Artaport

1) **Introduction**

Artaport is package containing portraits made by Artrastrophe (http://artastrophe.deviantart.com/). It's dedicated only for Enhanced Edition Baldur's Gate games and Enhanced Edition Trilogy. It includes over 100 portraits for PC installed manually and NPC portraits installed by WeiDU.

2). **Installation**

a) If you want to use portraits for PC you need to copy-paste folder "portraits" into either C:\Users\user\Documents\Baldur's Gate - Enhanced Edition

or

C:\Users\user\Documents\Baldur's Gate II - Enhanced Edition

b) If you want to change NPC portraits then simply unzip folder "artaport" + "setup-Artaport.exe" into one of the Enhanced Edition game folder (the one with chitin.key) and run "setup-Artaport.exe". You can chose which components you want. To uninstall run "setup-PaintBG.exe" again and select the uninstall option. This mod covers some changes made by one of the most famous and mandatory mod for BGII:EE - Unfinished Business 2 (Baldur's Gate II) and it needs to be installed after it.

3) **Components**

1) Change portraits in BGI:EE - it replaces all NPC and default PC portraits in Baldur's Gate I: Enhanced Edition.

2) Change portraits in SoD - it replaces all NPC and default PC portraits in Baldur's Gate I: Siege of Dragonspear.

3) Change portraits in BG2:EE - it replaces all NPC and default PC portraits in Baldur's Gate II: Enhanced Edition.

4) Add portraits for non-joinable NPCs in BG1:EE - it adds portraits in dialogue box for 14 plot-important, non-joinable NPCs

5) Add portraits for non-joinable NPCs in BG2:EE - it adds portraits in dialogue box for more plot-important, non-joinable NPCs. So far only 2 NPCs had them. This component adds them for 11 more.

6) Restore BG1:EE NPC portraits - it restores portraits for non-joinable NPCs known from BG1:EE

7) Add portrait for Edwina - component made by Wendy Yung (cliffette) for Tweaks Antology (previously BG2 Tweaks). It changes Edwin portrait for female one during his quest.

**4) Notes**

Current version of this mod doesn't have portraits for plot NPCs in Siege of Dragonspear and Wilson NPC from Baldur's Gate II. If Artastrophe will create them, then they will be added here.

WeiDU version 239 doesn't support Siege of Dragonspear, so you have to install both components 1) and 2) for mod to work. Later it will be only 2).

**5) Credits**

Artastrophe - created all portraits

Lava Del'Vortel - resized most of them

Wendy Yung (cliffette) - created Edwina portrait component

AstroBryGuy and Cahir - helped with code

Etamin - author