Check STEP Facebook Official page!

I'll warn about changes there, so you can easily track the guide updates when checking FB, you can also join the polls to decide new mod recommendations.

LATEST CHANGES:

Includes upgrading guide.

**Longer changelog can be found at the end of the guide, full changes history can be found in the "Full Changelog.txt" file.

From v1.92.3 to v1.92.4

-Added note in Step-4 (FIXES mods) recommending to install fixes <u>only when they pop-up ingame</u>, since the number of mods is now overwhelming.
-Updated recommended mods list:

*Mods ADDED:

TEXTURES:

1-High resolution Werewolf (**PATCH 1.92.4 NOTE:** Don't overwrite)

Arrows and Quiver Beta (NOTE: I recommend "Quiver" only version. **PATCH 1.92.4 NOTE:** Overwrite)

Finer Dust

GAMEPLAY:

Dynamic Timescale (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

No Fast Travel (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

FIXES:

Ancient Nord Armor 1st Person Fix

Headsmans Axe Fixed

Helmet Slot Stacking Fix

Keening Enchantment Fix (NOTE: compatible with Lost Art of the Blacksmith)

Linwe Armor First Person Fix

Morokei Mask Enchantment Fix

[Talos Shrine Fix](#)

*New/Updated mod NOTES:
3-(**CORE-FPS**)[Realistic Water Textures](#) (NOTE: I recommend to also use "Murky Underwater" update and "Reduced Object Splashing" addon)
WARNING: Use only [Auto Magic Scaling](#) or [Balanced Magic](#), not together, since using both will make magic rather overpowered)
[Sound of Nature - Water](#) (NOTE: This mod used to cause stability issues, now has been re-uploaded and the author assures it is fixed)

*Mod REMOVED:
[Elven Quiver Fix](#) (Overwritten by "Arrows and Quiver Beta")

From v1.92.2 to v1.92.3

-Improved overall English grammar/syntax (thanks to [Swyfter](#)).
-Reorganized mods in more different categories (thanks to [Swyfter](#)).
-Updated recommended mods list:

*Mod ADDED:
[QD Inventory](#) (NOTE: Works fine with SkyUI)

From v1.92.1 to v1.92.2

-Updated comparison screenshots to show the new VurtsFO settings.
-Updated recommended mods list:

*New/Updated mod NOTES:
[Sound of Nature - Water](#) (**WARNING:** Actually this mod seems to potentially cause crashes and freezes, use the "Lower File Size" version to reduce game freezes, but stability is not assured!)
[Vurts Flora Overhaul](#) (NOTE: Updated -[COMPILER'S ADVICE](#)- to include part of the new trees that overall improve the visuals. Install again following the updated instructions)

From v1.92 to v1.92.1

*IMPORTANT: When finished, run BOSS (step-4H) and enable the esps!

-Fixed "Weighted Lockpicks" link.

-Fixed some grammar and spelling mistakes.

-Updated recommended mods list:

*Mods ADDED:

[Better Skill Books](#)

[Elven Quiver Fix](#)

[Realistic Running Speed](#)

(**CORE**)[SoS - Seamless Over Shoulder](#) (NOTE: **I recommend "FakeFirstPersonRiding & CentredAndRaised Combat" version.** NOTE2: Put **"Skyrim.ini" in Documents/My Games/Skyrim and overwrite, do this before tweaking the inis in step-5)**

*New/Updated mod NOTES:

(**CORE!!**)[Script Dragon](#) (NOTE: Put the asi and ini files in Skyrim/Asi folder (create that folder), and the 2 dll files in Skyrim folder <u>AND in the 4GB EXE folder</u>)

[Balanced Magic](#) (NOTE: Use only one esp from "Novice", "Adept" and "Master", plus ALL the others)

[Duke Patricks Combat Tweaks](#) (**WARNING:** Actually this mod seems to break Destruction Dual Casting stagger on some critical targets, <u>disable it for now</u> until it is fixed)

[Psyrim](#) (NOTE: This music mod overrides the Dragonborn themes, if you want to preserve them, after installing it, delete Data>music>"combat" and "special" folders.

<u>From v1.91.5b to v1.92</u>

*IMPORTANT: Check every "**UPDATING 1.91 -> 1.92:**" to "surgically" update. When finished, run BOSS (step-4H) and enable the esps!

-Updated "iCCC-ENB" to v1.58d, very minor stability update.

-Added "**CORE!**" (with exclamation mark) to tag the mods that I consider more than core: essentials.

-Added "**FPS!**" (with exclamation mark) to tag the mods <u>hugely</u> affecting performance.

-Changed "DETAILED INSTALLATION" name to "COMPILER'S ADVICE", to better give the intended idea.

-Updated guide format thanks to MS Word.

-Updated step-4B1 with newer/removed mods.

-Updated comparison screenshots.

-Updated recommended mods list:

*Mods ADDED:

2-(**CORE-FPS**)Better Containers (**UPDATING 1.91 -> 1.92:** DON'T overwrite)

3-(**FPS**)HQ Milky Way Galaxy (NOTE: Install AFTER "Skyrim HD", overwrite. **UPDATING 1.91 -> 1.92:** Overwrite)

3-(**CORE!-FPS**)Tobes Highres Textures (NOTE: This will actually overwrite a lot of mod files, say yes to all. **UPDATING 1.91 -> 1.92:** Overwrite)

Daedric Weapons Enhanced

(**FPS**)Dragon Glyphs HD (NOTE: I recommend "Dragon Smooth" version. **UPDATING 1.91 -> 1.92:** Overwrite)

Enchantment Effect Replacer (NOTE: I recommend the "Combined" version)

(**FPS**)HD Urns Retex (**UPDATING 1.91 -> 1.92:** Overwrite)

(**FPS**)Super Realistic Ore Textures

Balanced Magic (NOTE: I recommend using all esps)

Deadly Dragons

Grab Moveable Statics

Weighted Lockpicks (NOTE: Choose "0.1u")

(**CORE!**)SkyUI (NOTE: Requires SKSE. **UPDATING 1.91 -> 1.92:** Overwrite)

Auto Magic Scaling (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

(**CORE**)Extra Hotkeys (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

Conjuration and Summoning Fixes

Ebony Armor Rigfixes

Ebony Blade Fixed

Realistic Campfire Sounds

Sound of Nature - Water (NOTE: I recommend to use the "Lower File Size" version to reduce game freezes, but stability is not assured!)

*Mods added as NON-Recommended:

(**CORE-FPS!!**)Lush Trees (NOTE: FPS hit is imho not worth the visual improvements, pines seem too big. Since it's a matter of tastes, I encourage you to try this mod and see for yourself)

*Mods REMOVED:

Chopper HD (Overwritten by "Tobes Highres Textures")

HD Furniture and Barrels (Overwritten by "Tobes Highres Textures")

HD Bar Retexture (Overwritten by "Tobes Highres Textures")

Extra Spell Hotkeys (Made obsolete by "Extra Hotkeys". **UPDATING 1.91 -> 1.92:** Remove the 2 "Extra Spell Hotkeys" asi and ini files from your Skyrim folder or Skyrim/Asi folder)

Item Icons OR QD Inventory (Not compatible with "SkyUI", which includes its own icons.
UPDATING 1.91 -> 1.92: Remove the "inventory components" folder and "craftingmenu.swf" file from your Data/interface folder)

Main Font Replacement (Not compatible with "SkyUI". **UPDATING 1.91 -> 1.92:** Remove the "fonts_en2.swf" file from your Data/interface folder)

New Firewood (Overwritten by "Tobes Highres Textures")

Ruins Pot Retexture (Overwritten by "HD Urns Retex")

Smooth Dragon Runes (Overwritten by "Dragon Glyphs HD")

*New/Updated mod NOTES:

1-Bellyaches Animal Pack (NOTE: I recommend "Default Animal Replacement" version.
UPDATING 1.91 -> 1.92: Install " Default Animal Replacement " version if you want to follow my suggestion)

Lost Art of the Blacksmith (USE "Bethesda Safe" version if your Skyrim is updated to v1.2 or higher), More Craftables and Vals Crafting Meltdown (NOTE: use these 3 mods together, they work in synergy. Alternatively you can use the more popular Tytanis - The Ultimate Mod which, despite its awesomeness, is rather overpowered. **UPDATING 1.91 -> 1.92:** If you want to follow my recommendation, remove Tytanis and install the other 3, or just keep Tytanis if you prefer it)

(**CORE-FPS!**)Vurts Flora Overhaul (NOTE: Expanded -COMPILER'S ADVICE- with more details and added comparison screens, added "Gloomy Snowy Pines" addon recommendation. **UPDATING 1.91 -> 1.92:** Install "Gloomy Snowy Pines" addon and follow again the compiler's advice to remove the 2 new branch files)

Skyrim Total Enhancement Project:

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*-Latest version: **v1.92.4**-*

-Guide updated 18 December 2011-

You have a decent rig and want to get the BEST from Skyrim, don't you?

IMPORTANT NOTES: (read please!)

1) I'm not a native speaker, therefore my english isn't perfect; deal with it :D.

2) This guide will be updated till the release of TES6, unless I have a fatal accident and die. I'm compulsively refreshing the new/tracked mods and the trusted tweak websites every hour, updating the guide accordingly (after thoroughly testing). I'll release updates less frequently and in bigger chunks so as not to force users to check the guide every hour.

3) These tweaks WORK, many early tweak guides have the bad attitude of speculating and suggesting experimental or total pointless tweaks, leading only to placebo effect or even game issues. Tweaks listed here are totally tested, more tweaks will be added if more are confirmed working.

4) Check the comparison SCREENSHOTS! Better if you watch them in HD to better enjoy the differences. You can see the FPS pre/after tweaks in the up-left corner of the screenshots. *PS: Screenshots have been taken with the LITE version of every mod offering a reduced resolution option. If you can manage to get the higher resolution version your game will look even better!*

5) Check the videos: Video 1 (credits to danesbenoit). Video 2 (credits to TheThomQ). Beautiful Skyrim - Episode 1, Episode 2, Episode 3, Episode 4, Episode 5, Episode 6, Episode 7, Episode 8 (credits to AndrewKS)

6) If you want to support my Project, leave suggestions in the Nexus or Facebook page and join the polls; feedback is what this guide needs to grow and keep updated. Also, if you want, you can make a small donation.

A note regarding YOUR (essential) suggestions: *(thanks to thenannymoh for the this)*
I got access to the notices for new mods like the rest of you. Where you can add valuable input is:
-Testing the recommended mod (rather than basing recommendation on "it looks good in the pics" or "in principle").
-Testing long enough to make sure bugs have a chance to kick in, or not.
-Being specific as to WHY the mod is good... details help!
-Being specific about how the recommendation stays in line (or doesn't) with the original theme of Skyrim and why you feel it is worth it.
-Where possible, flag any compatibility issues though your own testing.

Otherwise, I'll burn myself out dealing with twenty recommendations a day, and doing all of my own QA.

FULL GUIDE:

What we are going to do (plus FPS HIT for every step):
*You can safetly skip one of more steps if you want.

Step-1: Add a "Post-Process Injector" mod with custom enhanced settings. (FPS HIT ~2-3, or even <u>FPS GAIN</u> if using iCCC-ENB)
Step-2: Understand and tweak the Skyrim Launcher graphics settings.
Step-3: Force Supersampling AA, Anisotropic Filter, and SSAO. (FPS HIT variable, depends on the feature you enable, <u>SSAO on Quality and H.Quality is the most heavy</u>)
Step-4: Install mods I recommend in specific lists, plus mod managing and BOSS guide. (FPS HIT variable, depends on the location you are at and the mods you pick)
Step-5: Tweak the INIs for both visual quality and performance. (FPS HIT ~0-2)
Step-6: Fix common issues and allow Skyrim EXE to use 4gb RAM. (FPS gain!)

<u>**Overall FPS HIT (for me): 5-20,**</u> depending on the place you are ingame, your system, your RESOLUTION, and the steps you took.

My Rig:
Resolution: 1440x900
OS: Win7 Ultimate, 64bit
CPU: Intel i7 Core 860, 2.80 ghz
RAM: 4gb DDR3, 1600 mhz
Video: GTX 560 TI, oc'd 900mhz, 1gb GDDR5
*I'm using the last nVIDIA beta drivers 290.36

NOTE FOR USERS WITH A LESS POWERFUL RIG: Basically, skip step-3 of the guide and avoid large textures mods (or pick the reduced version, check step-4B1), in order to get most of the enhancements with minor performance loss.

STEP 1) ### POST-PROCESS INJECTOR: ###

Select only one choice!

CHOICE 1: iCCC - Natural Shaders (STEP recommended)

-Install "iCCC-ENB", either from the STEP download, or from it's [Nexus page](#) (with more info). Base [FXAA Post-Process Injector](#) v1.3 is <u>included</u> in the download:

-Copy the files from iCCC folder (ENB /or/ No-ENB version) to the root of the Skyrim game folder (the Steam folder, not the one in documents), overwrite if prompted.

ENB version is merged with [ENB-Series fixes for Skyrim](#) v0.096 by Boris Vorontsov, which fixes some graphical issues/freezes, but negatively affects performance by 2-3 FPS drop. <u>Remember that the only difference between ENB and No-ENB version of iCCC is the fixes added by ENB, no visual improvements</u>.

NOTE: To increase performance with the ENB merge version, add your videocard's "DeviceId" and "VendorId" to the enbpatch.ini file, below "[FIX]" (<u>works for both Nvidia and ATI cards, not only for ATI like SES</u>). This step will considerably improve performance, <u>reducing the FPS drop to 0 or, on some systems, even gaining a few FPS over vanilla</u>!

<u>For GTX 560 Ti (my card) they are</u>:
DeviceId=00001200 (also 1201 and 1202 work)
VendorId=000010DE

You can see the info in your card detail info, but it's not very intuitive, I suggest checking [HERE](#), or, if you have a NVIDIA card, use [Nvidia Inspector v1.9.5.5](#), it will display both info in the main program screen, check the "NVIDIA Profile Guide" jpeg image. You can also use GPU-Z, a small utility that will provide you with this information, as well as a host of other details. Download it from their website here: [GPU-Z](#).

The default config has vignette and normal sharpen. In the "optional configs" folder, you will find non-vignette and high sharpen versions. Choose only one. Vignette is the dark screen edges effect and the High-Sharpen version is more noticable if using 4x/8x Sparse-Grid

Supersampling AA.

NOTE: Once ingame, pressing the PAUSE/BREAK key will toggle the FXAA effects (so you can spot in real time the difference!).

How to enable the FPS Counter (ONLY if using iCCC-ENB or ENB alone):
-Press "*" ingame to enable the FPS counter (this feature seems to be broken, to fix it you must press Alt+Tab to switch to desktop and back again to Skyrim, then it'll work).

How to enable FPS Limiter (ONLY if using iCCC-ENB or ENB alone):
-Go in Skyrim folder, open the file "enbpatch.ini" with a txt editor. Change the line "EnableFPSLimit=false" to "EnableFPSLimit=true" and set "FPSLimit=" to the value you need if you have a 60hz monitor, set "FPSLimit=60.0".

How to fix poor performance on laptop with Nvidia "Optimus" technology (ONLY if using iCCC-ENB or ENB alone):
-Go in Skyrim folder, open the file "enbpatch.ini" with a txt editor. Change the line "ForceVideoAdapterIndex=false" to "ForceVideoAdapterIndex=true" and the line "VideoAdapterIndex=0" to "VideoAdapterIndex=1".

WARNING: If you are experiencing crashes, please set the Skyrim executable (TESV.exe) to run as administrator. (Right click TESV.exe > Properties > Compatibility > Check "Run this program as administrator.") Also, turn off any on-screen display programs and monitoring tools such as Fraps, ATI Tray Tools, MSI Afterburner, GPU-Z, etc. Make sure you have the latest DirectX runtime installed**.**

CHOICE 2: Skyrim Enhanced Shaders (SES)
The previous Injector, iCCC, is "lighter" and less sophisticated.

If you want an advanced shaders mod, download SKYRIM ENHANCED SHADERS, check the page for info, instructions and bug reports. Bear in mind this is less FPS friendly than iCCC; I personally believe the features introduced are not worth the performance loss, unless you have a high end rig and like it more than iCCC.

NOTE: You can check the screenshots for comparison between iCCC and Skyrim Enhanced Shaders in the main STEP download file.

CHOICE 3: Other Injectors

-If both the previous mods didn't suite your tastes, you can download different configs, listed below:

*[Realistic Skyrim - Custom Settings for FXAA PPI](#)

*[4 Profiles for FXAA Injector](#)

*[Ultro's FXAA and Ultra Settings](#)

*[FXAA Injector Subtle Realistic Coloring and Sharpen](#)

*[Maddo - Custom FXAA and ini settings](#)

*[Rendermax fine-tuning FX](#)

*[Himmelsrand Custom Shader Suite](#)

*[Awesome Shader Suite](#)

*[-PPHybrid --ENBseries-_-FXAA-_-SMAA-_-Hybrid--](#)

STEP 2) ### CHANGE LAUNCHER OPTIONS: ###

Before reading any further, I strongly recommend reading Tweakguides.com [Skyrim Tweaking Guide](#) to better understand what the following changes look like.

"High" settings: Better performance (much better on some systems), better looking shadow, much shorter shadow view distance (therefore much worse long-distance landscape eye-candy).

"Ultra" settings: Worse performance, more pixelated and less definite shadows, much greater shadow view distance (long-distance landscape will look pretty)

-Run the Skyrim Launcher and change your game graphics settings:

*Choose "High" OR "Ultra" settings,

*Choose 4x Antialiasing as the difference between 4x and 8x is very subtle and not worth the performance loss (per Tweakguides)

-Click the Advanced button:

*Make sure "FXAA" is UN-CHECKED.*FXAA reduces Anisotropic Filter effect and overall details and is a cheap AA replacement.

*Change Shadow Detail to High as the difference between High and Ultra has no major drop in visual quality, while providing a huge boost in performance (per Tweakguides)

-Ok and exit.

-Click Play and run the game once to fully create both INIs for the next section.

STEP 3) ### RECOMMENDED VIDEO CARD SETTINGS: ###

A) NVIDIA USERS:
NVIDIA users, download and install the latest drivers (beta if available) [HERE](#).

-Download [Nvidia Inspector v1.9.5.5](#).

-Follow the steps explained in the "NVIDIA Profile Guide" jpeg image, there is also a "Performance SSAO version" which explain how to get a subtle performance version of SSAO without glitches or flickering.

IMPORTANT NOTES:
-When you look for TESV: Skyrim in the profiles list, search for "Elder Scrolls: Skyrim", not "The Elder Scrolls: Skyrim", otherwise you won't find it. If you still cannot find it, update your NVIDIA drivers to the latest beta.

-Make sure Transparency Multisampling is DISABLED! It will make khajiit and other creatures ingame semi-trasparent as well.

FEATURES DESCRIPTION: (and FPS HIT)

-Supersampling: 2x (FPS HIT ~2-4):
SS 2x is very performance friendly, but if you want an even better SS, try 4x/8x SS or 4x/8x Sparse-Grid SS (both are BIG fps killers).
WARNING: Sparse-Grid SS may cause semi-trasparent NPC/player/mobs glitch! Turn it off if you experience this issue ingame.

-Anisotropic Filter: 16x (FPS HIT ~1-2):

Forcing AF 16x from your video card settings improves water rendering, even if the game already uses AF 16x. Be sure to set AF to 0 using the Skyrim Launcher when forcing it.

-LOD Bias: -0.250 (FPS HIT ~1):

This setting sharpens the textures even more. While the sharpen quality is far superior to the FXAA Injector's, this is more resource demanding. The best configuration is using my iCCC (default sharpen version) plus a subtle LOD Bias negative setting, like -0.250 or -0.500 (the less it is, the stronger it is). The final result is not only a fairly sharpened image, but a much more detailed distant textures quality, without an excessive, crispy effect usually obtained with a high FXAA Injector's sharpen.

-SSAO: Performance, Quality or High Quality (FPS HIT Performance: ~3-5. Quality: ~7-10. H.Quality: 10+):

Nvidia has "released" a Skyrim SSAO compatibility version for Skyrim. It still sucks as it doesn't apply the occlusion to the lighting, but rather to the whole image. I recommend using the "Call of Duty 4 - Modern Warfare"" SSAO compatibility setting both for "Quality" and "High Quality" modes. "Performance" mode is much faster and visuals are not much different from "Quality" mode. However, in "Performance" mode there is a ugly flickering occurring every time you are moving. If you want to use Performance mode, use the "Call of Duty 6 - Modern Warfare 2" compatibility (check the "Performance SSAO" JPEG image for more info). SSAO will be much less visible, but won't flicker and will be very FPS friendly.

BIG WARNING: SSAO in "Quality" and, even worse, in "High Quality" mode has a HUGE impact on performance!

B) ATI USERS:

ATI users, download and install the latest drivers (beta if available) [HERE](.).

-Open your Catalyst Control Center:
If you have the ATI Catalyst Software installed, go to your desktop, right click on the background and select "Catalyst Control Center". Find the 'Gaming' section on the left then select '3D Application Settings'.

-Change only these options (guides assumes all settings are at default):

Catalyst A.I.:

Texture Filtering to 'High Quality'
Enable Surface Format Optimization: enabled
OpenGL Settings: 'Triple buffering' enabled

STEP 4) ### NMM GUIDE and RECOMMENDED MODS: ###

List updated 18 December 2011.

I'm reporting all kind of mods (graphics, gameplay, quests etc) that, after proper testing, I consider <u>must-have</u>. I won't list any mod which may result in game unbalance, gliches, or anything that is weird or a cheat. So, if you're going to suggest those kind of mods, keep the suggestion for yourself ;)

NOTE: I strongly recommend to <u>always install mods by hand</u>, both to learn the Skyrim modding file structures and to more easily tweak them for my "COMPILER'S ADVICE" suggestions. I'd use those mod management programs only for tweaking load order and tracking updates:
---> Nexus Mod Manager (NMM) Guide <--- by TheStigma
Alternatively, you can use **Mod Organizer**, which has more functions than NMM and can more easily track mod updates.

IMPORTANT: Don't forget to keep <u>TRACKING</u> (using the Nexus tracking function: Files -> Tracking Center) all these mods, in order to keep them updated!

MODS prefix/suffix:
"COMPILER'S ADVICE" suffix is a link to an in-depth procedure I recommend to follow for a particular mod (using or removing specific files, addons etc), <u>following it is highly recommended</u>, even if it may seem an hassle. You can of course decide to simply install or skip a whole mod instead of following my advice.
"CORE" prefix means that I consider the mod a "must-have", so if you don't want to install everything, you can pick-up only the important ones. **"CORE!"** *(with an exclamation mark)* is basically an enhanced version of the prefix, meaning I consider the mod not only important, but <u>essential</u>.
"FPS" prefix warns about major FPS intensive mods, so if you have a slower machine, you can avoid them or select a "reduced" version (which most of those mods feature in the optional

files). **"FPS!"** *(with an exclamation mark)* is basically an enhanced version of the prefix, means the mod is <u>really</u> a performance killer if used in Hi-Res.

A) Utilities

Not necessarily mods, but programs required for running mods that require special scripting

-(**CORE!!**)4GBSkyrim. (NOTE: Put the dlls in the root of the skyrim directory. 4GBSkyrim creates a new folder called "exes" in which to run TESV.exe from. Copy any .dlls used by iCCC, SKSE, Script Dragon, etc. to this "exes" folder in order for 4GBSkyrim to load them)

-(**CORE!!**)SKSE - Skyrim Script Extender (NOTE: Put the files in the Skyrim directory. <u>For Skyrim v1.3 only</u>!)

IMPORTANT NOTE: <u>The 4GB Launcher DOES launch SKSE if the file is there</u>, so just start the game through the 4GB Launcher, or through SBW.exe (Simple Borderless Window, check step-6I) if using it.

-(**CORE!!**)Script Dragon (NOTE: Put the asi and ini files in Skyrim/Asi folder (create that folder), and the 2 dll files in Skyrim folder)

B) Textures/Graphics:

These are textures and general graphics mods, environment, weather etc, that will <u>improve</u>, NOT <u>change</u> the game's visuals. I've included a detailed explanation on which mod should override the other ones. The listing order also represents the installation order.

WARNING: Good people, if you want to use HiRes textures you <u>NEED</u> to use also 4GB Skyrim, otherwise please don't complain about crashes!

1-<u>Below mods from which you can pick a performance version:</u>

-Check HERE.

2-<u>Texture mods that MUST overwrite each other, in installing order:</u>

1-(**FPS**)Beautiful Skyrim HD - Clutter and Furniture -COMPILER'S ADVICE- (NOTE: <u>Follow the Compiler's ADVICE or DON'T install at all</u>)

1-Bellyaches Animal Pack (NOTE: I recommend "Default Animal Replacement" version)

1-(**FPS!**)Chris2012s Whiterun HQTP

1-(**FPS**)HD Misc

1-(**CORE!-FPS**)High Resolution Armors (NOTE: Very big mod! Install both parts)

1-(**FPS**)High Resolution Books (NOTE: Install both parts)

1-High resolution Werewolf

1-(**FPS**)HQ College of Winterhold

1-HQ Towns and Villages -COMPILER'S ADVICE-

1-(**CORE-FPS**)Hybrids Hires Plants and Herbs Retexture

1-(**FPS**)Re-Defined Dungeons (NOTE: Also install "Hall Murals" addon)

2-(**CORE!**)Accingite Vos - HQ Shields -COMPILER'S ADVICE- (NOTE: Install AFTER "High Resolution Armors", overwrite)

2-AEterna Circlets Improvement (NOTE: Install AFTER "High Resolution Armors", overwrite)

2-(**CORE-FPS**)Better Containers

2-(**CORE**)Daedric Reborn (NOTE: Install AFTER "High Resolution Armors", overwrite)

2-Deadly Serious Shrouded Armor (NOTE: Install AFTER "High Resolution Armors", overwrite)

2-Ebony Armor Redone (NOTE: Install AFTER "High Resolution Armors", overwrite)

2-(**FPS**)High Quality Food and Ingredients (NOTE: Install AFTER "Bellyaches Animal Pack", overwrite)

2-High Quality Grindstone (NOTE: Install AFTER "Beautiful Skyrim HD", overwrite)

2-High Quality Workbench (NOTE: Install AFTER "Beautiful Skyrim HD", overwrite)

2-Improved Candles (NOTE: Install AFTER "Re-Defined Dungeons", overwrite. NOTE2: I recommend "Natural Beige" version)

2-(**CORE**)Nightingale Prime (NOTE: Install AFTER "High Resolution Armors", overwrite. NOTE2: Use "Male and Female" version)

2-Not Really HD Banners (NOTE: Install AFTER "Chris2012s Whiterun HQTP" and "HQ College of Winterhold", overwrite)

2-Not Really HD Rings (NOTE: Install AFTER "High Resolution Armors", overwrite)

2-Razor Scales Armor and Cannibal Lord (NOTE: Install AFTER "High Resolution Armors", overwrite)

2-Realistic Paper (NOTE: Install AFTER "High Resolution Books", overwrite. NOTE2: I recommend the "darker" version)

2-Shield of Ysgramor (NOTE: Install AFTER "High Resolution Armors", overwrite. Put in Data/textures folder)

2-(**CORE!-FPS!**)Skyrim HD - 2K Textures -COMPILER'S ADVICE- (NOTE: Install AFTER "Chris2012s Whiterun HQTP", overwrite. NOTE2: I strongly recommend use "Alternate Mountains" addon, looks much better even if older. Overwrite when prompted)

2-(**CORE**)Slofs Simple Horse Retex (NOTE: Install AFTER "Bellyaches Animal Pack", overwrite)

2-Skryim Redesigned -COMPILER'S ADVICE- (NOTE: Install AFTER "HD Misc", overwrite)

2-(**CORE-FPS**)Spamheinzs HD Houses -COMPILER'S ADVICE- (NOTE: I recommend to use the older v1.1 version, not the new 1.5 or 1.6. NOTE2: Install AFTER "HQ Towns and Villages", overwrite)

2-(**CORE!**)XCE - Xenius Character Enhancement (NOTE: Install AFTER "High resolution Werewolf", overwrite. NOTE2: I recommend to also use the "Darker Eyes" addon)

3-[Beauty Faces by necKros](#) (NOTE: Install AFTER "XCE", overwrite. If you like really beautiful -but not very lore friendly- women faces, use [Better Females by Bella](#) instead)

3-(**CORE!**)[Better Landscape Textures](#) -[COMPILER'S ADVICE](#)- (NOTE: Install AFTER "Skyrim HD", overwrite)

3-(**CORE!**)[Enhanced Night Skyrim](#) (NOTE: Install AFTER "Skyrim HD", overwrite. NOTE2: I recommend "Medium" version)

3-[Glaciers Retextured](#) (NOTE: Install AFTER "Skyrim HD", overwrite)

3-[HiRes Glass Armor and Weapons Retex](#) (NOTE: Install AFTER "High Resolution Armors" and "Accingite Vos - HQ Shields", overwrite)

3-(**FPS**)[HQ Milky Way Galaxy](#) (NOTE: Install AFTER "Skyrim HD", overwrite)

3-(**CORE-FPS**)[Realistic Water Textures](#) (NOTE: Install AFTER "Skyrim HD", overwrite. NOTE2: I recommend to also use "Murky Underwater" update and "Reduced Object Splashing" addon. NOTE3: If you don't like RWT, try [Immersive Water Textures](#) instead)

3-(**FPS**)[Silly Level of Detail - Wine Cellar](#) (Install AFTER "High Quality Food and Ingredients", overwrite)

3-[Sun and Clouds Textures](#) (NOTE: Install AFTER "Skyrim HD", overwrite)

3-(**CORE!-FPS**)[Tobes Highres Textures](#) (NOTE: This will actually overwrite a lot of mod files, say yes to all)

3-(**CORE-FPS**)[Vurts Flora Overhaul](#) -[COMPILER'S ADVICE](#)- (NOTE: Install AFTER "Chris2012s Whiterun HQTP" and "Skyrim HD", overwrite. NOTE2: Install "Gloomy Snowy Pines" addon)

4-(**CORE!**)[ReAL Sun - insane0h Realistic Sunglare](#) (NOTE: Install AFTER "Skyrim HD" and "Sun and Clouds Textures", overwrite. NOTE2: If you don't like this (how could you?), check the more popular [Skyrim Sunglare](#))

3-Texture/graphics mods not requiring particular installation order:

-[2K High Resolution Map](#)

-[Alchemy and Enchanting Benches Retex](#)

-[Arrows and Quiver Beta](#) (NOTE: I recommend "Quiver" only version)

-[Ash Pile Retex](#)

-[Better Beast Races](#)

-[Better Noble Beds](#) (NOTE: I recommend "Red and Gold" version)

-[Better Rain](#)

-(**CORE-FPS**)[Deadly Spell Impacts](#)

-[Daedric Weapons Enhanced](#)

-(**FPS**)[Dragon Glyphs HD](#) (NOTE: I recommend "Dragon Smooth" version)

-(**CORE-FPS**)[Dragon Retex Pack](#) (NOTE: I recommand to also use "Alduin" addon)

-(**CORE!-FPS**)[Enhanced Blood Textures](#) (NOTE: I recommend using also "Blurry Screen Blood" optional file, *looks more immersive*)

-(**CORE!**)Enhanced Distant Terrain

-Enchantment Effect Replacer (NOTE: I recommend the "Combined" version)

-(**CORE**)Eyebrows Match Hair

-Finer Dust

-HD Baskets Retex

-(**FPS**)HD Better Reflections for Armor and Weapons (NOTE: Use also "Ebony Purple FIX" addon)

-HD Linens

-(**FPS**)HD Sacks Retexture (NOTE: I recommend version "A")

-(**FPS**)HD Urns Retex

-(**FPS**)High -Res- Hrothgar

-Higher Poly Skyrim

-(**FPS**)Hi-Res Pelts

-(**CORE**)HiRes Road Signs

-(**CORE-FPS**)Improved NPC Clothing (NOTE: I recommend using the "More Dirt" version)

-Improved Torches Textures

-(**FPS**)Ingot Texture Pack

-(**FPS**)Intricate Spider Webs

-Iron Ore Vein Retex (NOTE: If you like spotting ore veins being damn easy (cheat-like), use this instead: Glowing Ore Veins 300)

-Lockpicking Interface Retex (NOTE: I recommend "Anti-Leather" version)

-Lush Grass

-Mage and Monk Outfits Texture Replacer

-Nicer Snowflakes (NOTE: I recommend "Realistic" version)

-Not Really HD Claws

-Not Really HD Keys (NOTE: I recommend picking the "Normal Maps" version)

-Not Really HD Leather Strips

-Not Really HD Mask of Clavicus Vile (NOTE: I recommend to pick the "Wrecked" version)

-Not Really HD Stone of Barenziah

-N-R HD Display Case (NOTE: I recommend "Smudged Glass" version)

-Real Bears

-(**CORE-FPS!**)Realistic Smoke and Embers

-Septim HD

-(**FPS**)Silly Level of Detail - Potions and Poisons (NOTE: I recommend "Ceramic" version)

-(**FPS**)Soulgems Retexture

-Subliminal Traps (NOTE: I recommend to also use the "Tripwire" optional addon)

-(**FPS**)Super Realistic Ore Textures

-(**CORE**)Weapon Retex Project

C) Gameplay/Content:

Gameplay, quests, new weapon/armors/locations etc. I focus my selection on immersion and realism, not on fancy pink stuff.

-26 Moon Size Tweeks (NOTE: I recommend size x0.5 for both masser and secunda)

-Auto Magic Scaling (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

-Balanced Magic (NOTE: Use only one esp from "Novice", "Adept" and "Master", plus ALL the others)

WARNING: Use only Auto Magic Scaling: or Balanced Magic, not together, since using both will make magic rather overpowered)

-Better Skill Books

-Deadly Dragons

-Deadly Traps and Sickly Diseases

-Death Cam Duration Options (NOTE: I recommend to use the "60 sec" version)

-Duke Patricks Combat Tweaks (**WARNING:** Actually this mod seems to break Destruction Dual Casting stagger on some critical targets, disable it for now until it is fixed)

Dynamic Timescale (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

-Grab Moveable Statics

-Killable Children (NOTE: Use also "Quest Protected Patch")

-No Fast Travel (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

-(**CORE**)PISE - Improved Skyrim Experience (NOTE: From the Optionals, use also: "PISE-Difficult Bartering.esp", "PISE-Misc Vendors.esp" and "PISE-Vendors.esp". DON'T use Darker Night since causes graphical glitches!)

-Realistic Ragdoll Death Force

-Realistic Running Speed

-Lost Art of the Blacksmith (USE "Bethesda Safe" version if your Skyrim is updated to v1.2 or higher), More Craftables and Vals Crafting Meltdown (NOTE: you can use these three mods together, they work in synergy. Alternatively you can use the more popular Tytanis - The Ultimate Mod which includes the previous mods, but, despite its awesomeness, is rather overpowered)

-Smart Souls (NOTE: Put the dll file in Data/SKSE/plugins folder. Requires SKSE)

-Weighted Lockpicks (NOTE: Choose "0.1u")

D) Interface:

Mods that modify any of the games menus or interface settings

-[Colored Map Markers](#) OR [Skyrim Compass Tuner](#) (NOTE: Use only one, they're not compatible. NOTE about "Colored Map Markers": Put in Data/Interface folder)

-[Container Categorization](#) (NOTE: When updating, always REMOVE the OLD one. Requires SKSE)

-(**CORE**)[Extra Hotkeys](#) (NOTE: Put in Skyrim/Asi folder. Requires Script Dragon)

-[Immersive HUD](#)

-[Interface Hard Coded Key Tweaks](#)

-[KENMod - Lockpick Pro](#) (NOTE: Tweak the "lockpickingmenu_settings.txt" file from Data/Interface to have only the pick HEALTH displayed, *otherwise it's a cheat*)

-[KENMod Time on Loading Screen](#)

-(**CORE!**)[SkyUI](#) (NOTE: Requires SKSE)

-[QD Inventory](#) (NOTE: Works fine with SkyUI)

-(**CORE**)[SoS - Seamless Over Shoulder](#) (NOTE: **I recommend "FakeFirstPersonRiding & CentredAndRaised Combat" version.** NOTE2: Put **"Skyrim.ini"** in Documents/My Games/Skyrim and overwrite, do this before tweaking the inis in step-5)

E) Fixes:

Must-have fixes/tweaks mods

NOTE: I recommend to install fixes only when they pop-up ingame, since the number of mods is now overwhelming, they are therefore all virtually tagged as "**CORE**".

-[Ancient Nord Armor 1st Person Fix](#)

-[3rd Person Channeled Dual Casting Animation Fix](#) (NOTE: Put "meshes" folder in Data)

-[3rd Person Dual Wield Animation Fix](#) (NOTE: Put "meshes" folder in Data)

-[Conjuration and Summoning Fixes](#)

-[Ebony Armor Rigfixes](#)

-[Ebony Blade Fixed](#)

-[Esbern Quest Fix Tutorial](#)

-[Headsmans Axe Fixed](#)

-[Helmet Slot Stacking Fix](#)

-[Keening Enchantment Fix](#) (NOTE: compatible with Lost Art of the Blacksmith)

-[Linwe Armor First Person Fix](#)

-[Morokei Mask Enchantment Fix](#)

-[Talos Shrine Fix](#)

F) Audio:

Mods that change various sounds or music within the game.

-[Activate Fail Noise Removal](#)

-[Immersive Skyrim Thunder](#)

-[Psyrim](#) (NOTE: This music mod overrides the Dragonborn themes, if you want to preserve them, after installing it, delete Data>music>"combat" and "special" folders.

-[Realistic Campfire Sounds](#)

-[Realistic Weapon Swing Sounds](#)

-[Smooth Blade Draw and Sheathe SFX](#)

-[Sound of Nature - Water](#) (NOTE: This mod used to cause stability issues, now has been re-uploaded and the author assures it is fixed)

G) Popular mods I don't recommend (and why):

Popular mods I've not listened in previous lists because I find they are (still) not bringing a real improvement to the game or because they are not compatible/bugged, but which many users are requesting. Feel free to check and use them.

NOTE: I'm not advertising against those mods, I'm just explaining why I feel they don't bring an improvement to my mods setup. They may still be a great addition if used alone or for different tastes.

-[Armor Improvement](#) and [Clothes Improvement](#) (NOTE: Many users reported they're too sharpen and too colorful, expecially if using FXAA Injector)

-[Better Sorting](#) (NOTE: Unfortunately, this is not compatible with "Vals Crafting Meltdown" and "Tytanis" mods, but will be included in Tytanis soon)

-(**FPS**)[Landscape Texture Pack WIP](#) (NOTE: Those textures are very detailed on a close look, but I feel they spoil the visuals on medium-far view distance and are too different from the original ones, I'll maybe consider to include some of the textures in future)

-(**FPS!!**)[Lush Trees](#) (NOTE: FPS hit is imho not worth the visual improvements, pines seem too big. Since it's a matter of tastes, I encourage you to try this mod and see for yourself)

-[Monster Retex Packs](#) (NOTE: I personally don't like most of the changes expecially the over-saturated colors. This is just my personal taste (on which this guide is mainly based), if you like the mod, use it!

-(**FPS**)[Riften HQ Textures](#) (NOTE: Differs too much from the original -rusty- Riften textures, seems like someone cleans up the wood every hour)

-(**FPS**)[Serious HD Retexture Landscape](#) (NOTE: I think it still doesn't bring an improvement over tha vanilla terrain. Yes, the detailed textures in the preview screenshots are gorgeous, but this is far different when watching them on med-far view distance ingame)

-[Texture Normal Map Packs](#) (NOTE: I've considered this mod, but it still needs in-depth testing, it must be installed without overwriting other mods data)

H) Using BOSS to easily sort esms/esps:
*Sorting and enabling plugins.

-Download BOSS.
-Install it and run "BOSS.exe", it will automatically sort the plugins in Data.
-Run NMM and enable the deactived esps/esms you want.
*Repeat this step every time you update/add an esp/esm mod.

STEP 5) ### INI TWEAKS: ###

These tweaks WORK, many early tweak guides have the bad attitude of speculating and suggesting experimental or total pointless tweaks, leading only to placebo effect or even game problems. Tweaks listened here are totally tested, more tweaks will be added if more are confirmed working.

NOTE: If you want some advanced tweaks (that I do not recommend, even if having a really powerful rig, because they'll bring stability issues) like u-grid tweaks, max visible trees/grass/clouds distance, etc, check HERE and HERE (this has screenshots).

A) Skyrim INI Tweaks:
-Go in "[username]/My Documents/My Games/Skyrim", make a copy of the files "Skyrim.ini" and "SkyrimPref.ini" and name them as you wish for backup.

-Open "Skyrim.ini" with a txt editor (make sure the file is not tagged as READ-ONLY) and add these lines:

under [General]:
fMasterFilePreLoadMB=128.0000
iPreloadSizeLimit=268435456

under [Papyrus]:
iMaxAllocatedMemoryBytes=2000000000
*Those will allow your PC to actually use more memory.

under "uExterior Cell Buffer=36":

sIntroSequence=

*This will disable the intro sequence.

Then add at the end of the file:

[Actor]

fVisibleNavmeshMoveDist=14000.0000

*This will allow your arrows to hit very distant targets.

-Save, exit.

B) SkyrimPrefs INI Tweaks:

-Open "SkyrimPrefs.ini" with a txt editor (make sure the file is not tagged as READ-ONLY) and adjust the following values to your preferences

-Open the original "SkyrimPrefs.ini" with a txt editor (make sure the file is not tagged as READ-ONLY), find these lines and change them if you want:

iBlurDeferredShadowMask=3 (change to 1 or 2) - Lower values (0, 1 or 2) will sharpen shadows (not the resolution), making vegetation more "vibrant". It gives a subtle increase in performance, but also gives a more "pixelated" effect to shadows. Higher values (4, 5,etc) will make shadows softer and more blurred. I recommend changing this value to 1 or 2. **WARNING: When changing options from the Skyrim Launcher, this tweak will revert to the default value "3". You will have to re-apply it.**
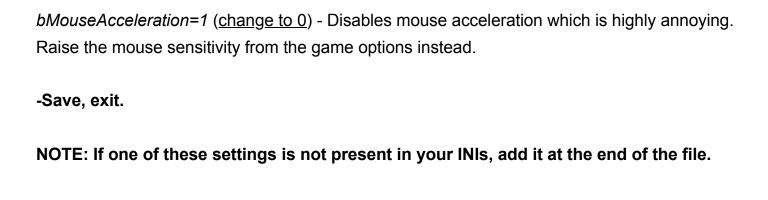
iMaxAnisotropy=16 (change to 0) - Improves Anisotropy Filter quality if you forced AF from your Nvidia card. USE THIS TWEAK ONLY IF YOU FOLLOWED STEP-3A AND ENABLED AF FROM YOUR CARD!

bTreesReceiveShadows=0 (change to 1) - Improves tree shadowing by enabling (fake but nice) shadows ON trees!

bDrawLandShadows=0 (change to 1) - Enable land shadowing, larger shadows are unaffected, this is a subtle effect.

iWaterReflectHeight=512 (change to 1024)
iWaterReflectWidth=512 (change to 1024) - Those subtlety improve water reflections, this is the only custom tweak that have an actual effect on water quality.

bMouseAcceleration=1 (change to 0) - Disables mouse acceleration which is highly annoying. Raise the mouse sensitivity from the game options instead.

-Save, exit.

NOTE: If one of these settings is not present in your INIs, add it at the end of the file.

STEP 6) ### 4GB ENABLER and FIX FOR COMMON ISSUES: ###

A) Allow Skyrim EXE to use 4GB RAM (IMPORTANT)
-Download and use 4GB Skyrim.
IMPORTANT NOTE: The 4GB Launcher DOES launch SKSE if the file is there, so just start the game through the 4GB Launcher, or through SBW.exe (Simple Borderless Window, check step-6I) if using it. Don't forget to also check HERE.
IMPORTANT NOTE2: Patch v1.5 of 4GB Launcher breaks iCCC (or any d3d9.dll mod), this issue will disappear magically when this week Beth releases the next patch featuring 4GB support for Skyrim. To fix it in the meanwhile, copy all of the ICCC files to the 'exes' folder 4GB Launcher created.

B) Fix game launch crash after installing S.T.E.P.:
-Again, If you are experiencing crashes, please set the Skyrim executable (TESV.exe) to run as administrator. (Right click TESV.exe > Properties > Compatibility > Check "Run this program as administrator.") Also, turn off any on-screen display programs and monitoring tools such as Fraps, ATI Tray Tools, MSI Afterburner, GPU-Z, etc. Make sure you have the latest DirectX runtime installed.

C) Disable V-Sync: fix mouse lag and costant slowdowns:
-Go in: "[username]/My Documents/My Games/Skyrim", open again Skyrim.ini with a txt editor, add this line under [Display]:
iPresentInterval=0
*This will disable the Vertical Sync, fixing performance drops and/or mouse lag for most users, at the cost of a barely noticeable screen tearing effect. WARNING: This tweak can also cause screen flashing and weird physics glitches for some users.

This is a fix for Win7, which addresses some of the glithes caused by disabling v-sync, but apparently doesn't fix the physics bug:

Open an elevated command prompt (right click on command prompt and run as admin) and type the following:

bcdedit /set useplatformclock true

And press enter. Exit command prompt and then REBOOT for it to work.

Remember to reboot or it won't work. Games rely on QueryPerformanceCounter to accurately measure the time in the Windows. Windows 7 changed the way timing works. The above change will measure time based on the 'old' way

Don't worry there are no ill effects and it is completely reversible. If you want to undo it, open an elevated command prompt and type bcdedit /deletevalue useplatformclock and press enter and reboot again.

D) Fix ATI semi-invisible people and messed walls:

-Set ATI Antialiasing setting on multi-sample, do not set it on "adaptive". Also, remember to download lastest [ATI driver v11.11c](#).

E) Defrag your Hard Drive with a proper defrag tool:

-Check on Google a freeware (or if you can afford, payware) defrag tool, I recommend "Smart Defrag" by IOBit. Windows defrag utility sucks. Defrag your system in order to gain some performance and prevent game freezes/crashes. Defrag is NOT recommended for people using SSD, defragging an SSD may severely affects its lifetime.

F) Fix ingame stuck downgraded skill:

-When a skill appears in red and it's much lower than it is supposed to be (and you got no negative magical effect active), then you have encountered a game glitch. This is how to fix it:

Once ingame, open console with the ~ or \ key.

Type: player.modav marksman 1 (enter) (replace "marksman" with the bugged skill).

Reopen the console.

Type player.modav marksman -1 (enter)

Your skill should be now fixed.

G) How to increase FPS:

-If you followed the whole guide, like the enhanced graphics, but your game is unplayable because of low performance, just disable SSAO or Supersampling AA (or both) from step-3 of the guide. This will considerably improve back performance at the cost of a minor visual quality loss.

H) How to fix the crappy Field of View:

-Press "`" (or "\", depending on your keyboard localisation) key ingame to open the ingame console (it's usually right under or in the general vicinity of the Esc key), type FOV #, hit enter. Use a number from 66-90 in place of # depending on what looks the best (vanilla is 65 for me). I personally use 72 because I like the FOV just a bit wider than vanilla, and my resolution is just 1440x900.

This change will be permanent in your saved game, other INI FOV tweaks don't require opening the console, but usually corrupt the game, this one is safe.

I) How to swith to windowed mode (expecially for ATI):

-If having stuttering problems or ctd in fullscreen mode, and want to switch to a "fullscreen" windowed mode, download [Simple Borderless Window](#) and follow the guide.

IMPORTANT NOTE: The "Simple Borderless Window" launcher (SBW.exe) DOES launch both SKSE and 4GB Launcher if the files are there, so just start the game through SBW.exe.

L) How to enable FPS Limiter (ONLY if using iCCC-ENB or ENB alone):

-Go in Skyrim folder, open the file "enbpatch.ini" with a txt editor. Change the line "*EnableFPSLimit=false*" to "*EnableFPSLimit=true*" and set "*FPSLimit=*" to the value you need if you have a 60hz monitor, set "*FPSLimit=60.0*".

M) How to fix poor performance on laptop with Nvidia "Optimus" technology (ONLY if using iCCC-ENB or ENB alone):

-Go in Skyrim folder, open the file "enbpatch.ini" with a txt editor. Change the line "*ForceVideoAdapterIndex=false*" to "*ForceVideoAdapterIndex=true*" and the line "*VideoAdapterIndex=0*" to "*VideoAdapterIndex=1*".

N) How to allow Nvidia and ATI Software to detect 4GB Launcher (Possible Large Performance Increase):

-Check [HERE](#).

RECENT CHANGES

Full changes history can be found in the "Full Changelog.txt" file.

From v1.91 to v1.91.5b

***IMPORTANT**: Run BOSS (step-4H) and enable the esps after installing those mods!
-In step-4 adjusted few mods placement.
-Updated recommended mods list:

***Mods ADDED:**
Deadly Traps and Sickly Diseases
Extra Spell Hotkeys (NOTE: Put the files in Skyrim/Asi folder (create that folder). Requires "Script Dragon")
New Firewood
PISE - Improved Skyrim Experience (NOTE: From the Optionals also pick "PISE-Difficult Bartering.esp", "PISE-Misc Vendors.esp" and "PISE-Vendors.esp". DON'T use Darker Night since causes graphical glitches!)
Script Dragon (NOTE: Put the asi and ini files in Skyrim/Asi folder (create that folder), and the 2 dll files in Skyrim folder)
Smart Souls (NOTE: Put the dll file in Data/SKSE/plugins folder. Requires SKSE)
Skryim Redesigned -DETAILED INSTALLATION- (NOTE: Install AFTER "HD Misc", overwrite)
Subliminal Traps (NOTE: I recommend to also use the "Tripwire" optional addon)
Tytanis - The Ultimate Mod (NOTE: This mod, despite its awesomeness, is rather overpowered and some users can't deal with it; if you are one of them use these instead: Lost Art of the Blacksmith "Bethesda Safe" version, More Craftables and Vals Crafting Meltdown)

***Mods made ALTERNATE instead of recommended:**
Lost Art of the Blacksmith "Bethesda Safe" version, More Craftables and Vals Crafting Meltdown are now all alternate of Tytanis since it includes them: use them or use Tytanis.

***Mod REMOVED:**
Cowardly Horses (Now included in PISE)

From 1.90b to v1.91

***IMPORTANT**: The updating guide is now included in the changelog, check every "**UPDATING 1.90 -> 1.91:**" to "surgically" update.
-Added Nvidia performance SSAO setting in step-3A, no-flickering SSAO for slow rigs.
-Added a list of mods from which you can pick a performance version (instead of the hi-res one) in step-4B1.

-Added few new alternate injector mods, iCCC is always my recommended choice through.

-Added AF tweak in step-5B, set forceAnisotropy= to 0 is AF in already forced from video card.

-Added "Immersive Water" as alternate for "Realistic Water".

-Added "Mod Organizer" tool suggestion in step-4.

-Other minor guide improvements.

-Updated comparison screenshots.

-Updated recommended mods list:

*<u>Mods ADDED</u>:

[Beautiful Skyrim HD - Clutter and Furniture](#) -[DETAILED INSTALLATION](#)- (NOTE: [uFollow the detailed installation or DON'T install at all[/u]. **UPDATING 1.90 -> 1.91:** DON'T overwrite)

[Bellyaches Animal Pack](#) (NOTE: I recommend "Default Animal Replacement" version. **UPDATING 1.90 -> 1.91:** DON'T overwrite)

[Daedric Reborn](#) (NOTE: Install AFTER "High Resolution Armors", overwrite

[High Quality Grindstone](#) (NOTE: Install AFTER "Beautiful Skyrim HD", overwrite)

[High Quality Workbench](#) (NOTE: Install AFTER "Beautiful Skyrim HD", overwrite)

[Sun and Clouds Textures](#) (NOTE: Install AFTER "Skyrim HD". **UPDATING 1.90 -> 1.91:** DON'T overwrite)

[HD Bar Retexture](#) (NOTE: Install AFTER "Chris2012s Whiterun HQTP" and "Skyrim HD", overwrite)

[Silly Level of Detail - Wine Cellar](#) (Install AFTER "High Quality Food and Ingredients", overwrite)

[Activate Fail Noise Removal](#)

[Better Noble Beds](#) (NOTE: I recommend "Red and Gold" version)

[Dragon Retex Pack](#) (NOTE: I recommand to also use "Alduin" addon. **UPDATING 1.90 -> 1.91:** BEFORE installing this mod, go in Data/textures/actors and delete "dragon" folder)

[Duke Patricks Combat Tweaks](#) (NOTE: This is for realism lovers, casual gamers keep away!)

[Glaciers Retextured](#)

[HD Baskets Retex](#)

[HD Misc](#) (**UPDATING 1.90 -> 1.91:** Overwrite old files)

[High Resolution Map](#) (**UPDATING 1.90 -> 1.91:** Overwrite old files)

[Immersive HUD](#)

[Ingot Texture Pack](#)

[Lockpicking Interface Retex](#) (NOTE: I recommend "Anti-Leather" version)

[Not Really HD Display Case](#) (NOTE: I recommend "Smudged Glass" version)

[Real Bears](#)

[Realistic Weapon Swing Sounds](#)

[Ruins Pot Retexture](#)

[Septim HD](#) (**UPDATING 1.90 -> 1.91:** Overwrite old files)

[Soulgems Retexture](#)

*Mods added as NON-Recommended:

[Texture Normal Map Packs](#) (NOTE: I've considered this mod, but it needs in-depth testing, it must be installed <u>without overwriting</u> other mods data)

*Mods REMOVED:

[Improved Dragon Texture](#) ("Dragon Retex Pack" will replace this)

[Blood Dragon Fix](#) ("Dragon Retex Pack" will replace this)

[Yosolda Genuine Hi-Res Outfit](#) (**UPDATING 1.90 -> 1.91:** Go in Data/textures/clothes, remove "farmclothes04" folder and re-install "Improved NPC Clothing" mod)

[Enhanced Distant Trees](#) (We're now using "Vurts Skyrim Flora Overhaul" LODs which are also detailed but more shadowed. **UPDATING 1.90 -> 1.91:** Reinstall "Vurts Skyrim Flora Overhaul" texture/terrain folder and overwrite)

[Alternative Road Textures](#) (Now we're using "Skyrim HD" roads. **UPDATING 1.90 -> 1.91:** Reinstall "Skyrim HD" textures/landscape/roads folder, do the same for "Better Landscape Textures")

[Better Gold](#) (Now we're using "Septim HD")

[Fox Textures](#), [Realistic Caribou](#), [Realistic Elk](#) and [Retextured Wolves and Pelts](#) (All now included in "Bellyaches Animal Pack" mod)

[HQ Skyrim Map](#) (We'll use "High Resolution Map" instead)

[Improved Lantern](#) (We'll use "HD Misc" instead)

*New/Updated mod NOTES:

[HQ Towns and Villages](#) ADDED -[DETAILED INSTALLATION](#)- (**UPDATING 1.90 -> 1.91:** Follow the detailed installation, and remove the 4 dds files)

[Improved NPC Clothing](#) (NOTE: I recommend using the "More Dirt" version. **UPDATING 1.90 -> 1.91:** Download the "More Dirt" version and overwrite)

[Accingite Vos - HQ Shields](#) UPDATED -[DETAILED INSTALLATION](#)- (NOTE: Name changed from "A High Quality of Shields")

[Chopper HD](#) (NOTE: Install AFTER Beautiful Skyrim HD, overwrite)

[High Quality Food and Ingredients](#) (NOTE: Install AFTER "Bellyaches Animal Pack", overwrite)

[Skyrim HD - 2K Textures](#) UPDATED -[DETAILED INSTALLATION](#)- (NOTE: Install AFTER "Chris2012s Whiterun HQTP", overwrite. NOTE2: I strongly recommend use "Alternate Mountains" addon, looks much better even if older. Overwrite when prompted. **UPDATING 1.90 -> 1.91:** Don't reinstall this totally for updating to 1.91, instead reinstall only textures/architecture/whiterun folder, textures/landscape/road folder and the 3 files recommended in the detailed installation, overwrite)

[Slofs Simple Horse Retex](#) (NOTE: Install AFTER "Bellyaches Animal Pack", overwrite.

UPDATING 1.90 -> 1.91: Reinstall this mod and overwrite)

Realistic Water Textures (NOTE: After v1.6 no more DETAILED INSTALLATION Needed. Use only "Reduced Object Splashing" addon. NOTE2: If you don't like RWT, try Immersive Water Textures instead)

Vurts Flora Overhaul UPDATED -DETAILED INSTALLATION- (NOTE: Install AFTER "Chris2012s Whiterun HQTP" and "Skyrim HD", overwrite, **UPDATING 1.90 -> 1.91:** reinstall this mod following the detailed installation)

HD Sacks Retexture (NOTE: I recommend version "A". **UPDATING 1.90 -> 1.91:** Add version "A", overwrite)