



Skywind Application

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Country of Residence: 'Straya

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Interested in: Landscaping, Graphic Design, Illustration, NifSkope, TES5Edit

Level of Commitment: Moderately active

Skills and Experience: Ayy Skywind fans. I know my way around the basics of Creation Kit, Nifskope, and TES5Edit. I broadly know how assets, navmeshing, and occlusion works, but don't have a clue how NPC's quests, scripting, or interiors work, but I'm willing to learn. I'm also a graphic designer if you need other small design and texture work to be done.

--Proof of Skills 1--

A big Solitude mod that adds an entirely new, huge district in the south, as well as a university near the Blue Palace. I never got to finish navmeshing, npc's, interiors, cluttering, or anything else that really matters. More like a proof-of-concept than anything else.

--Proof of Skills 2--

A Windhelm exterior mod where I built upon bjs_336's Windhelm Exterior Altered so it could be made compatible with Windhelm Expansion by GamerDude092. Here I added an entirely new area on the outskirts that expands upon the Grey District, with finished navmeshing.

--Proof of Skills 3--

Some early work where, by using only TES5Edit, Imperial and Stormcloak soldiers would spawn as either an officer, trooper, scout, or battlemage, with relevant chance percentages respectively.

I also experimented with Nifskope, editing textures, fiddling with cubemaps, and chopping and pasting different armours from various mods I can't remember.

Proof of Skill(s):

<https://www.dropbox.com/sc/kvvy0anox6a2h0n/AACGG-7s1X7xBS-eoG8Tyuqqa>

Proof of Skill(s):

https://www.dropbox.com/sc/836z11rsuhwvcz5/AAA03xyV0IPWk_4RqeWCYfwQa

Proof of Skill(s):

https://www.dropbox.com/sc/ivjhz0lmg7jjbfm/AAAlu5Qx_yAZnbXUhTqUJ2Mza