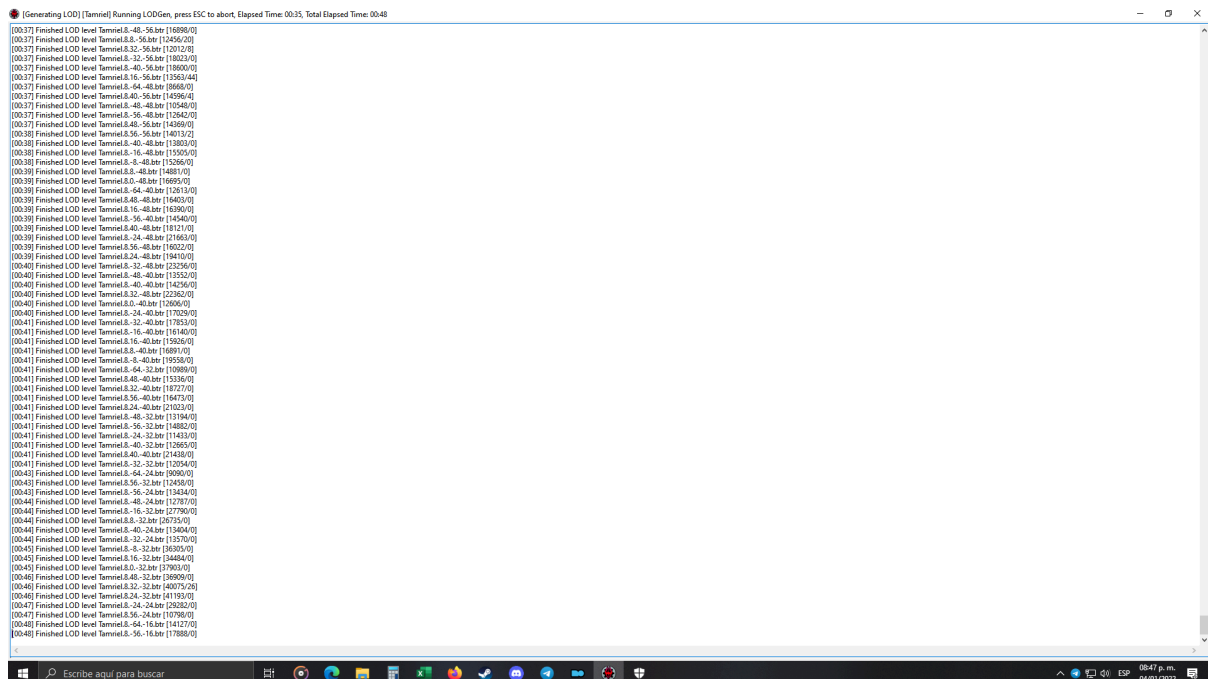
Once you're done matching the pictures, make sure Windows Real Time Protection is disabled (sometimes it'll enable itself back) and click on 'Generate' and go grab some popcorn, this will take a while, for me it was 15ish minutes, I also recommend leaving your PC alone during this, just have MO2 and xLODGen active, no games on the background! Make sure everything on the left side is checked.



(Sorry for the Spanish, I can't put my PC on English for some reason...but the picture above says Real time protection is disabled.)



Yeah it's gonna take a while..



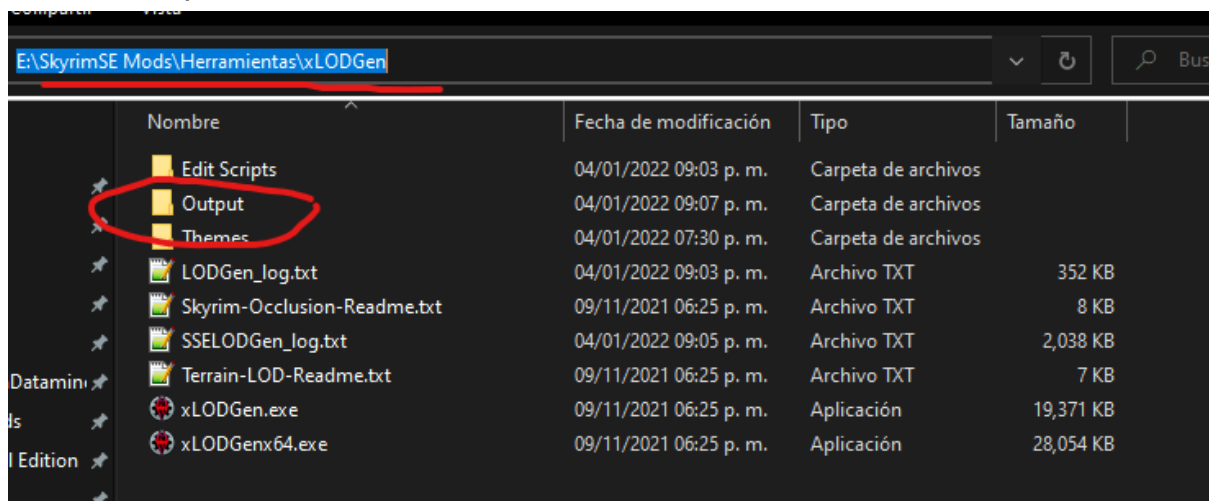
But after a while...it'll be done when this message is displayed at the bottom, close the tool.

```

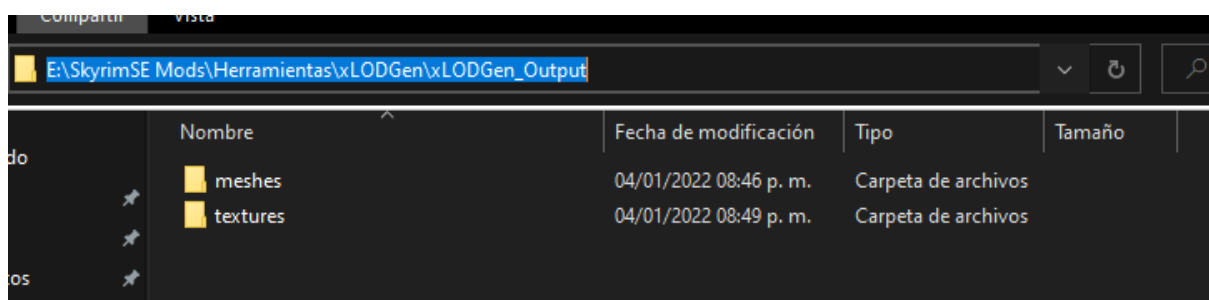
[16:40] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.0.-2.-2_n.dds
[16:40] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.4.2.2_n.dds
[16:40] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.8.6.-10.dds
[16:40] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.16.-2.-18.dds
[16:40] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.16.-2.-2_n.dds
[16:40] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.4.10.-6_n.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.8.6.-10_n.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.16.-2.-18_n.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.4.-6.-14.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.8.-10.-18.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.16.-18.-18.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.32.-18.-18.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.4.-6.-14_n.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.8.-10.-18_n.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.16.-18.-18_n.dds
[16:41] e:\skyrimse mods\herramientas\xlodgen\textures\terrain\dlc2apocryphaworld\dlc2apocryphaworld.32.-18.-18_n.dds
[16:42] Building terrain LOD textures: elapsed time: 00:05
[16:43] LOD generation complete

```

Go to your tools folder and inside xLODGen there will be a new folder named Output.

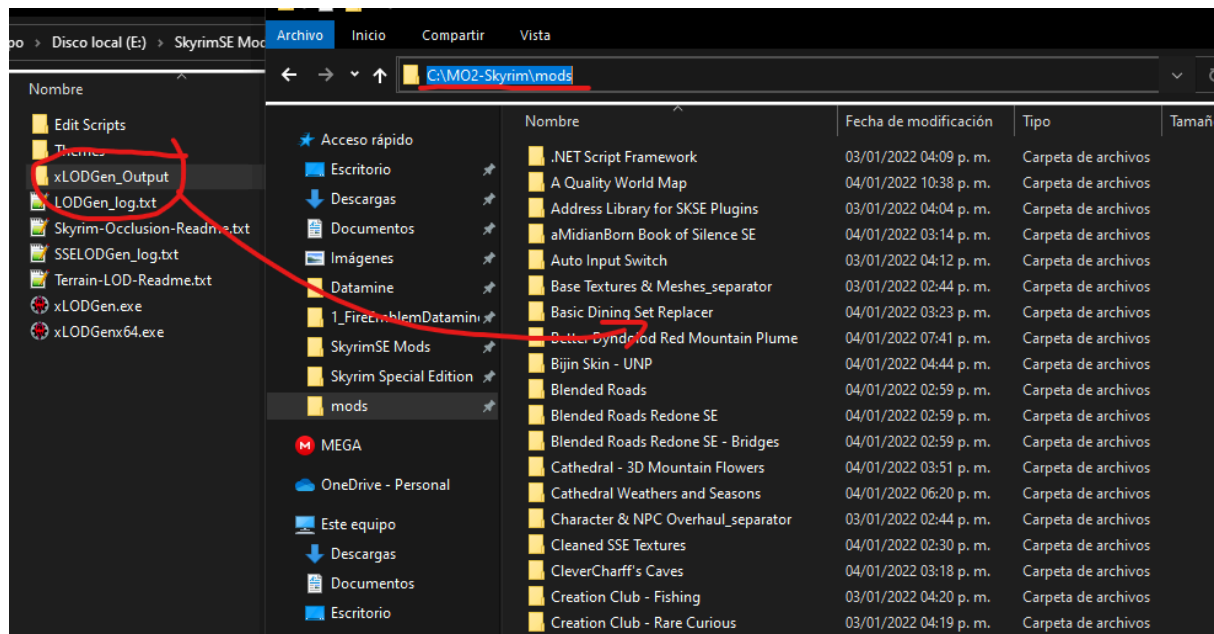


Rename the folder to xLODGen_Output and see that inside there are 2 folders, named meshes and textures.

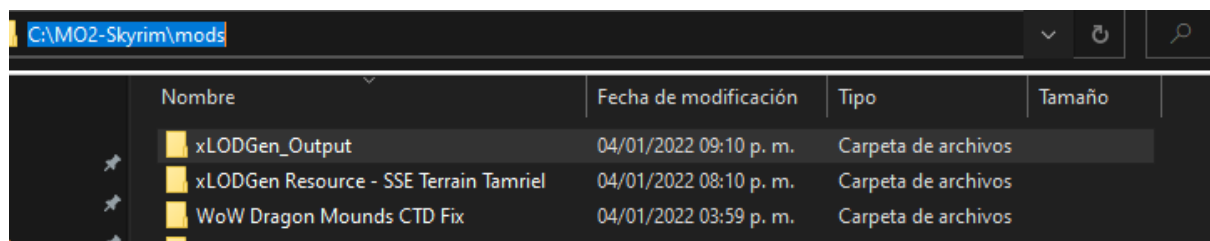


End result.

Now open MO2's mod folder, the path should be ###:\MO2-Skyrim\mods and drag the xLODGen_Output folder into the mods folder.



It's going to take a while to move over, remember to drag the folder to an empty part of the mods folder, don't drag it inside another folder!

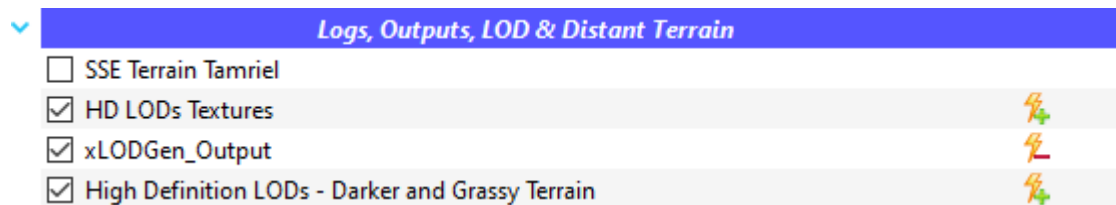


Now press F5 on your MO2 and you should now see your mod at the bottom, enable both xLODGen_Output and "High Definition LODs - Darker and Grassy Terrain", furthermore delete/disable the Resource mod.

Move the output above the High Definition LODs - Darker and Grassy Terrain.

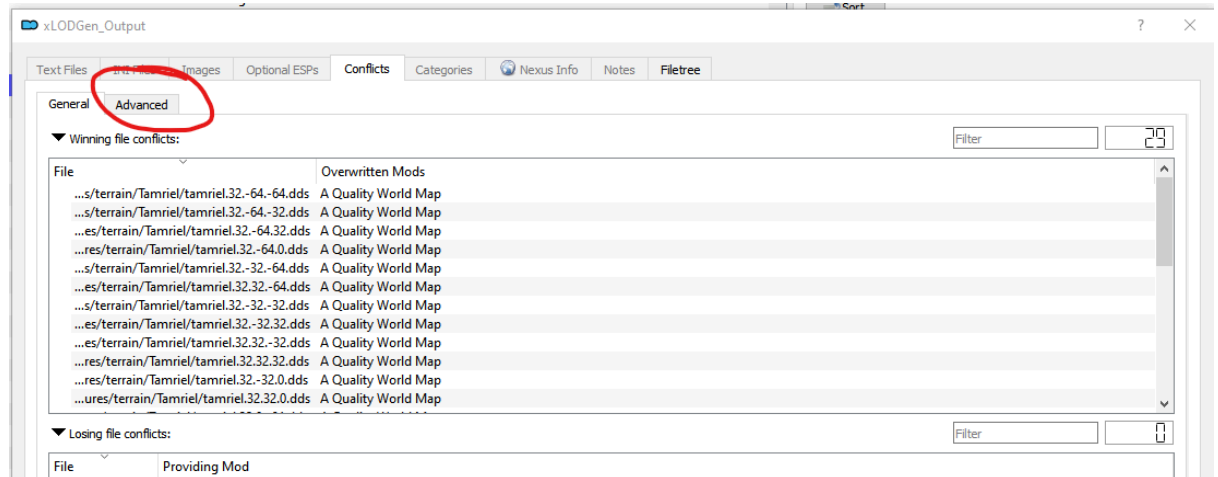


Disable the Terrain Tamriel and activate everything else.



Conflict with 'A Quality World Map'

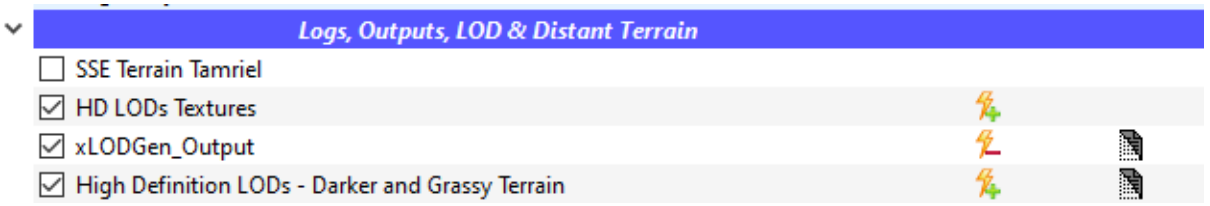
- Only for people that want to use this map.
- Double click xLODGen_Output.
- If you installed the Vivid with roads option this will be shown instantly, if you installed any other option you'll have to unpack its bsa as explained step earlier.



- Click on advanced

Overwrites	File
A Quality World Map	/textures/terrain/dlc2solstheimworld/dlc2solstheimworld.32.0.0.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-32.-32.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-32.-64.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-32.0.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-32.32.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-64.-32.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-64.-64.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-64.0.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.-64.32.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.0.-32.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.0.-64.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.0.0.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.0.32.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.32.-32.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.32.-64.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.32.0.dds
A Quality World Map	/textures/terrain/Tamriel/tamriel.32.32.32.dds
	/textures/terrain/Tamriel/tamriel.4.12.-48_n.dds
	/textures/terrain/Tamriel/tamriel.4.12.-4_n.dds
	/textures/terrain/Tamriel/tamriel.4.12.-52.dds
	/textures/terrain/Tamriel/tamriel.4.12.-52_n.dds
	/textures/terrain/Tamriel/tamriel.4.60.56_n.dds
	/textures/terrain/Tamriel/tamriel.4.12.-56.dds
	/textures/terrain/Tamriel/tamriel.8.-64.56.dds
	/textures/terrain/Tamriel/tamriel.4.12.-56_n.dds
	/textures/terrain/Tamriel/tamriel.4.60.60.dds
	/textures/terrain/Tamriel/tamriel.4.12.-60.dds
	/textures/terrain/Tamriel/tamriel.4.12.-60_n.dds
	/textures/terrain/Tamriel/tamriel.8.32.32_n.dds
	/textures/terrain/Tamriel/tamriel.4.12.-64.dds
	/textures/terrain/Tamriel/tamriel.4.12.-64_n.dds
	/textures/terrain/Tamriel/tamriel.4.12.-8.dds
	/textures/terrain/Tamriel/tamriel.4.60.60_n.dds
	/textures/terrain/Tamriel/tamriel.4.12.-8_n.dds

- You should now see this, click on the first file that lists 'A quality world map' and then Shift + Click on the last.

- 

- You'll see that icon that indicates hidden files, don't worry about it.

[TEXGEN](#)

Download DynDOLOD from its modpage, scroll to the bottom and on 'Miscellaneous files' you'll find the latest Alpha release, it's for manual download only.

The screenshot shows the Nexus Mods page for DynDOLOD. The 'MAIN FILES' section contains two files:

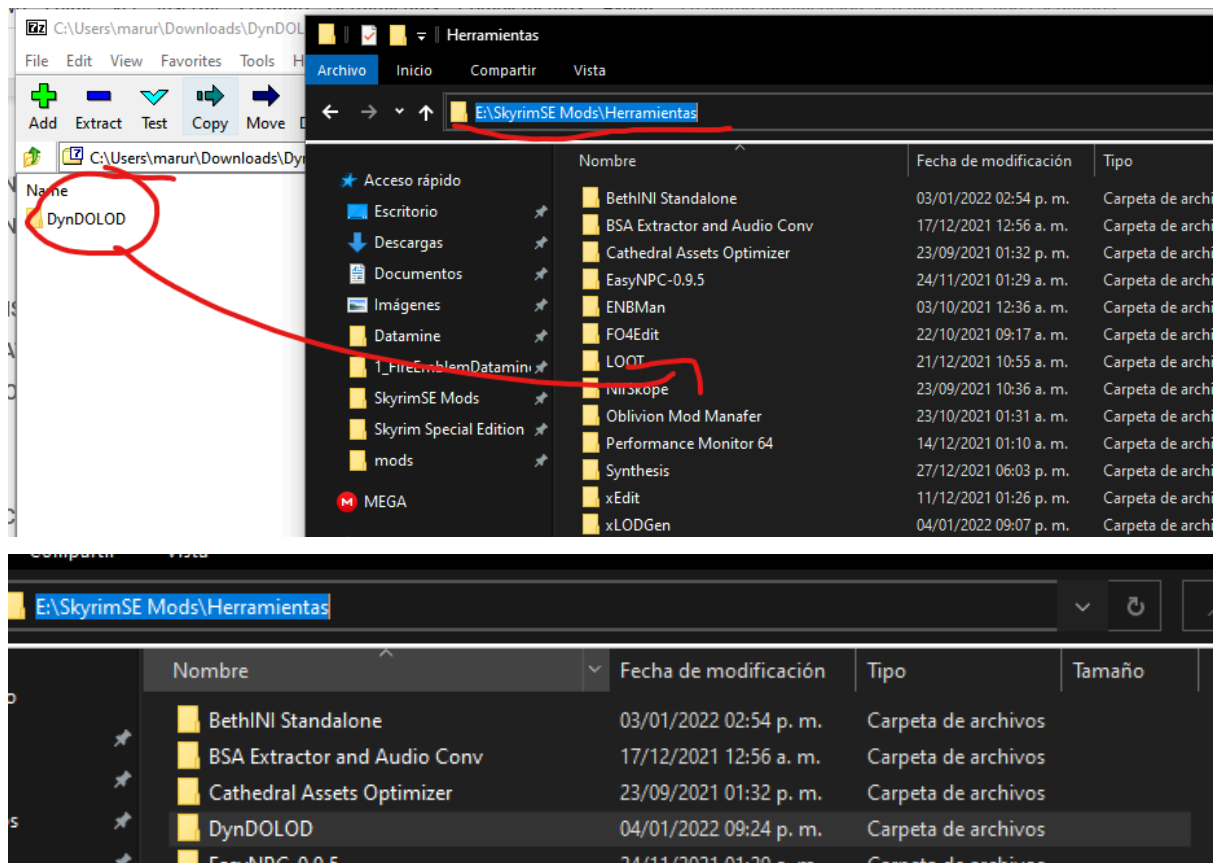
File Name	Date uploaded	File size	Unique DLs	Total DLs	Version
DynDOLOD	11 Dec 2021, 9:30AM	25.9MB	-	-	2.98
DynDOLOD Resources SE	16 Jan 2022, 5:01PM	42.0MB	-	-	2.98

The 'MISCELLANEOUS FILES' section contains one file:

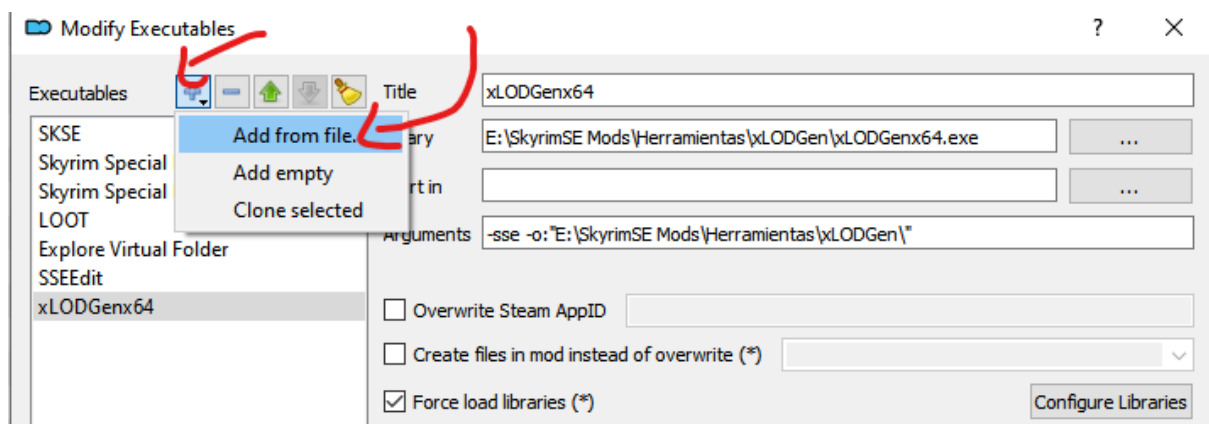
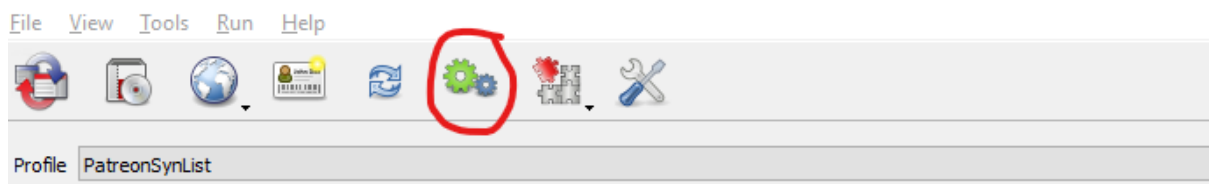
File Name	Downloaded	Date uploaded	File size	Unique DLs	Total DLs	Version
DynDOLOD 3.00	02 Mar 2022	22 Feb 2022, 4:56AM	25.1MB	-	-	Alpha-74

Red annotations highlight the 'DynDOLOD Resources SE' file and the 'DynDOLOD 3.00' file in the 'MISCELLANEOUS FILES' section, specifically pointing to the 'Version Alpha-74' and the 'Requires DynDOLOD Resources SE 3' text.

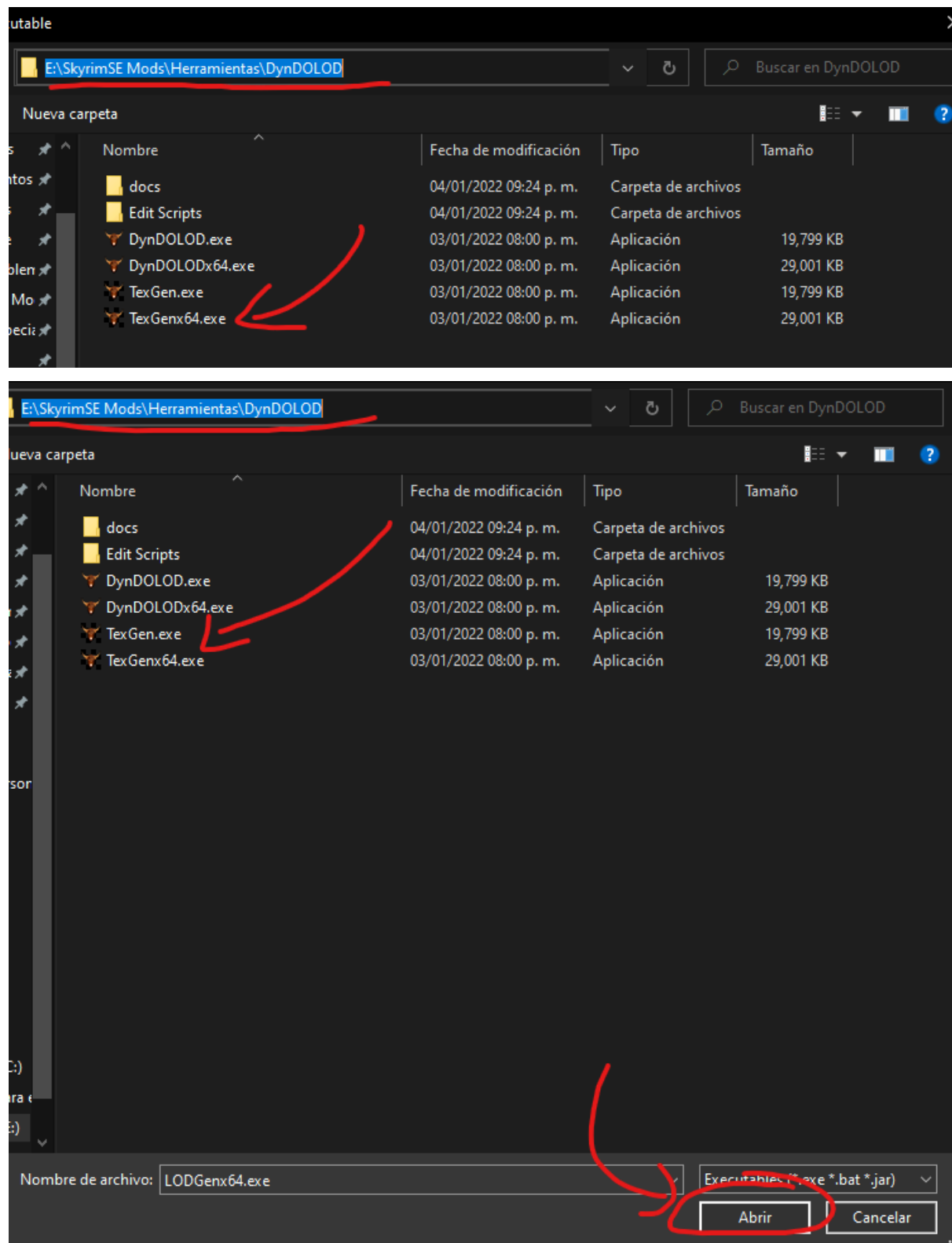
Open the 7z file and navigate to your tools folder, then simply drop the DynDOLOD folder inside of your tools folder.



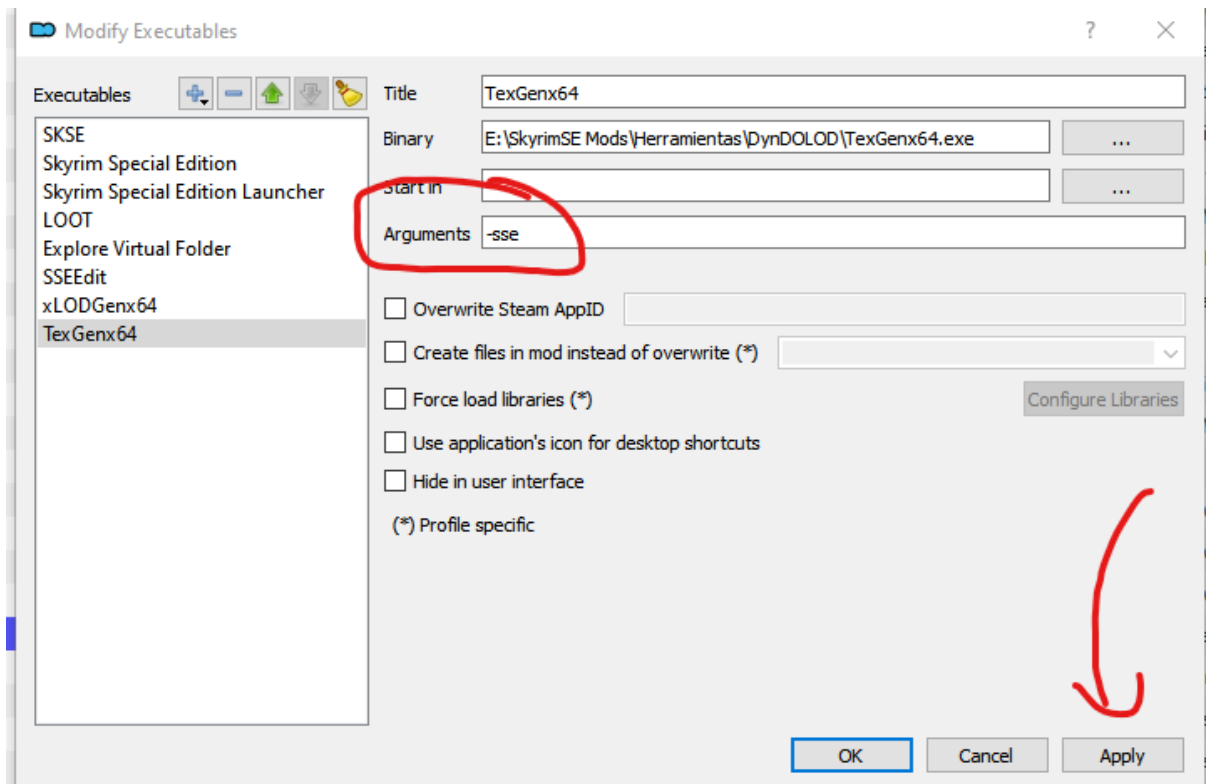
Now let's add it to the list of executables of MO2, click on the cog icon in the top bar



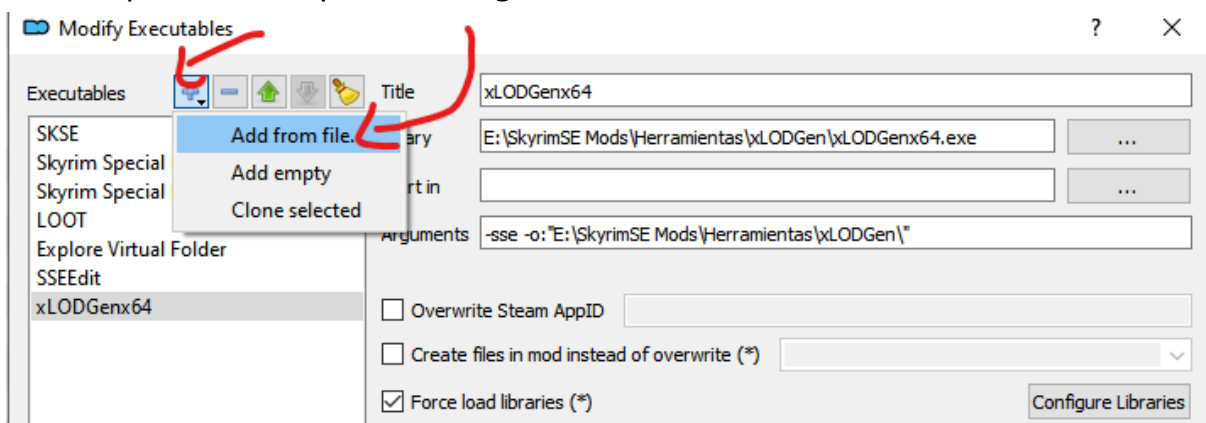
Navigate to the DynDOLOD folder inside your tools folder and click on TexGen64.exe then Open



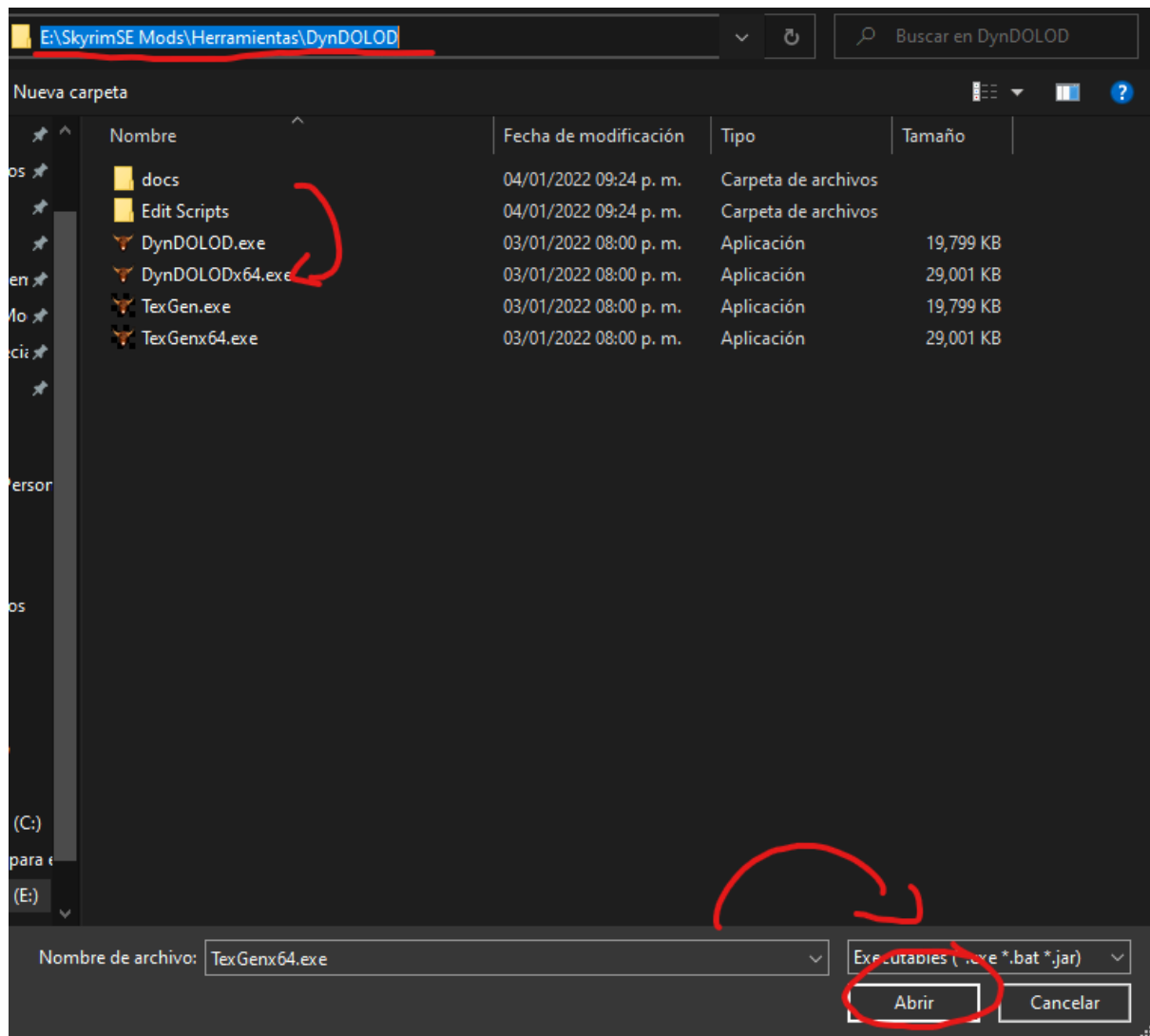
Then type -sse into the argument line and click apply.



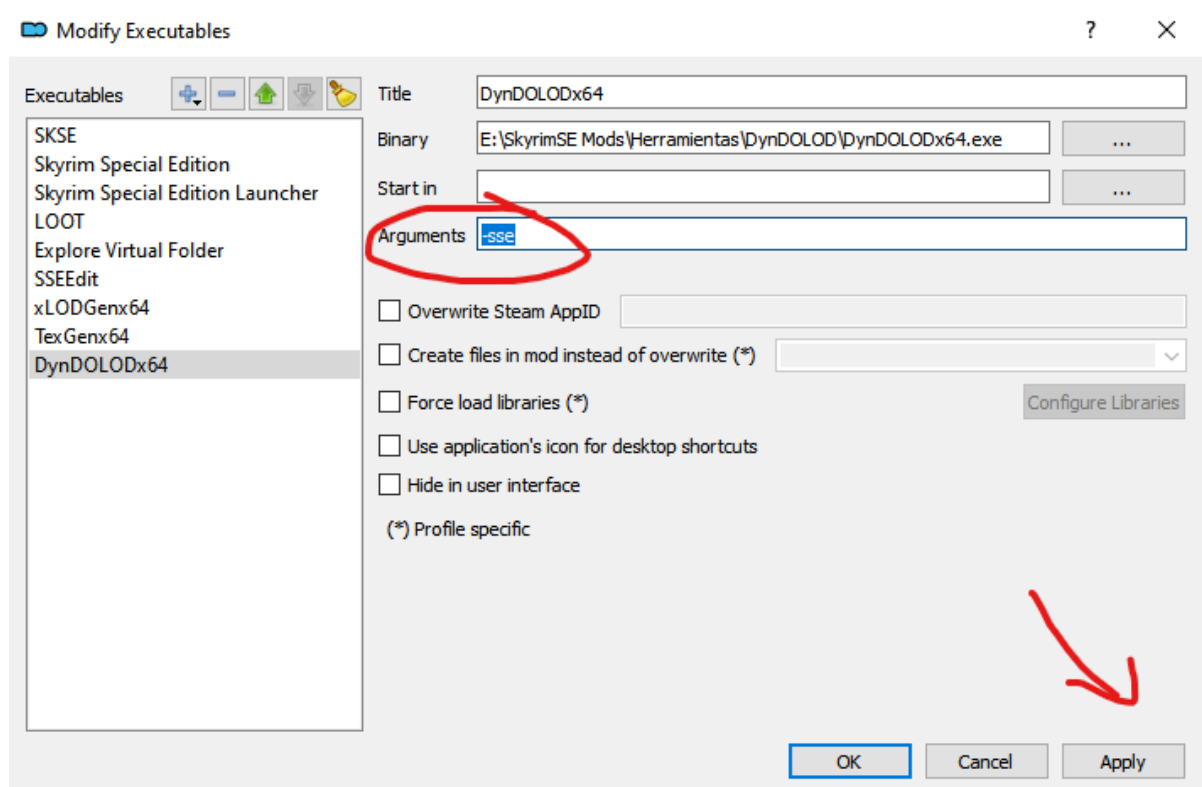
Then repeat the step for adding an executable from file



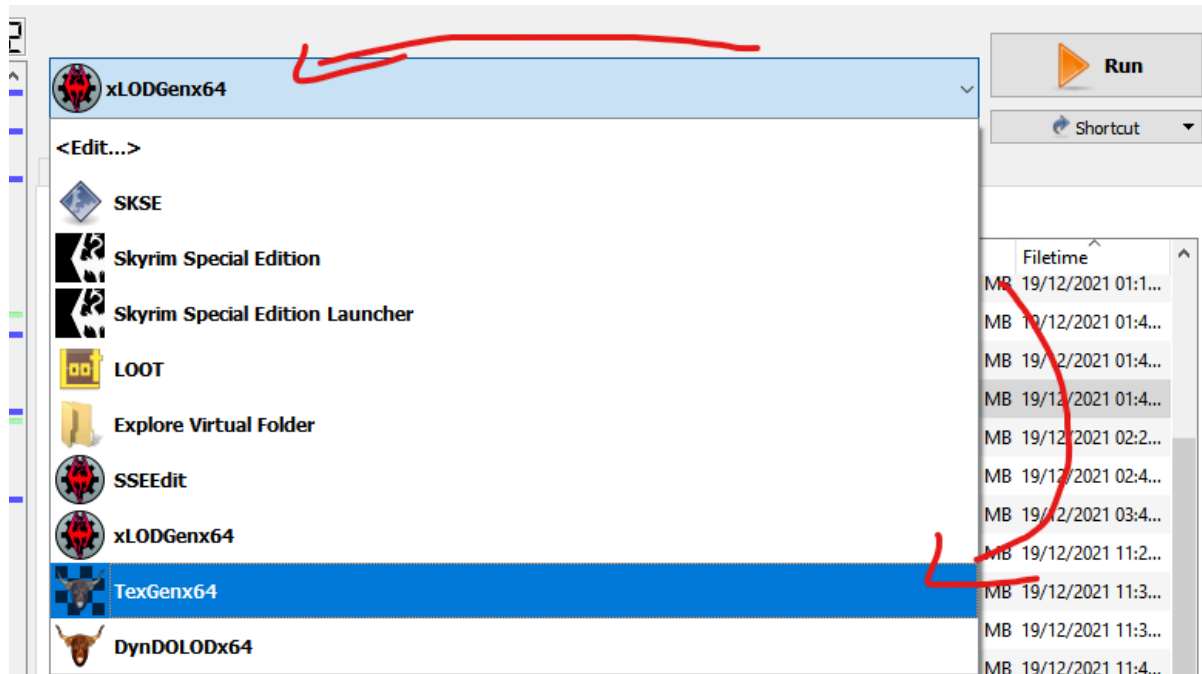
Then click on DynDOLODx64.exe and then open.



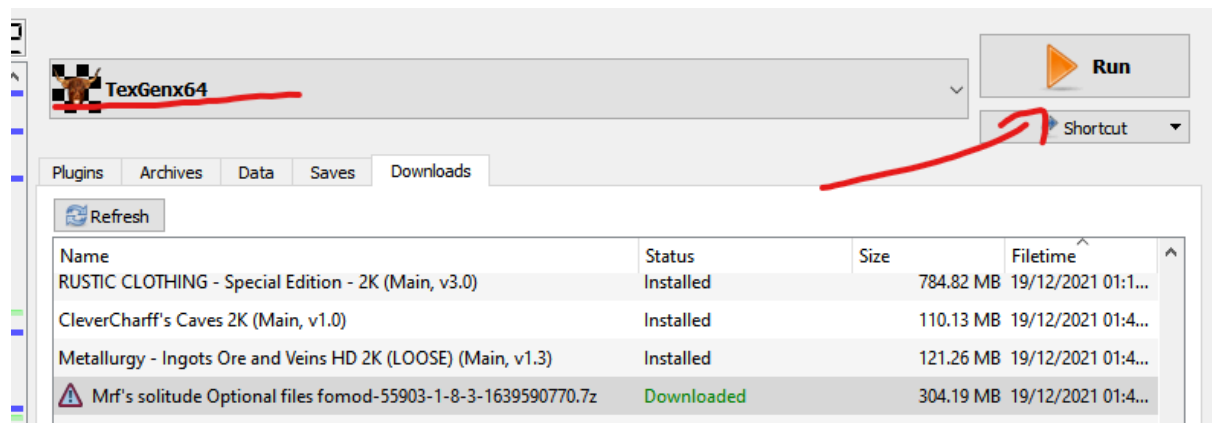
And then write '-sse' into the argument line, then click Apply.



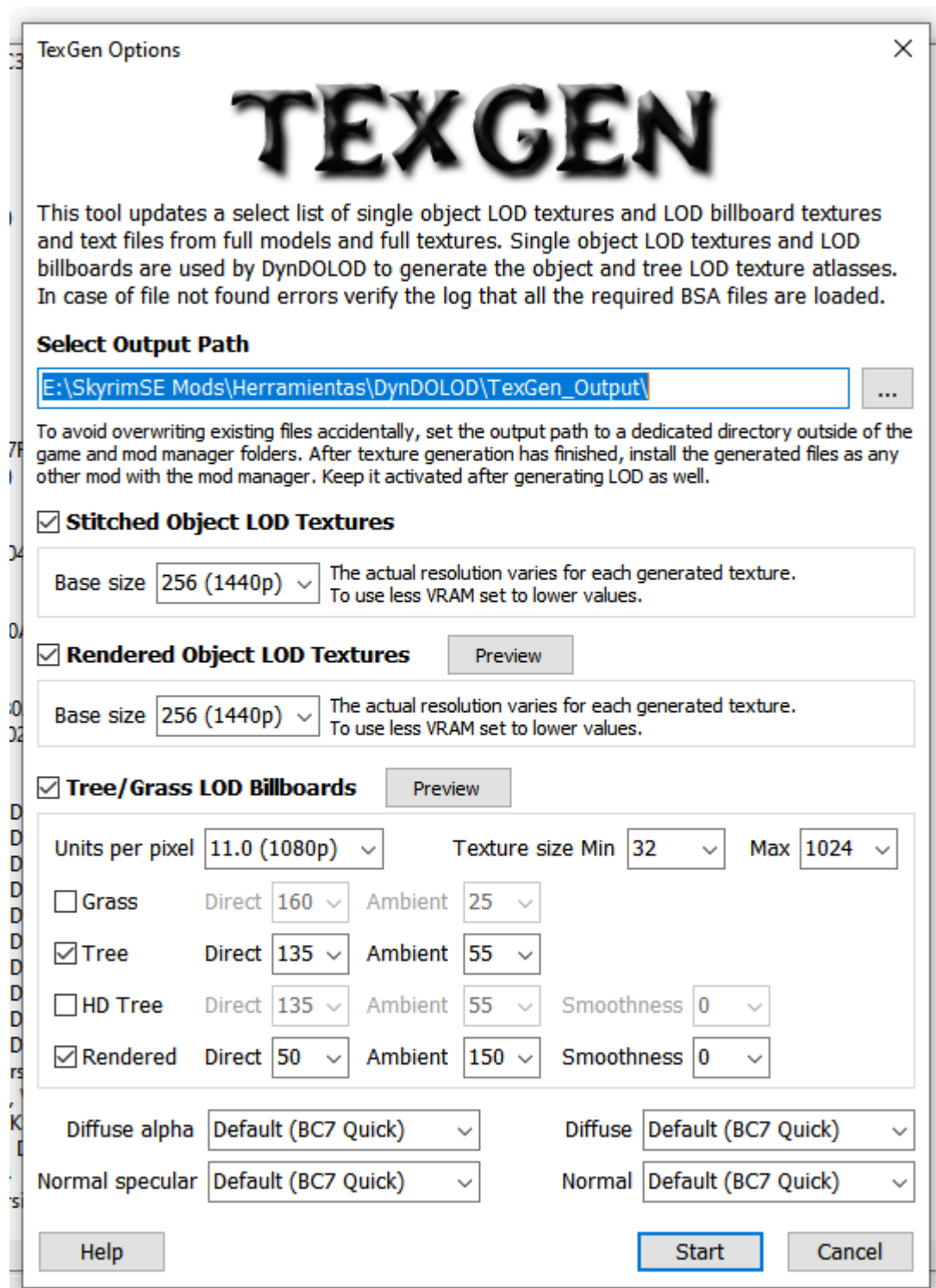
Then click ok, now click on xLODGenx64 in your executable bar and select TexGenx64, then click run.



Make sure Windows Real time Protection is still disabled, it likes to reactivate itself after some time has passed.



The tool now will load and display this:



Click on 'HD Tree'.

TexGen Options
×

TEXGEN

This tool updates a select list of single object LOD textures and LOD billboard textures and text files from full models and full textures. Single object LOD textures and LOD billboards are used by DynDOLOD to generate the object and tree LOD texture atlases. In case of file not found errors verify the log that all the required BSA files are loaded.

Select Output Path

E:\SkyrimSE Mods\Herramientas\DynDOLOD\TexGen_Output\
...

To avoid overwriting existing files accidentally, set the output path to a dedicated directory outside of the game and mod manager folders. After texture generation has finished, install the generated files as any other mod with the mod manager. Keep it activated after generating LOD as well.

☒ **Stitched Object LOD Textures**

Base size
256 (1440p)
The actual resolution varies for each generated texture. To use less VRAM set to lower values.

☒ **Rendered Object LOD Textures**

Base size
256 (1440p)
The actual resolution varies for each generated texture. To use less VRAM set to lower values.
Preview

☒ **Tree/Grass LOD Billboards**

Units per pixel
11.0 (1080p)
Texture size Min
32
Max
1024

☐ Grass
Direct
160
Ambient
25
☒ Tree
Direct
135
Ambient
55
☒ HD Tree
Direct
135
Ambient
55
Smoothness
0
☒ Rendered
Direct
50
Ambient
150
Smoothness
0

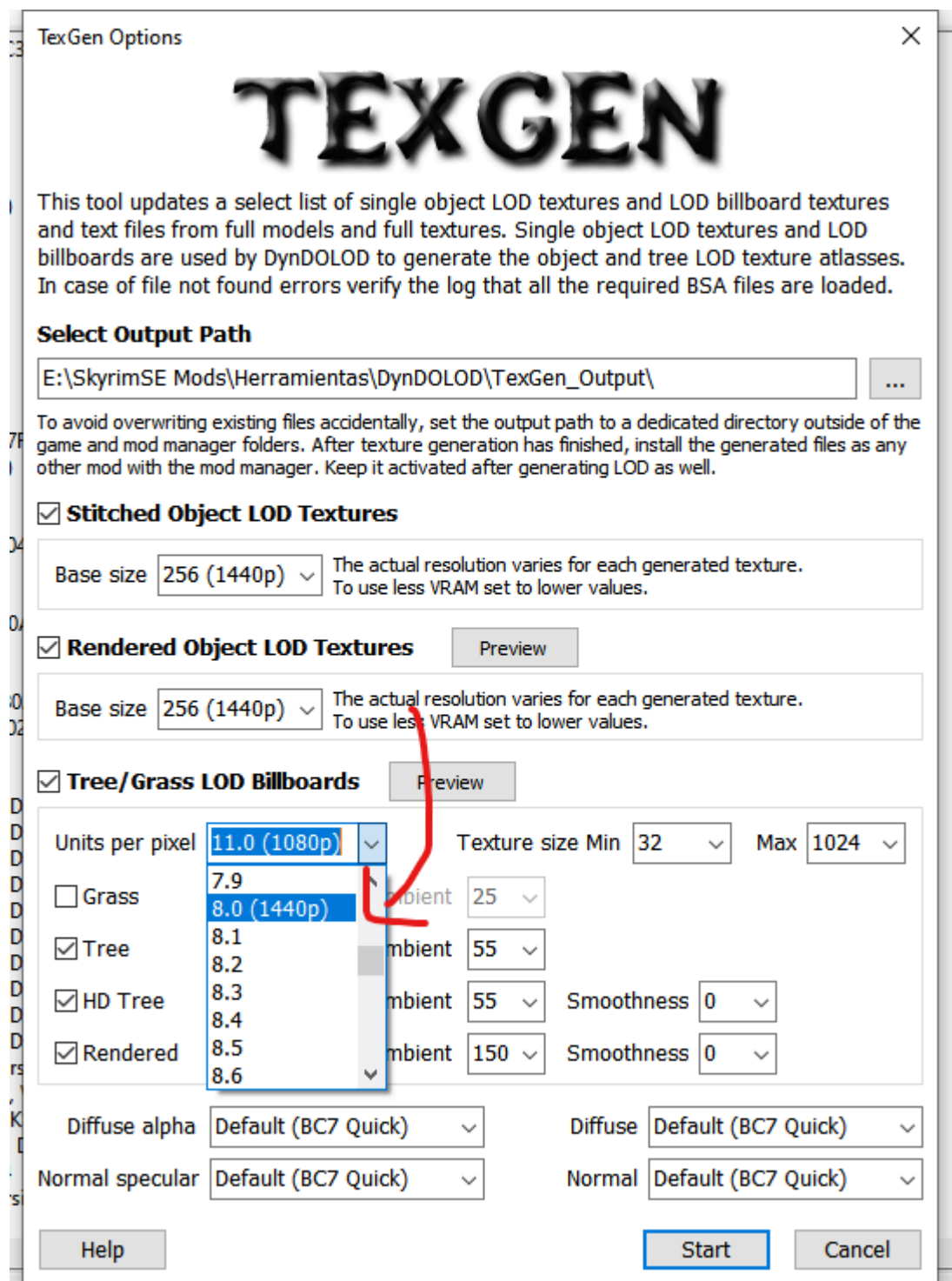
Diffuse alpha
Default (BC7 Quick)
Diffuse
Default (BC7 Quick)
Normal specular
Default (BC7 Quick)
Normal
Default (BC7 Quick)

Help
Start
Cancel

IF YOU'RE PLAYING ON 1080P JUST CLICK START AND WAIT FOR THE TOOL TO FINISH.

IF YOU'RE PLAYING ON 1440P (aka 2K) CLICK ON UNITS PER PIXEL AND CHANGE IT TO 8

167



TexGen Options

×

TEXGEN

This tool updates a select list of single object LOD textures and LOD billboard textures and text files from full models and full textures. Single object LOD textures and LOD billboards are used by DynDOLOD to generate the object and tree LOD texture atlases. In case of file not found errors verify the log that all the required BSA files are loaded.

Select Output Path

E:\SkyrimSE Mods\Herramientas\DynDOLOD\TexGen_Output\

...

To avoid overwriting existing files accidentally, set the output path to a dedicated directory outside of the game and mod manager folders. After texture generation has finished, install the generated files as any other mod with the mod manager. Keep it activated after generating LOD as well.

☒ **Stitched Object LOD Textures**

Base size

256 (1440p) ▾

The actual resolution varies for each generated texture.
To use less VRAM set to lower values.

☒ **Rendered Object LOD Textures**

Preview

Base size

256 (1440p) ▾

The actual resolution varies for each generated texture.
To use less VRAM set to lower values.

☒ **Tree/Grass LOD Billboards**

Preview

Units per pixel

8.0 (1440p) ▾

Texture size Min

32 ▾

Max

1024 ▾

☐ Grass

Direct

160 ▾

Ambient

25 ▾

☒ Tree

Direct

135 ▾

Ambient

55 ▾

☒ HD Tree

Direct

135 ▾

Ambient

55 ▾

Smoothness

0 ▾

☒ Rendered

Direct

50 ▾

Ambient

150 ▾

Smoothness

0 ▾

Diffuse alpha

Default (BC7 Quick) ▾

Diffuse

Default (BC7 Quick) ▾

Normal specular

Default (BC7 Quick) ▾

Normal

Default (BC7 Quick) ▾

Help

Start

Cancel

Now click start and wait for the tool to finish.

IF YOU'RE PLAYING ON 2160P (aka 4K) CHANGE THE UNITS PER PIXEL TO 5.5, THE BASE SIZE FROM 256 TO 512.

☒ **Stitched Object LOD Textures**

Base size **512 (2160p)** The actual resolution varies for each generated texture.
To use less VRAM set to lower values.

☒ **Rendered Object LOD Textures** Preview

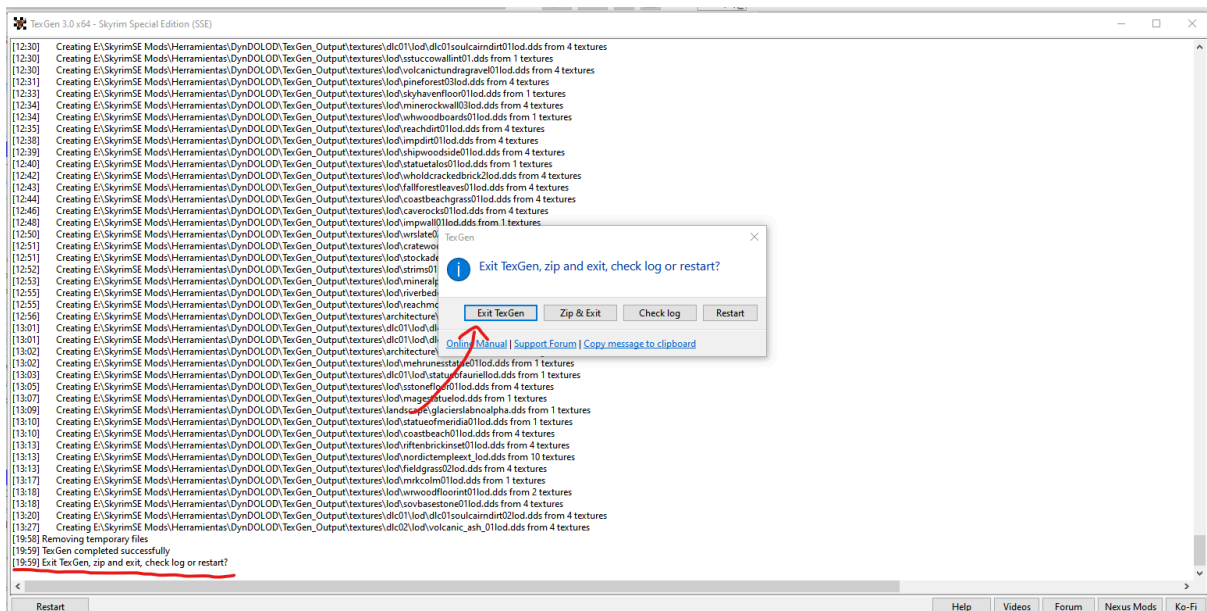
Base size **512 (2160p)** The actual resolution varies for each generated texture.
To use less VRAM set to lower values.

☒ **Tree/Grass LOD Billboards** Preview

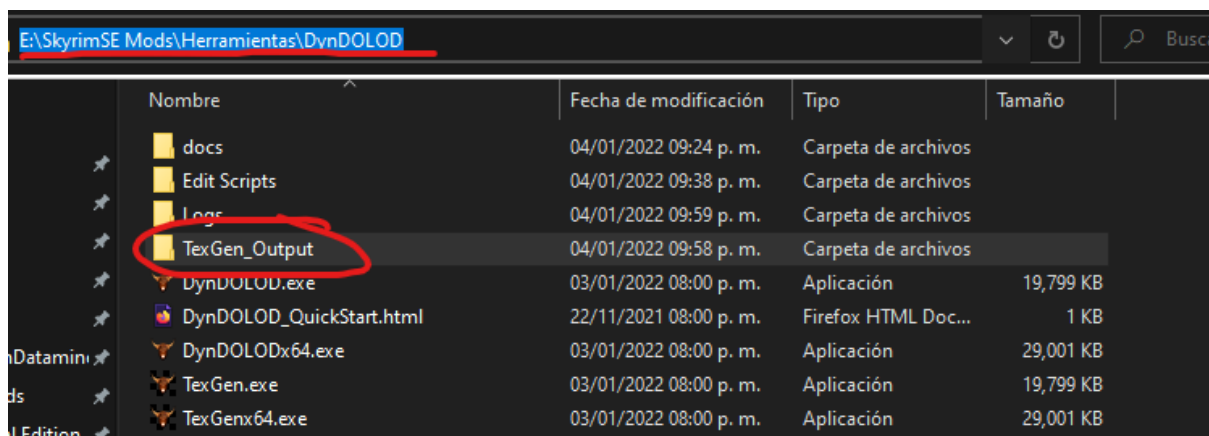
Units per pixel **5.5 (2160p)** Texture size Min **32** Max **1024**

Once that's done click start and wait for the tool to finish.

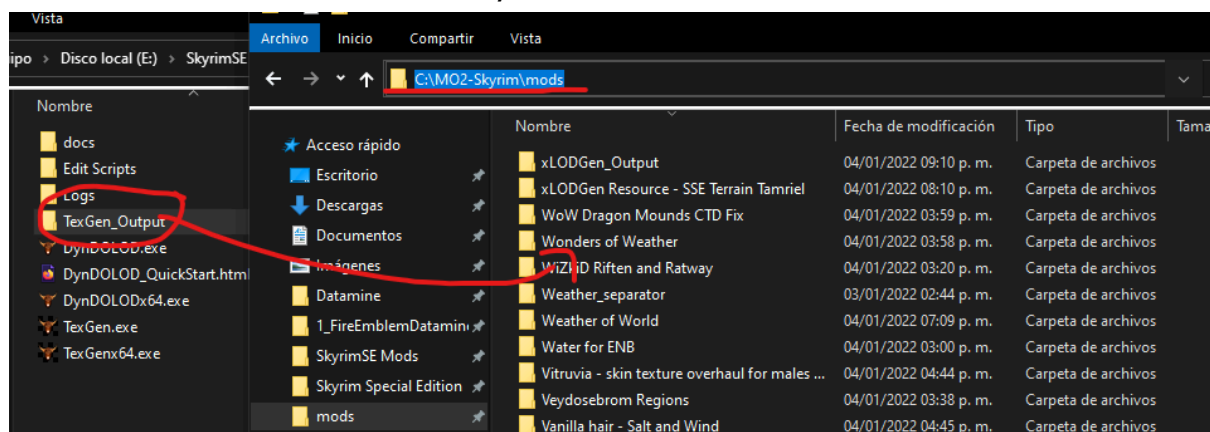
Once it finished click on Exit TexGen



Now navigate to your tool folder and inside DynDOLOD there will be a new folder.

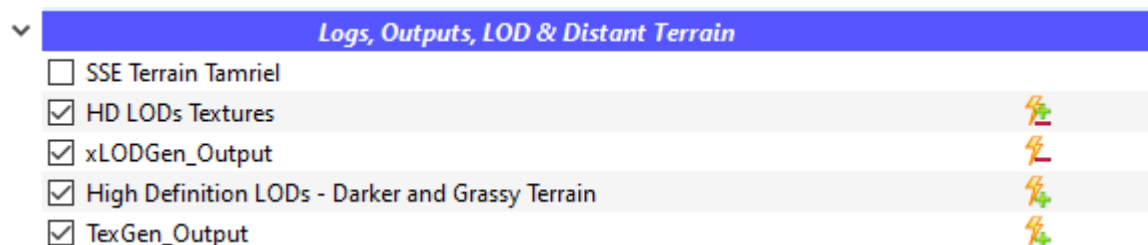


Move that folder to the MO-Skyrim\mods folder of MO2.



Remember to drag the folder to an empty part of the mods folder, don't drag it inside another folder!

Wait until it finishes transferring and then press F5 on MO2, then activate the new mod.



DYNDOLOD

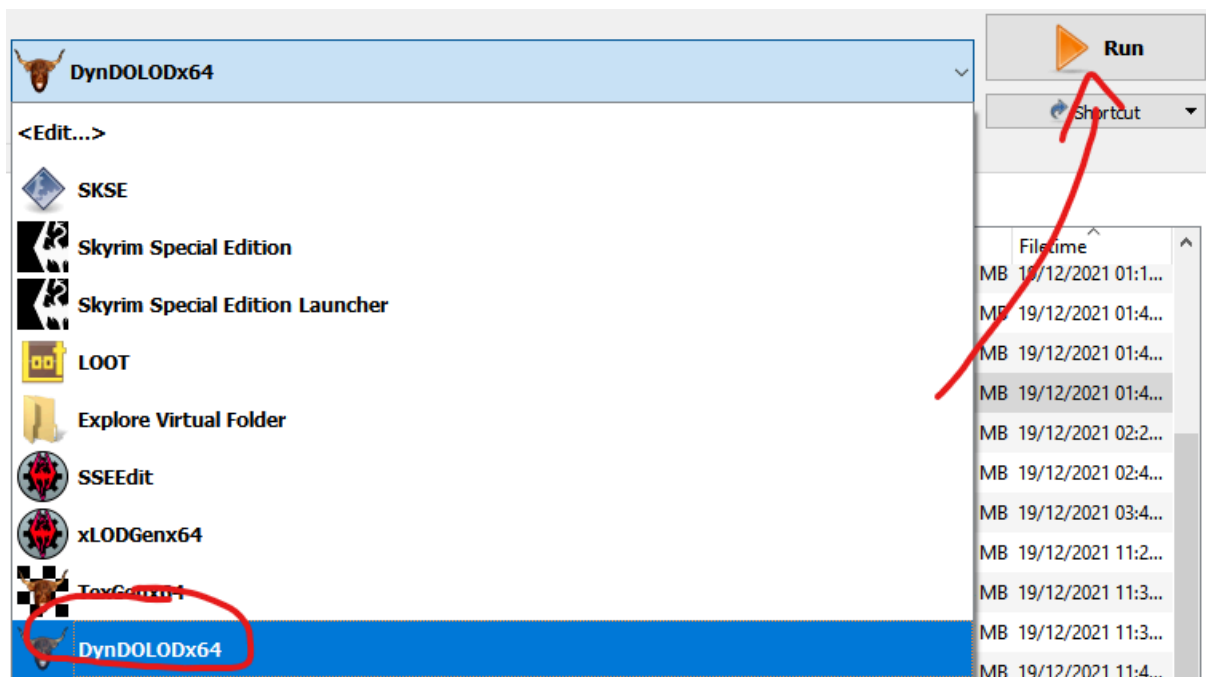
Now select DynDOLODx64 from the executable list and then click on the run button.

Make sure that Real time protection is still disabled.

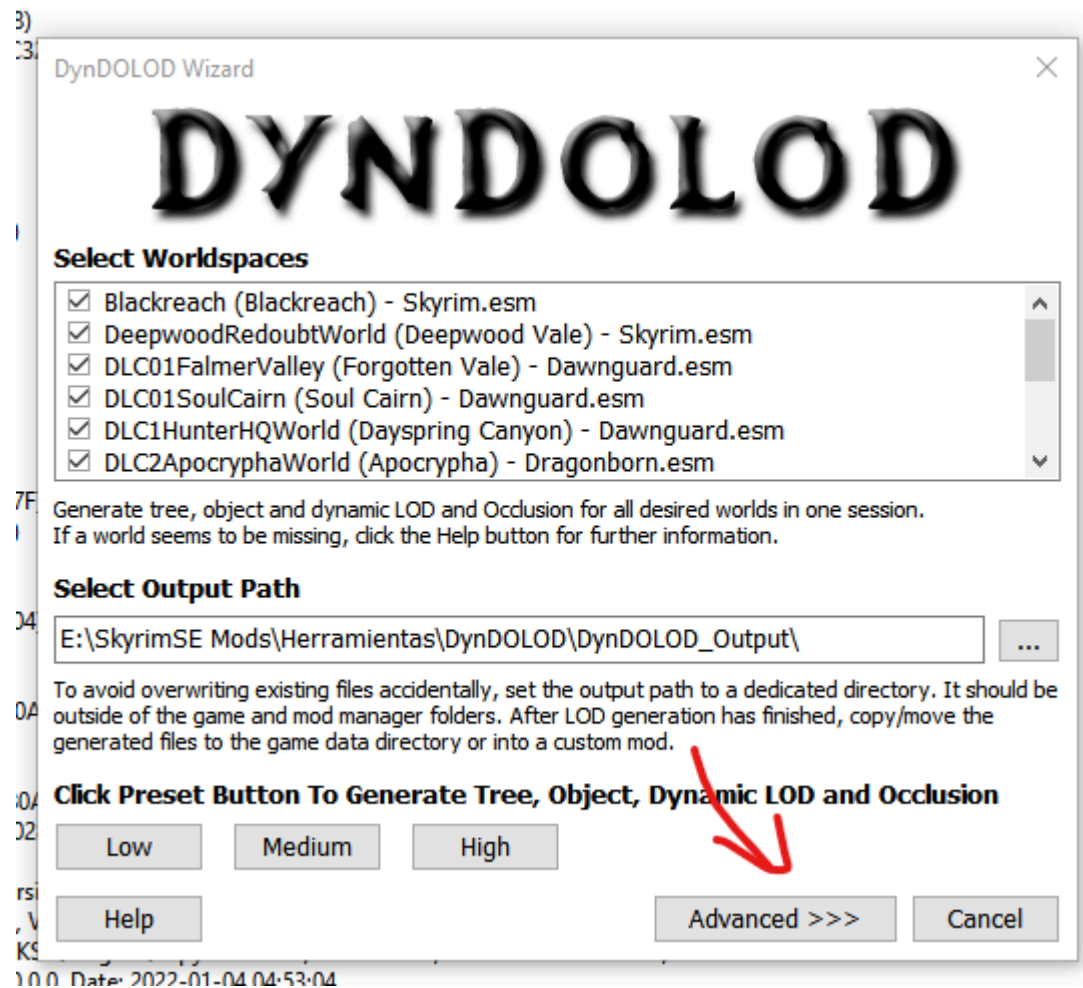
Wait until everything loads

MAKE SURE THAT IF YOU'RE USING ANNIVERSARY CONTENT TO USE NOGRASSIAS AND DISABLE MAJESTIC MOUNTAINS_LANDSCAPE.ESM TO AVOID AS MUCH CLIPPING WITH GRASS

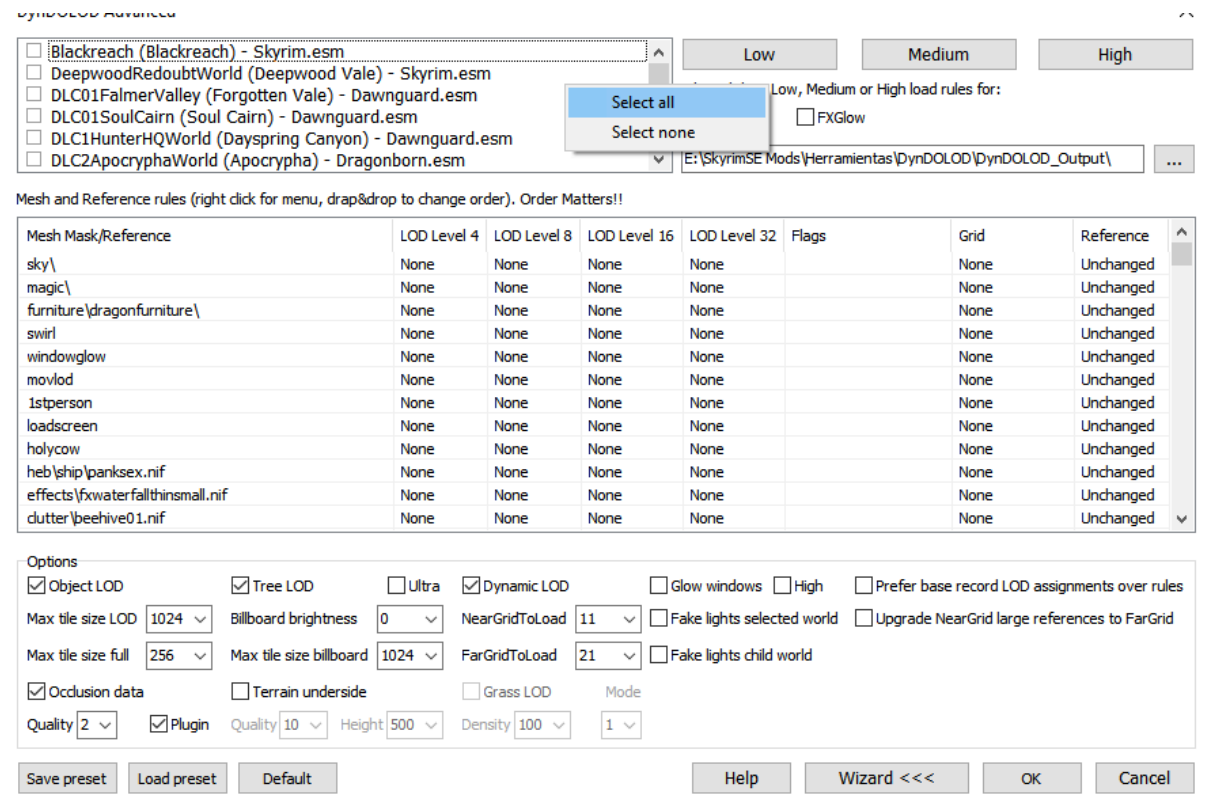
MAKE SURE THAT YOU'RE DONE PICKING A WEATHER AND ENB YOU LIKE, IF YOU WANT TO CHANGE AFTER THIS YOU'LL HAVE TO RE-DO THIS LAST STEP AGAIN.



Click on 'Advanced >>>'



Right click on the tiny window in the top left and click on 'Select All'



DynDOLOD Advanced



Everything should have a check mark.

Click on 'High', then click on Candles and FXGlow.

In the Occlusion data select Quality 3.

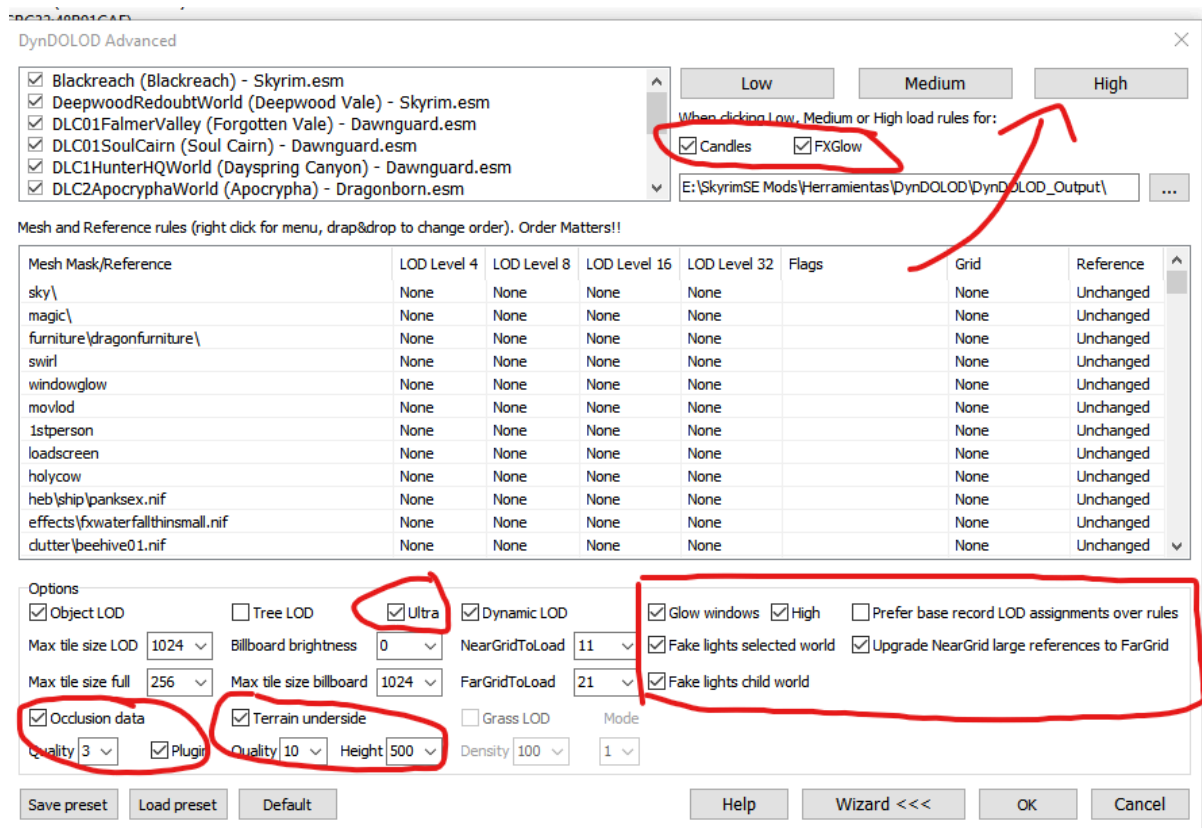
Click the checkbox for Terrain Underside.

Click the checkbox for Ultra at the right side of the 'Tree LOD' checkbox.

Click the checkboxes for:

- Glow windows
- Fake lights selected world
- Fake lights child world
- High
- Upgrade NearGrid large references to FarGrid

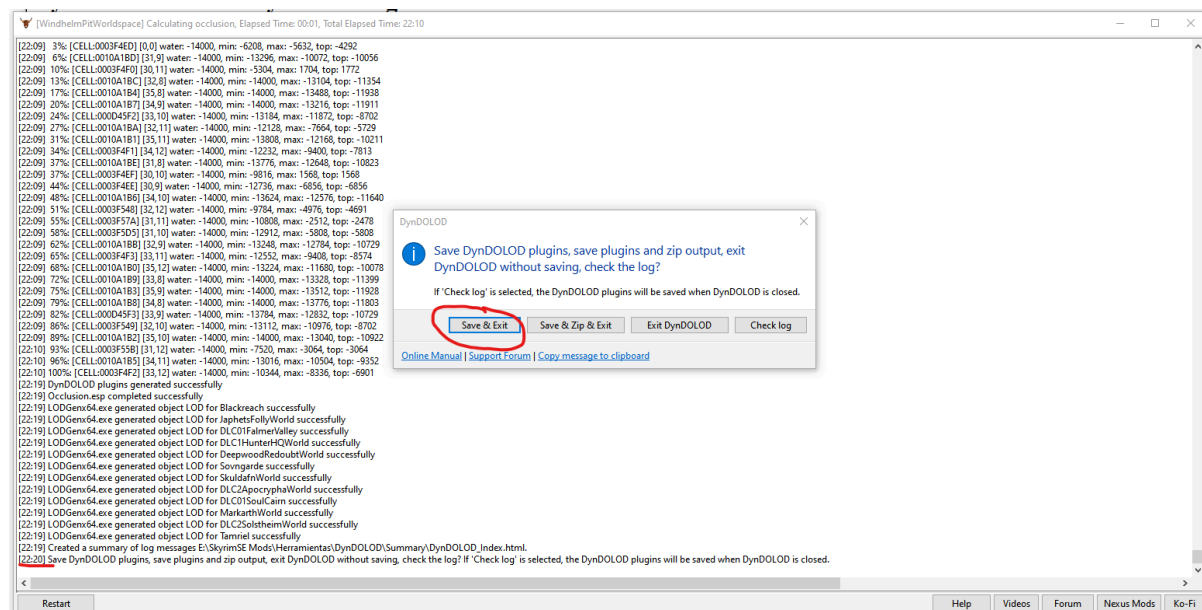
Make sure everything matches, then click on 'ok' and wait until it finishes.



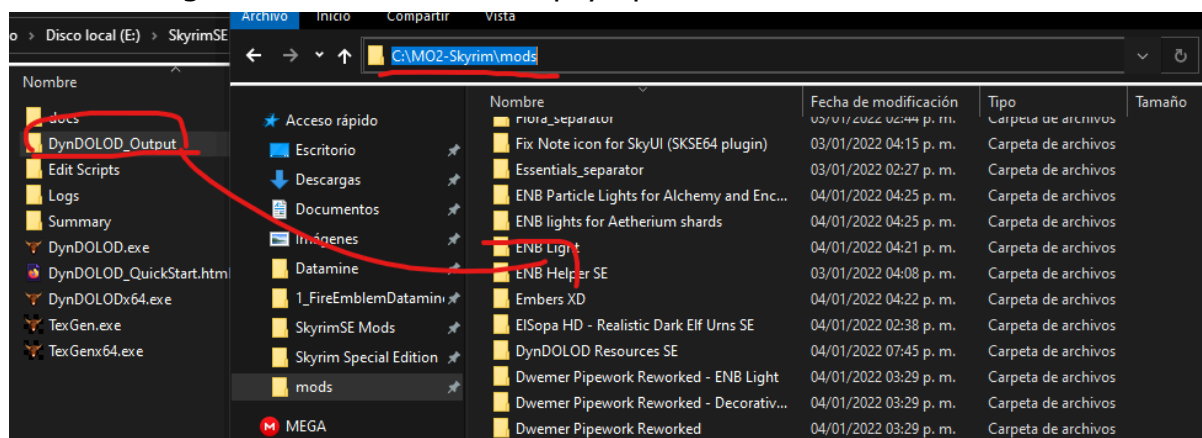
[00:03] TexGen: 3.00 <= 3.00 <= 3.00
 [00:29] Loading Medium rules
 [01:22] Loading High rules

Make sure that the log says 'Loading High Rules'.

Once it's done click 'Save & Exit', it'll take a bit to exit, don't worry about it.



Navigate to your tools folder and into Dyndolod folder and move the DynDOLOD_output folder into your \mods MO2 Folder, as usual, make sure to drag the folder into an empty space and not inside another folder!



Press F5 and activate the mod.



On the right panel DynDOLOD.esm should be below Lux Orbis

Name	Flags	Priority	Mod Index
☒ UHDAP - MusicHQ.esp		79	FE:040
☒ UHDAP - en0.esp		80	FE:041
☒ UHDAP - en1.esp		81	FE:042
☒ UHDAP - en2.esp		82	FE:043
☒ UHDAP - en3.esp		83	FE:044
☒ UHDAP - en4.esp		84	FE:045
☒ Unofficial Skyrim Special Edition Patch.esp		85	0F
☒ MajesticMountains_Landscape.esm		86	10
☒ Cathedral - 3D Mountain Flowers.esp		87	FE:046
☒ RSkyrimChildren.esm		88	11
☒ Lux - Resources.esp		89	FE:047
☒ Lux - Master plugin.esm		90	FE:048
☒ Lux Orbis - Master plugin.esm		91	FE:049
☒ DynDOLOD.esm		92	12

Meanwhile DynDOLOD.esp and Occlusion.esp should be at the bottom of it.

☒	Lux Orbis.esp		153
☒	Lux Orbis - Saints and Seducers patch.esp	●	154
☒	Lux Orbis - Tundra Homestead patch.esp	●	155
☒	Lux Orbis - USSEP patch.esp	●	156
☒	Weather of World.esp	📎 ●	157
☒	Water for ENB (Shades of Skyrim).esp		158
☒	DynDOLOD.esp		159
☒	Occlusion.esp	●	160

PERFORMANCE GUIDE

So you want to run the game at 60fps but your old GTX 960 just can't keep up?

Here's a quick list of things that can improve your game performance, beware that this will ruin the 'intended look' of the overhaul

- Run BethINI Medium setting instead of the High one.
 - This will net you around 6 to 10 FPS back
- Run DynDOLOD on Medium setting and without Ultra trees
 - When running Dynlodod click on Medium and just click on 'Tree LOD' instead of 'Ultra'
 - Also don't click on 'High' and 'Upgrade NearGrid large references to FarGrid', leave those unchecked.
 - This will net you around 2 to 5 FPS.
- Install [eFPS](#)
 - This will net you around 2 to 5 fps back, might be less.
- Modify the ENB file.
 - Go to your Skyrim folder and open enbseries.ini with Notepad or Notepad++

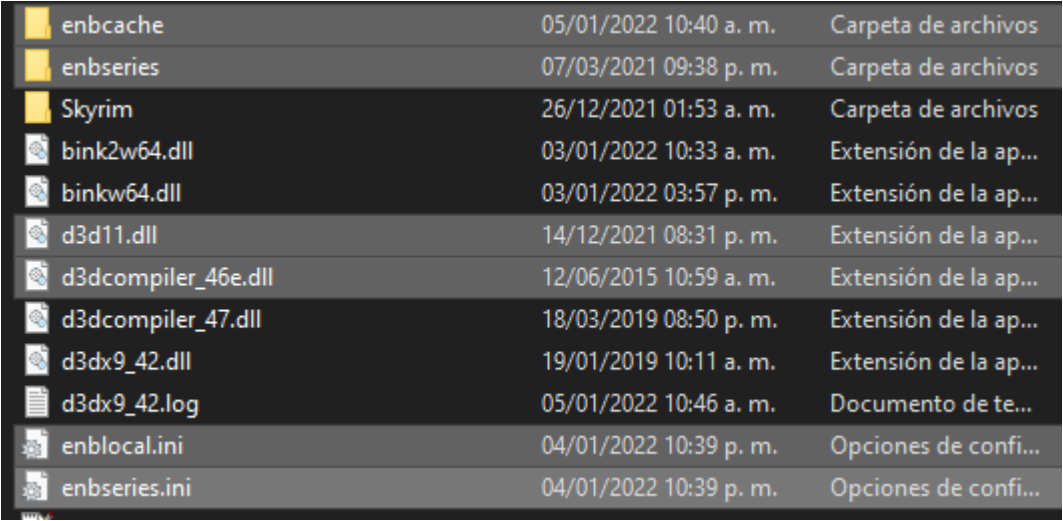
```
FilterBluriness=0
ResolutionScale=0.6
SourceTexturesScale=0.5
SamplingQuality=1
```
 - Find these two options and change both to 0.3

```
FilterBluriness=0
ResolutionScale=0.3
SourceTexturesScale=0.3
SamplingQuality=1
```
 - Then hit Control + S to save your changes.
 - This will net you some FPS's back.
- If the above isn't enough, you can try disabling Ambient Occlusion
 - Inside enbseries.ini find 'EnableAmbientOcclusion=true' and set it to false.

```
[GLOBAL]
UseEffect=true

[EFFECT]
UseOriginalPostProcessing=false
UseOriginalObjectsProcessing=false
UseOriginalBloom=false
EnablePostPassShader=true
EnableAdaptation=true
EnableBloom=true
EnableLens=false
EnableDepthOfField=true
EnableAmbientOcclusion=false
EnableProceduralSun=true
```


- This will dramatically increase your FPS, around 15 to 20, but will also change how the ENB looks in a similar dramatic way.
- Disable the ENB Entirely
 - Just delete the highlighted files in this picture.



enbcache	05/01/2022 10:40 a. m.	Carpeta de archivos
enbseries	07/03/2021 09:38 p. m.	Carpeta de archivos
Skyrim	26/12/2021 01:53 a. m.	Carpeta de archivos
bink2w64.dll	03/01/2022 10:33 a. m.	Extensión de la ap...
binkw64.dll	03/01/2022 03:57 p. m.	Extensión de la ap...
d3d11.dll	14/12/2021 08:31 p. m.	Extensión de la ap...
d3dcompiler_46e.dll	12/06/2015 10:59 a. m.	Extensión de la ap...
d3dcompiler_47.dll	18/03/2019 08:50 p. m.	Extensión de la ap...
d3dx9_42.dll	19/01/2019 10:11 a. m.	Extensión de la ap...
d3dx9_42.log	05/01/2022 10:46 a. m.	Documento de te...
enblocal.ini	04/01/2022 10:39 p. m.	Opciones de confi...
enbseries.ini	04/01/2022 10:39 p. m.	Opciones de confi...

-
- Make sure to re-enable Ambient Occlusion inside BethINI once again, this will net you the MOST fps back but will also make your game look way different, this is your last resort.

THE END

So you made it here, hopefully you read all of the guide before actually following the steps to apply it, thanks for reading this absurdly giant document.

Remember that making changes to the modlist mid playthrough is an **ABSOLUTE** no go, don't deactivate or add big mods when you're about to defeat Alduin, you'll doom us all!

And if you want to add your own mods to the list make sure to remember these steps:

- Run LOOT, as the manual LO won't work.
- Manually edit these mod load order:

Name	Flags	Priority	Mc
☒ SkyUI_SE.esp		93	
☒ HD Lods SSE.esp		94	
☒ Audio Overhaul Skyrim.esp		95	
☒ dD - Enhanced Blood Main.esp		96	
☒ dD-Medium Script Range.esp		97	
☒ dD-Reduced Wound Size.esp		98	
☒ MajesticMountains.esp		99	
☒ S3DRocks.esp		100	
☒ Skyland Imperial Forts and Dungeons.esp		101	
☒ SMIM-SE-Merged-All.esp		102	
☒ GDOS - Splendid Mechanized Dwemer Door.esp		103	
☒ Rudy Nordic Pottery SSE.esp		104	
☒ DaedricArmorLight.esp		105	
☒ HPP - Vaermina's Torpor.esp		106	
☒ BlendedRoads.esp		107	
☒ HappyLittleTrees.esp		108	
☒ Renthal's Waterwheel Remastered - Katla's Farm Adjust...		109	
☒ Veydosebrom Regions.esp		110	
☒ NorthernGrass.esp		111	
☒ S3DLandscapes NextGenerationForests.esp		112	
☒ NoGrassias.esp		113	
☒ Landscape Fixes For Grass Mods.esp		114	
☒ Landscape For Grass Mods - Military Camps.esp		115	

- MajesticMountains.esp and BlendedRoads.esp have to load **BEFORE** simplicity of snow
- The order for the grass and landscape mod has to be
 - >Veydosebrom
 - >NorthernGrass
 - >S3DLandscapes
 - >NoGrassias
 - >LandscapeFixes
 - >LandscapeFixes-Military
- Make sure that the bottom of your LO looks like this, so that Lux works properly, load Lux after Water for ENB and all of the patches below Lux, Lux Orbis goes after the Lux Patches.

☒	Smoking Torches And Candles.esp	130	FE:05A
☒	ENB Light.esp	131	27
☒	GhostLight.esp	132	FE:05B
☒	Embers XD.esp	133	28
☒	Embers XD - Fire Magick Add-On.esp	134	FE:05C
☒	Lux.esp	135	29
☒	Lux - Bittercup Patch.esp	136	FE:05D
☒	Lux - Bloodchill Manor patch.esp	137	FE:05E
☒	Lux - Dead Mans Dread Patch.esp	138	FE:05F
☒	Lux - Elite Crossbows.esp	139	FE:060
☒	Lux - Embers XD patch.esp	140	FE:061
☒	Lux - Farmer patch.esp	141	FE:062
☒	Lux - Forgotten Seasons.esp	142	FE:063
☒	Lux - Ghosts of the Tribunal CC.esp	143	FE:064
☒	Lux - Hendraheim patch.esp	144	FE:065
☒	Lux - Nchuanthumz Dwarven Home patch.esp	145	FE:066
☒	Lux - Necrohouse patch.esp	146	FE:067
☒	Lux - Saints and Seducers patch.esp	147	FE:068
☒	Lux - Shadowfoot Sanctum patch.esp	148	FE:069
☒	Lux - The Cause patch.esp	149	FE:06A
☒	Lux - Tundra Homestead patch.esp	150	FE:06B
☒	Lux - Umbra CC.esp	151	FE:06C
☒	Lux - USSEP patch.esp	152	FE:06D
☒	Lux Orbis.esp	153	2A
☒	Lux Orbis - Saints and Seducers patch.esp	154	FE:06E
☒	Lux Orbis - Tundra Homestead patch.esp	155	FE:06F
☒	Lux Orbis - USSEP patch.esp	156	FE:070
☒	Water for ENB (Shades of Skyrim).esp	157	2B

Filter

-
- Also make sure to "re-install" Lux and Lux Orbis to check for new patches from mods you've installed after the fact. (i.e Jk's Skyrim, Cities of the North, et al)
- Hopefully this guide helped you get started on modding, always make sure to create new separators for the new mods you go to keep order of those things.
- And remember to only run all the DynDOLOD tools (xLODGen, TexGen, DynDOLOD) each time you install a significant new mods like Legacy of the Dragonborn or Wyrmswooth, but for smaller mods like "Increase damage by 10 points" you shouldn't need to.

Thanks to:

- Syn for his [amazing videos](#).
- [The Phoenix Flavor](#) Guide for it's BethINI settings and its amazing guide that served as inspiration to make this.
- [The STEP Forum & Guides](#) for its amazing resources and development of the game modding tools.
- [Gamerpoets](#) for making amazing guides that are easy to watch and follow.
- And of course, all the modders that made this list possible, remember to **ENDORSE** the mods you just downloaded and leave a good comment on their mod page, they deserve all the praise.

