Creation Kit Tutorial: Hookup your Dungeon to the World

Learn how to use Creation Kit to navigate cells, build your dungeon's exterior, and connect your dungeon to the outside world so that players can enter and exit.

View our [companion video tutorial](#) for additional guidance.

Find a cell for your dungeon's exterior

Choose, locate, and rename the cell where you want to place your dungeon's exterior.

> **Cell Effects:**
> *These commands change the appearance of cells.*
> - Cycle lighting with the **A** key or
> - Cycle sky on/off with the **6** key or
> - Toggle cell borders with the **B** key

Navigate to your cell

1. Go to the *Cell View* window.
2. Select "*Tamriel*" in the *World Space* drop-down menu.
3. Enter the *X* and *Y* values (coordinates) of your desired cell.
4. Check the *Loaded at top* box to make currently loaded cells jump to the top of the list.
5. Select *Go*.

Rename your cell

1. Go to the *Cell View* window.
2. Check that you're in the correct cell by verifying the *X* and *Y* values.
3. Double click the cell's *EditorID* to rename it, or select the cell and use the **F2** key.

Build and place your dungeon's exterior

Build your dungeon's exterior to match your vision.

Snap Commands:
These commands place objects in line with each other.
▪ Toggle regular snap with the **SHIFT+Q** keys or
▪ Toggle rotational snap with the **CTRL+Q** keys or

Place exterior objects and door

1. Search for your desired exterior object(s) in the *Filter* field of *Object Window*.
2. Select *All* from the menu to search across all categories.
3. Drag your object(s) into the *Render Window* from the results list.
4. Adjust your object(s) and place with the **CTRL+D** keys.
5. Place a door object.

Note: To disable any texture flickering, go to *View* and toggle *Depth Biasing* ON.

Select and move all objects together

1. Place all exterior objects as desired.
2. Toggle off all snaps to move your objects freely.
3. Select all exterior objects.
4. Adjust and place your objects with the **CTRL+D** keys.

Connect your dungeon's exterior and interior cells

Connect your dungeon's exterior to its interior with a load door.

1. Double click your dungeon's exterior door.
2. Check the *Teleport* box in the *Reference* window.
3. Navigate to your dungeon's interior cell (with the *Reference* window still open):
   a. Go to the *Cell View* window.
   b. Select *Interiors* in the *World Space* drop-down menu.
   c. Find your dungeon's interior cell in the results.
   d. Select the cell and hit the **ENTER** key to load.
4. Return to the *Reference* window for your dungeon's exterior door.
5. Click *Select Reference in Render Window* in the *Linked Door* field.
6. Click your dungeon's interior door in the *Render Window* to link.
7. Adjust the teleport markers for both the interior and exterior doors to set where players will load when they enter and exit your dungeon.

Add a map marker

Customize how your dungeon appears on a player's map.

1. Place a "*MapMarker*" object.
2. Double click the map marker object in the *Render Window* to open its *Reference* window.
3. Adjust the *Radius* field in the *Extra* tab to set where players will discover the map marker.
4. Check the *Marker Data* box in the *Marker Data* tab to:
   a. Name the map marker in the *Name* field.
   b. Choose the map marker's icon in the *Type* field.

Add a custom fast travel point

When players fast travel to your dungeon, they will load at the map marker's origin by default. If you want players to load at a different location, you can create a custom fast travel point.

1. Place a "*XMarkerHeading*" object.
2. Double click the map marker object in the *Render Window* to open its *Reference* window.
3. Select the *Linked Ref* tab.
4. Click in the *Keyword and References* fields.
5. Click *Select Reference in Render Window*.
6. Select the fast travel object in the *Render Window* to link it with the map marker.