INTRODUCTION

In this tutorial I'll be covering the general process of creating a new lands mod using the Creation Kit and various other tools.

I'll be using the Creation Kit for the Legendary Edition of Skyrim which is available from Steam, but you can follow along with the Creation Kit for Special Edition as well. You might also find some of the information or workflows useful for other Creation Engine games such as Fallout 4.
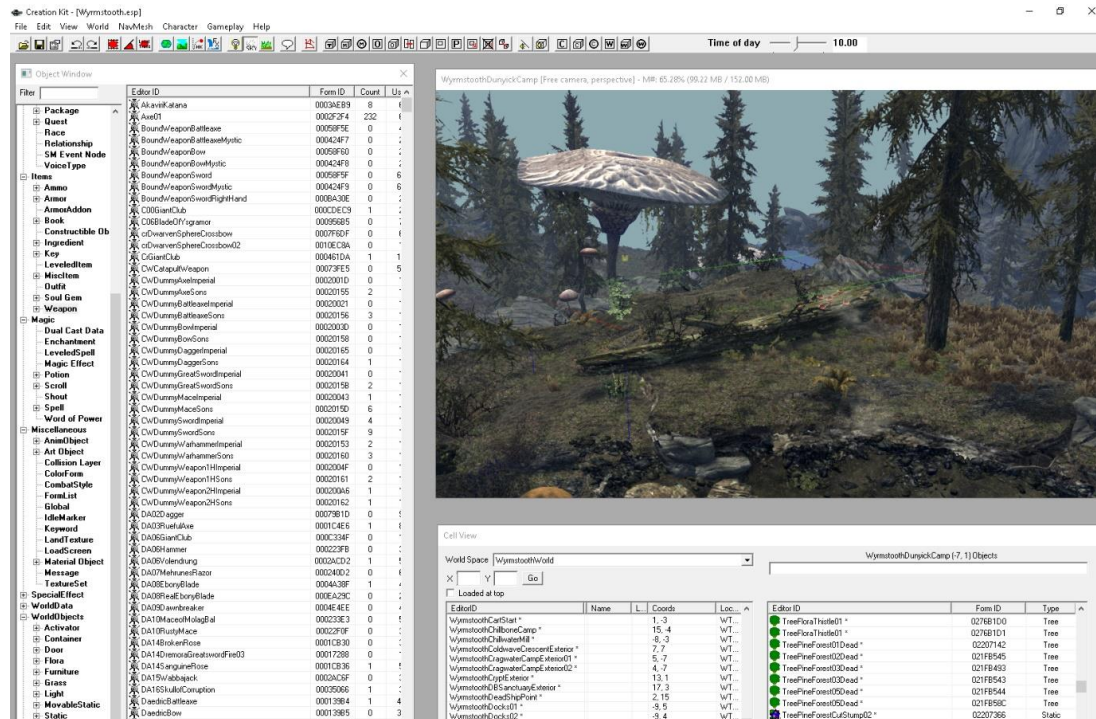

Figure 1 - A custom world space loaded in the Creation Kit.

While there are a lot of topics to cover in this guide, it's far from being an exhaustive look at all facets of modding. For the sake of brevity I'm only going to be covering the topics relevant to the development of a new lands mod and environment art. I'll be referring to Wyrmstooth in numerous examples to show practical implementations of what I'm talking about.

This tutorial assumes you have the Creation Kit already installed and are somewhat familiar with using it. There are also certain actions that may cause the Creation Kit to crash and I've tried my best to highlight the cases where that might occur.

Alright, let's get started.

BEFORE WE BEGIN

Firstly, if you plan on working with a group of developers, see the section Version Control and Merging Changes for steps on setting up version control.

This might seem a bit obvious but I figure I should mention it anyway. Before making a start on your mod, I'd recommend setting up a project folder.

This should include a copy of your mod's assets from your Skyrim\Data or Skyrim Special Edition\Data folder and **<u>only</u>** the assets related to your mod.

As you work on your mod and generate new files, be sure to copy them to your project folder. This will come in handy later on when you're ready to package your mod for release.
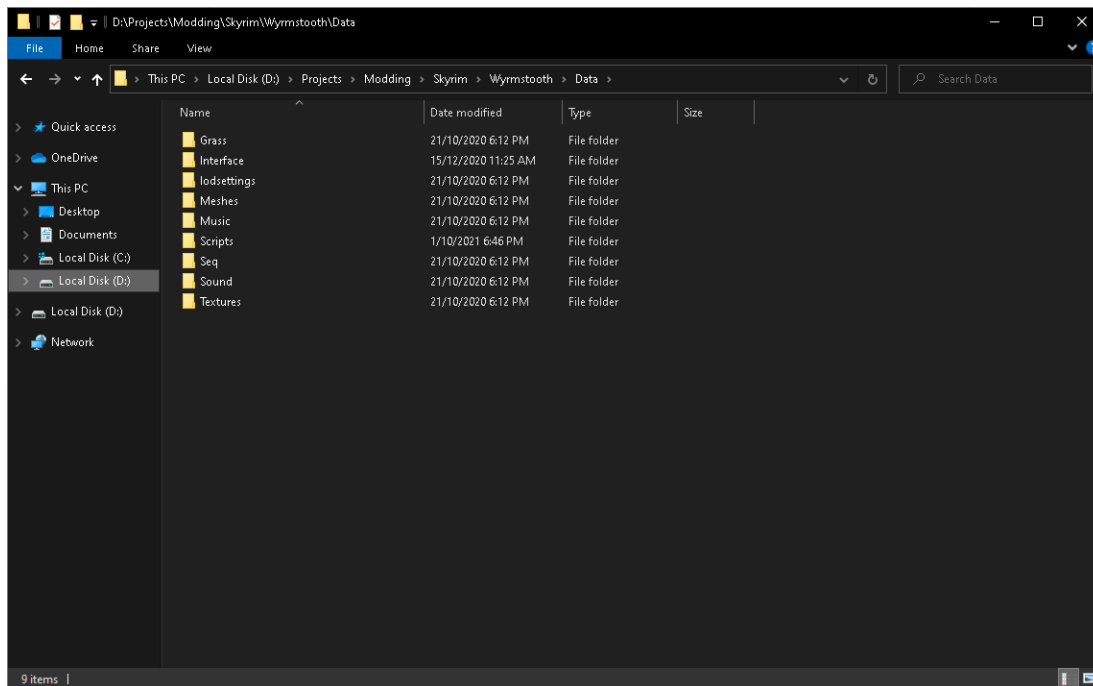

Figure 2 - Project files.

You should also keep incremental backups of your .esp or .esm file in a folder as you work on your mod in case you need to roll back to a previous version.
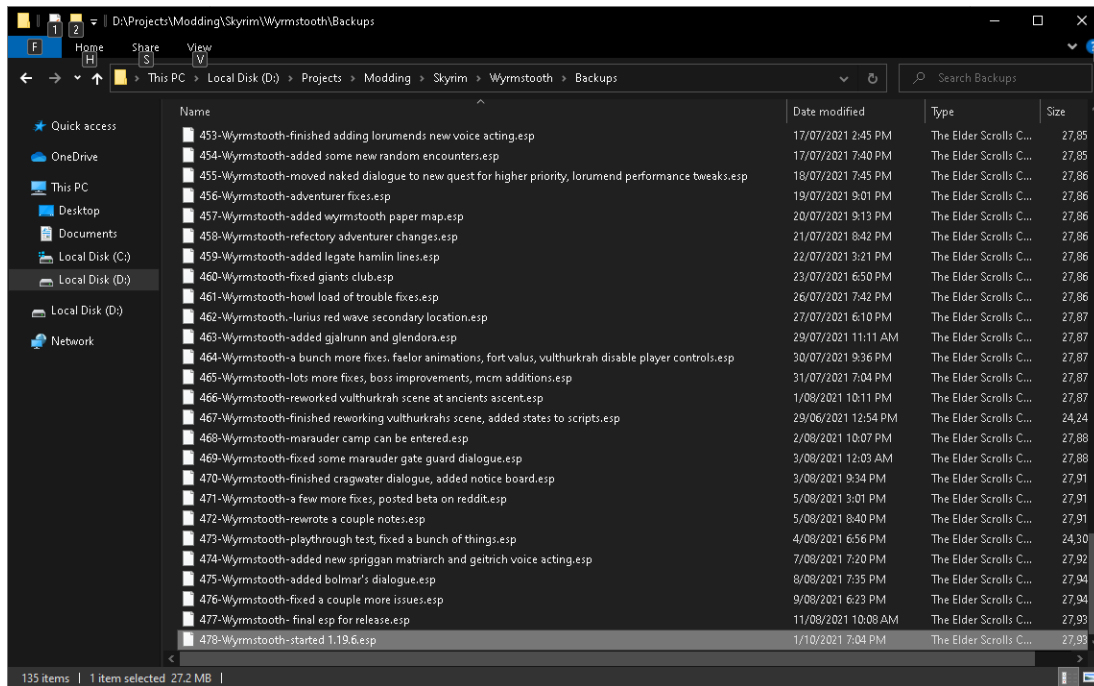

Figure 3 - Keeping incremental saves.

I'd also recommend routinely backing up your project folder to a cloud service like [Google Drive](#) in case you experience hardware failure (this did in fact happen to me once).
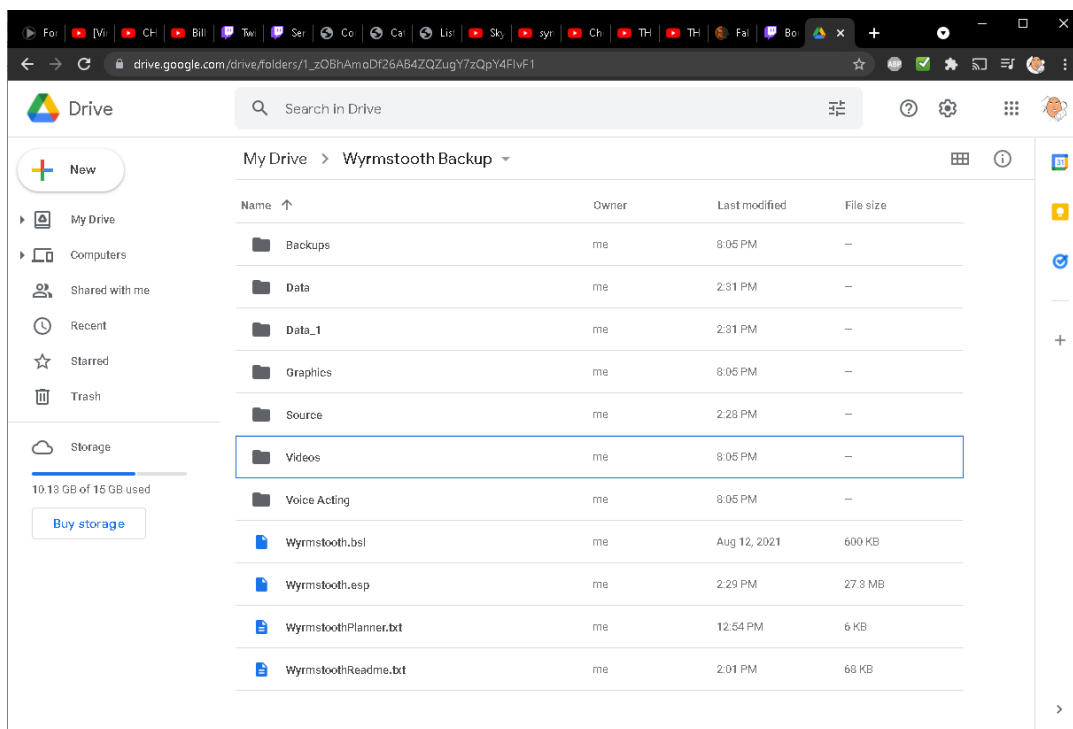

Figure 4 - Saving to the cloud.

You should also set up a unique prefix for your mod in the Creation Kit before doing anything related to scripting.
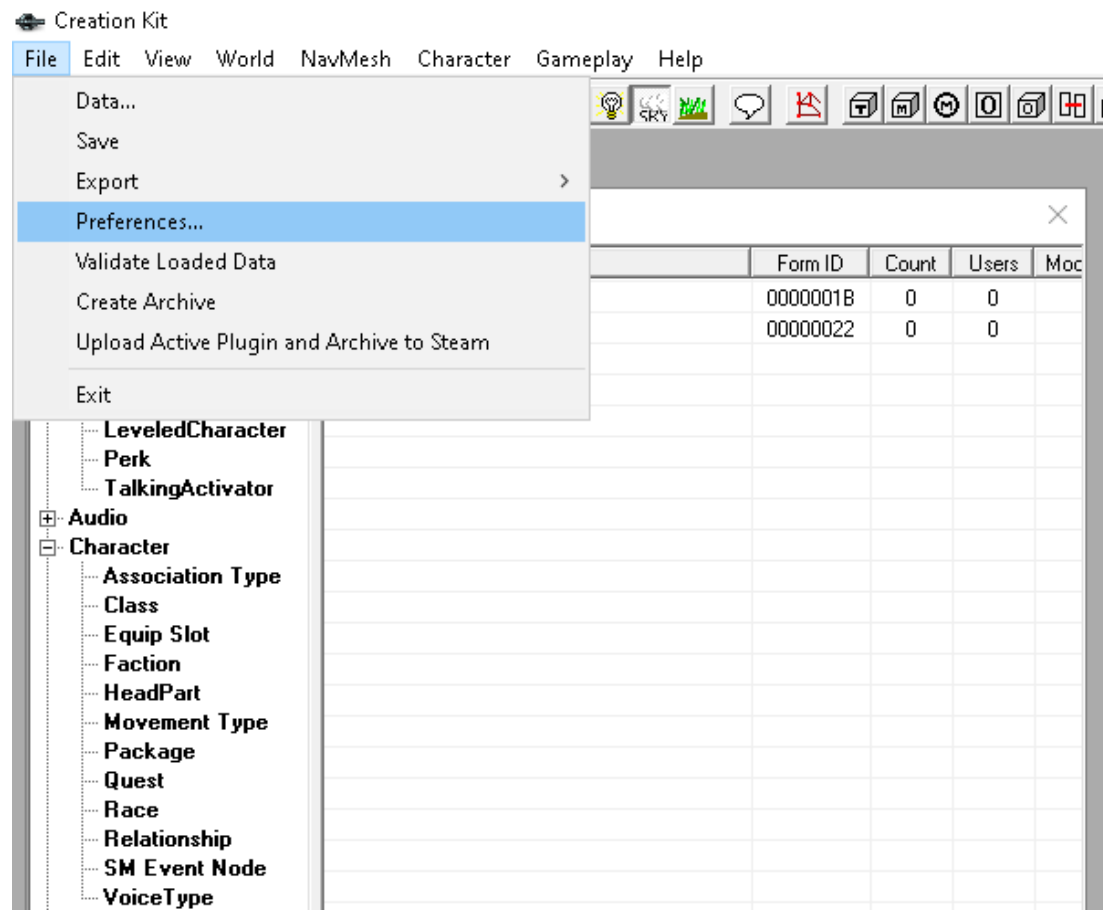
In the Creation Kit go to File > Preferences.

Figure 5 - File menu.

Under the Scripts tab, set an extension in the 'Fragment file prefix' field.

This prefix will be used when the Creation Kit generates papyrus fragment files.

For example, when working on Wyrmstooth I use the 'WT' prefix for just about everything.

Figure 6 - Setting up an automatic prefix for papyrus fragments.

You should also use this prefix when naming assets in your mod. For example, all NPCs in Wyrmstooth are prefixed with 'WT' to differentiate them from NPCs from the base game.

Important: When working on another mod with a different prefix, you will need to change the Fragment file prefix manually.