

I'm not a robot



Bodyslide is a Skyrim mod that allows users to customize the bodies of female characters. It is often packaged alongside Caliente's Beautiful Bodies Enhancer (CBBE), which is a Skyrim mod that conforms to the player's body shape when equipped in game. To use Bodyslide, users must either build and save a body for themselves or choose a preset they have installed. The Bodyslide team offers a definitive tutorial on how to use Bodyslide to make devious devices work on your character model. To build an outfit/armor around a preset, users must first build and save a body for themselves or choose a preset they have installed. BodySlide and Outfit Studio are easy-to-use tools for customizing bodies and outfits, creating new bodies and outfits, and converting outfits between body types. To use BodySlide, users must first set up BodySlide and Outfit Studio for use with Vortex. All outfits with bodyslide files will appear, and armors will meld with character bodies at the end of the process. To check if BodySlide works, users can click on the Batch Build button and look at the list of outfits that will be modified. In summary, Bodyslide is an essential tool for customizing bodies and outfits in Skyrim, and Outfit Studio is the other half of the package. How To Use BodySlide Presets | Modding Skyrim SE/AE2 Minute Tutorials - Simple & Straight To The Point - How To Use BodySlide with CBBE for Skyrim SE/AE Plenty more tutorials on ... Bodyslide Not Showing Presets | How To Fix | Skyrim Guide Plenty more tutorials on their way! Subscribe here so you don't miss them! (Image Source: Pixabay.com) Home Games Skyrim Skyrim SE Good tutorial for Bodyslides' Home Games Skyrim Skyrim SE Good tutorial for Bodyslides' This page may contain sensitive or adult content that's not for everyone. To view it, please log in to confirm your age. By continuing, you also agree that use of this site constitutes acceptance of Reddit's User Agreement and acknowledgement of our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. In this guide I am going to give plenty of information on how to use bodyslide and racemenu. Many people comment on my files asking me for help... for now on I will just send them a link here. This is to help me as well as others. File also includes new racemenu preset I made. Permissions and credits Credits and distribution permission Other user's assets All the assets in this file belong to the author, or are from free-to-use modder's resources Upload permission You are not allowed to upload this file to other sites under any circumstances Modification permission You must get permission from me before you are allowed to modify my files to improve it Conversion permission You are not allowed to convert this file to work on other games under any circumstances Asset use permission You must get permission from me before you are allowed to use any of the assets in this file Asset use permission in mods/files that are being sold You are not allowed to use assets from this file in any mods/files that are being sold, for money, on Steam Workshop or other platforms Asset use permission in mods/files that earn donation points You are not allowed to earn Donation Points for your mods if they use my assets Do not upload my work anywhere. Do not use my work in your work without my permission. Thank you. This author has not credited anyone else in this file Please log in to find out whether this mod is receiving Donation Points BodySlide(1) - You need these mods.* BodySlide and Outfit Studio* XP32 Maximum Skeleton Extended* FNIS (Fores New Idles in Skyrim)* HDT Physics Extension(2) - BodySlide overwrites HDT when installing.(3) - If using NMM, restart it and then BodySlide and FNIS should show up in your "tools".(4) - When you run BodySlide, you'll need to select which game you are using it for.(1) - Two boxes at top left: "Outfit/Body" and "Preset".(2) - "Outfit/Body" is where you select outfit (or body) you are building a preset onto.(3) - Unless you plan on having different bodies for different outfits, I suggest selecting a body. For UUNP you will be selecting "Unified UNP Special".(4) - "Preset" is where you select bodyslide preset you want to build onto the outfit/body.(5) - Preview bodies with "preview button". Preview has no physics, so the bodies will look a bit different in game.(6) - Now that you have selected a Body/Outfit and a Preset, it is time to build.(7) - Bottom middle there is a large 'build' button. This only builds the chosen preset onto the chosen body.(8) - Bottom left there is button for 'batch build' which builds the chosen preset onto ALL bodies and outfits.(9) - When batch building, you can first select which outfits you would like to build and which ones you don't.(10) - Bodyslide may detect multiple options per outfit. You will have to choose each individually.(11) - Once it finishes building, you are good to go.(12) - Do not forget to run FNIS!!! Anytime you install or uninstall a physics or animation related mod, you need to run FNIS.(1) For Boobs:* Breast Fantasy & Breast Flatness - how far in our out the breasts are.. their depth sort of.* Double Melon - this makes breasts very round and have a lot of cleavage.* Breast Gravity & Breast Height - Raises boobs up and down. Gravity also makes some sagging.* PushUp - imitates effects of a push-up bra.* BreastPerkiness - makes the breasts pointier towards the nipples.* Breast Width - makes the breasts farther apart. Negative values can make some cleavage without breast distortion.* Nipple Distance - would be wise to lower this by 10-20% if you are adding a lot of cleavage to a preset.* Nipple Size & Nipple Areola - I usually lower these values for the low weight size. Shouldn't have giant nips on small boobs.(2) For Body:* Big Torso & Waist - helps make the upper body a bit bulkier. Negative values can make really petite girls too.* Belly - Petite bodies should have negative belly value. The 0 value is your average weight. Around 20% for thick gals.* Tummy Tuck - the amount that the tummy tucks in before meeting the vagina.* Hips - Hips should be bigger when the butt and thighs are larger. I never go above 40%* Hipbone - increased percentages can help smooth out the transition from legs to waist. 10-20%(3) For Booty:* Butt Crack - higher value makes the butt cheeks closer together.* Butt Shape 2 - makes the butt sag a little. * Big Butt & Chubby Butt - Both will make the butt look kinda fat and chubby. Only recommended for huge ass.* Apple Cheeks - makes the butt go out longer.. kinda like a shelf. I do not recommend higher than 40%.* Round Ass - Makes the curvature very round. I do not recommend higher than 20%.(4) For Legs:* Slim Thighs & Thighs - obviously controls size of thighs.* Chubby Legs & Legs - will change size of whole leg - thigh, calf, and knee.* Calf Size & Calf Smooth - size and smoothness of calf (lower leg). I do not usually mess with this.* Knee Height - changes vertical position of knee to shorten or lengthen the leg parts.(1) - Using negative values on sliders or even going over 100% can yield very interesting results. BodySlide has no bounds!(2) - At the very bottom of the sliders, you will find sliders for various body types. Try mixing them up in various percentages.RaceMenu:(1) - Requires SKSE.(1) - Open console with the ~ key.(2) - type in "showracemenu" without quotes.(3) - You now have access to the RaceMenu. Do not change race - your states can get messed up.(4) - View the RaceMenu mod description for detailed information.(1) There are 4 tabs on the top right of the racemenu - Sliders, Presets, Camera, Sculpt(2) In the tabs you can see hotkeys for certain actions on the bottom left of the screen.(3) In the preset tab, press the key to load your preset of choice. In sculpt tab, press the key to load sculpt of choice.(5) Note that loading both the sculpt and the preset is necessary. Included RaceMenu Preset!!!!THE MOD IMAGE IS NOT THE PRESET!!!!Based on Keira Knightley.Requires:(1) - Brows.(2) - Eyes of Aber.(3) - KS Hairdos Renewal.(4) - Recommended: Fair skin complexion normal maps and makeup tints. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. The core purpose of modding is to push the boundaries of your favorite game and get it to operate in a way that is customized to your preferences. The Bodyslide mod for The Elder Scrolls began as a questionable tool to enhance the bodies of NPCs in-game, and this guide will show you how to use Bodyslide in Skyrim. The Bodyslide application started off as a mod for altering the bodies of female NPCs, and as you can imagine, it allowed very specific modifications. Thankfully, the mod has evolved over generations to break out of its perverted stigma, by allowing male bodies to be enhanced as well through sister mods. The Bodyslide application goes hand-in-hand with its partner program, Caliente's Beautiful Bodies Enhancer (CBBE), with its primary focus being skin textures and default body shapes. By combining this base program with Bodyslide, the latter will offer many sliders to allow you to customize body proportions. Nexus Mods In order to begin modifying, a quick setup of some crucial elements is required: Install CBBE and Bodyslide, making sure to install all of the necessary Vanilla Armors. Once installed, open Bodyslide and choose CBBE body. Click on any preset and adjust the various sliders to the image you want. Once you're happy with how your new NPC looks, click 'Group Filter' and make sure everything is checked - You can double check everything is checked by selecting 'Outfit/Body' and assuring that at least 50+ items are there. Finally click 'Batch Build'. The above steps provide installation tips and fast changes to Skyrim's NPCs. However, there are many more components that take NPC customizing to a whole new level. While the main Bodyslide mod targets female NPCs, a similar application can be downloaded from Nexus Mods, titled Vanilla Male BodySlide Modders Resource, which operates in a similar manner. Tonyo Allie / YouTube If you've downloaded a fair amount of armor/clothing mods, you will likely have hundreds of sliders in the 'Outfit/Body' dropdown menu. Each option will generate a 'nif' file to replace models in-game and will be exported to your Skyrim directory upon completion. Each outfit is a 3D model, including hands, shoes, and bodies. Bodyslide cannot alter the facial appearance of an NPC. Once you are happy with all the tweaks you have made, clicking the 'Build' button will export your new nif file to replace the game's default one for the same model. Once you have become familiar with the basic sliders of the mod, you can then begin messing around with physics. The additional mods, XPMSSE, Fores New Idles, and either CBPC or HDT-SMP will need to be downloaded before physics can be applied. Fore is the driving force behind animating models, which requires a skeleton beforehand. Despite all models carrying some sort of wireframe foundation, XPMSSE adds additional limbs and joints to allow for better animation, and the CBPC or HDT-SMP adds weight to the model, which allows it to respond to gravity. Once you have selected an Outfit/Body to alter, you will be able to adjust the various sliders which are all clearly labeled. You will notice there are two sliders for one model: the left slider refers to the smaller NPCs of the game, while the right handles the larger NPCs. By using the 'Preview' button, you can easily see the changes you are making, which includes increasing the model's weight. All Outfit/Body options are custom made by different creators, where all sliders have been put to zero to allow you to start from scratch. Presets, however, are saved combinations of altered sliders to achieve a specific look and can be built, saved, and deleted with ease. If you would like all of your NPCs to carry a specific alteration, applying a preset can be time-effective. Groups allow you to organize large quantities of Outfit/Body models from Nexus Mods, and helps to prevent presets from being added to models that don't support the sliders involved. Groups also allow similar armor sets to be stored together and can either be downloaded as a package or built yourself by using the 'Group Manager' button. Nexus Mods Until you click the 'Build' button in Bodyslide, no changes will be made in Skyrim. After this is selected, Build will identify which model you chose, check the adjustments you made to the sliders or what presets you used and then create nif files to add to your data folder to replace the default ones. People who are new to modding have to treat pieces of clothing like separate models that replace the corresponding body part, instead of lying on top of it. Therefore, every piece of armor or clothing must be built in order to create a whole, finished product. Batch Build is the tool that pulls everything together in Bodyslide, producing a completely changed model in-game. This tool allows each model to be built at once, instead of clicking Build for every separate component. Nexus Mods Even after familiarizing yourself with this guide on how to use Bodyslide in Skyrim, it will still take some getting used to, and Nexus Mods has a detailed tutorial on how to use specific functions within the mod. 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