

Fallout 4 Cbbe Vanilla Outfits



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If you don't know what CBBE is, don't worry. That's my own skin mod for Doom 3. I'm not going to go into detail about how I did this, I just thought it was time to give you guys a bit of a preview of how it looks! And here's the image! Wanna know more? You're welcome! But the FAQ: Q: Will the skins in this pack work with my own skin mod? A: No. The skins are made and designed to work with the textures and models I have. Q: Can I make my own models, textures, etc? A: Of course! Just like I did with the Downloader, you can either use my models and textures, or make your own. Q: I've downloaded your skin mod for Doom 3, and I love it! Can you make the skin for it? A: Definitely! It's just a matter of releasing my files for the downloader. Q: Does this work on Doom 2 and Doom 3? A: Yep! It's the same mod. But keep in mind, some of the textures are changed, which affects the look of it. Q: I made a custom skin mod for Doom 3, but I'd like to put it into CBBE. Will that be possible? A: Not unless you create a skin mod for CBBE first. Q: How do I use these skins? A: Simple. Head to x:\My Documents\Doom3\Textures Q: Why are the models, textures and sounds not included in the pack? A: They're not included in the pack because I'm pretty sure I've already done those things. Most of the textures are from the game. The models are a mixture of custom models and the game models. And the sound is music and sound effects from the original game. Q: Why are there no models or textures for the Demon classes? A: Because I'm not going to make them. These are just vanilla models/textures. If you want a demon class skin, you can try to make it yourself. Q: Why is the chest model of the imp still a female model? A: Because the imp model is a combination of male and female models. That's just how I did it. Q: Does this include a 82157476af

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