

Retexture Tutorial

Contents

You will need

Install everything: Gimp DDS plugin goes in the gimp plugins directory (ex: C:\Program Files (x86)\GIMP-2.0\lib\gimp\2.0\plug-ins)

Fallout Mod Manager

Run FOMM and select **Tools>BSA unpacker**

Select **Open** and navigate to Skyrim's meshes.bsa, which can be found, for example, here: C:\Program Files (x86)\Steam\steamapps\common\skyrim\Data.

Expand **Skyrim - Meshes**, then **meshes**, then **weapons**, then select **silver**. You should now see this:

Now, select both **silversword.nif** and **1stpersonsilversword.nif** From what I have observed, silversword.nif is the object that is displayed when you see the sword laying around in the world. 1stpersonsilversword.nif is the model that you see when you have the item selected in your inventory, and when you have it equipped and out.

Anyway, extract them both to (**Skyrim directory**)/Data/Meshes/Weapons/Silver.

Now go back to BSA Unpacker and hit close.

Now hit open, and open **Textures.bsa** (you shouldn't have to navigate anywhere, you should already be in the right folder)

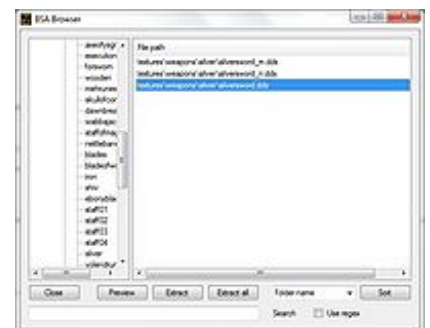
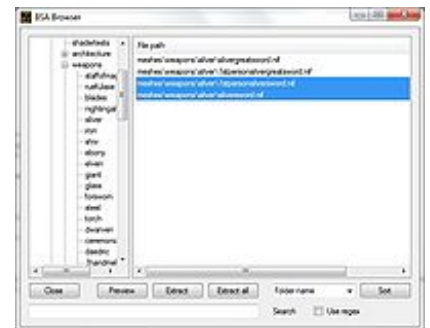
Expand **Skyrim - Textures**, then **textures**, then **weapons**, then select **silver**. You should now see this:

Now, select **silversword.dds** and extract it to (**Skyrim directory**)/Data/Textures/Weapons/Silver

At this point, we have all the files that we need to work with. You should change **silversword** in the dds file and the nif files to something else. I named mine **paladinsword**.

The GIMP

Now, we need to open up the .dds file with Gimp. This should be as simple as firing up gimp, selecting **open** and opening up **silversword.dds**. Uncheck **Load mipmaps** so that you load only the main texture layer. Edit the image to your heart's content, then simply save it, by clicking **File>Save As**. A saving dialogue box will open, where it says Compression select **BC1/DXT1** then check the flag next to **Generate Mipmaps** then click save.



NifSkope

At this point, it's just a matter of using nifskopec to change the texture.

Open nifskopec.

Hit **Load** which is just below **File**.

Load one of our nif files.

Expand **0 BSFadeNode**, then **26 NiTriShape**, then **28 BSLightingShaderProperty** and finally select **29 BSShaderTextureSet**.

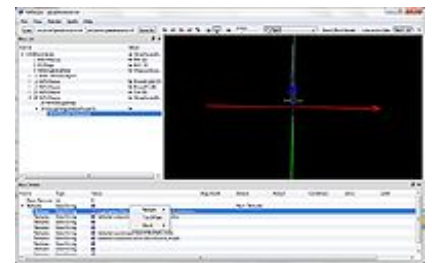
Now, look at the bottom window, and expand **Textures** and right click the very top file path, and select **Texture>Choose**.

Choose the dds file that we modified.

At this point, you should see a sword with our modified texture (see my example above)

Now, select **Save As**, which is to the right of **Load**, and save your work. Remember, you should have changed the "silversword" part of all the files we have been working with, and you should have saved your work to the file paths I mentioned above. If you are working in a folder on your desktop, for example, the Creation Kit will complain (IIRC) during this next part.

Anyway, repeat all these steps for the other nif file, using the same texture and all.



Creation Kit

The last thing to do is integrate it into Skyrim via the CK. Fire it up, and navigate to **WorldObjects>Static>Weapons>Silver**.

Right click **1stPersonSilverSword** and duplicate it. Rename your duplicated file to whatever name you went with when you replaced "silversword" (Ex: 1stPersonPaladinSword for me) Do not create a new form, when it asks you if you want to. (There are many ways to create a new form, if you want to do this differently, go ahead)

Double click it, and edit the model to be your 1stPerson<stuff here>Sword.nif. You should see the model that we saw in NifSkopec, new textures and all at this point when you **preview** it.

Now, go to **Items>Weapon>WEAPONS>Silver** and duplicate **SilverSword**.

Rename it, then double click it.

Change the name of the item to whatever you are naming this (Ex: Paladin Sword)

Click **Art & Sound**, which is underneath **Template**.

Finally, change the **model** to your non-first person model, then select your first person model for **1st Person Model Object**

Save changes to your plugin, make sure Skyrim loads it (by clicking **Data Files** on the Skyrim splash screen.



The Test

Test your hard work by hitting `''` from the Skyrim main menu (to display the console) and type `coc molagbalvoicecell` (a really small area that loads fast). Then, enter `help ""` For me, `help "paladin sword"`. This will display a line similar to this **WEAP: (05000d62) 'Paladin Sword'** We need that number. You don't need to enter leading zeros, so next enter `player.additem 5000d62 1`, replacing my number with your number, and you should now have your retextured item in your inventory!