

How to build a house, by Calislahn

Part 1: Choosing a tile set

Before we do anything we need to choose our build site.

To do this decide where you wish to live, load it in the render window by double clicking the name, and scout the land to see if there is any free space for you to build on. Try to pick a flattish piece of land as this makes it easier. Now decide what your house will look like.

There are many different tile sets available so it is a good idea to think about the type of house you want before you start.

Below are some examples of the different types used in game for different cities and areas. All can be found under the static tab prefixed with:

ex - exterior or in - interior

Morrowind Tile Sets

Common, as found in places like Seyda Neen & Caldera.

This tile set has four different interior options:

- Plain
- Rich
- Stone
- Thatch.

Shack, as found in Hla Oad.

The exterior and interior for these buildings are numbered for easy matching.

Hlaalu, Balmora

There are two sizes for the interior, for example:

- in_hlaalu_hall - normal size
- in_hlaalu_hallt - large

Imperial, Ebonheart and Forts

Nord, Pelagiad

These are like the shacks in that they are complete and numbered, but they also have addons and rafterboards so you can make the outside seem larger or give it a second floor using a ladder or trapdoor.

Redoran, Ald'ruhn, Maar Gan.

This also comes in two sizes:

- in_r_s_int_entrance - normal size
- in_r_l_int_entrance - large

Plus there are hut and a few other complete interiors as well.

Telvanni, Sadrith Mora

There are a few choices for this one including:

- Housepod
- Manor
- Large - in_t_l
- Small - in_t_s

Velothi, Vivec

Like the Telvanni there are lots of choices:

- Large - two different sets
- Small - two different sets
- Pit

Tribunal Tile Sets

All Tribunal buildings start with the prefixes **Ex_MH** or **In_MH** the ones with **OM** are Old Mournhold, like you find under the sewers.

Bloodmoon Tile Sets

Most of the exteriors can be found near the top of the list under **BM** apart from some under **ex_S**.

The interiors are **in_BM**, **in_S** and **in_Thirsk**.

Now you have decided on a tile set we can start building.

Part 2: The Interior

Getting Started

First of all load up the relevant master files for the tile set you have chosen. For the purpose of this tutorial I shall be using the Common plain set.

Here are some shortcut keys to help you get started:

- C - center on object
- T - top view of object
- F - drop to floor
- Z - move object up or down along z axis
- A - turns lighting on in the render window
- CTRL + D - duplicate object
- V + mouse or Wheel Mouse - zoom
- Shift - rotates the camera
- Space Bar - pans the camera

Now turn on the grid snap:



and also the angle snap:



Making a New Interior Cell

At the top of the screen click on world then Interior Cell a pop up box will appear.

Choose new then type in your cell's name, I shall use Calislahn's House, then click ok.

You will also notice you can change the light settings for this cell, add water or make it illegal to sleep in. The behave like exterior button makes the inside like the outside weather of a particular region. A good example of this is Mournhold as it is all interior cells behaving like exterior ones.

When you are happy with everything click apply or ok.

Loading Your Cell

Now we need to load our new cell

Go to the Cell View and scroll down until you find your cell then double click the name. It will now load in the Render Window.

Press A to turn the lighting on, it makes it much easier to see.

Now go to the Static tab and scroll down to your chosen interior tile set.

I am going to make a two story house with two downstairs rooms and one upstairs as an example.

Entrance Room

Now to place our first piece. I find it easier to position my entrance first so I will choose `in_c_plain_room_entry`. Just drag and drop into the render window. Now move the piece slightly, this will make it snap to the grid.

Next take a side piece, `in_c_plain_room_side`, and drop in place. Right click to rotate if needed.

Press C to center on the object then press Z and use the mouse to drag the object down level with the entrance. Now press T to get a top down view and move left or right until lined up horizontally.

Next press CTRL + D this will duplicate the side piece and you can just slide it across to the other side of the entrance.

This is a quick way to do a room as it saves lots of dragging and positioning.

Now we need some corners. You may notice some pieces say `cwin` or `swin` these are **corner windows** and **side windows**. I am going to put some windows in my corners. There are three types for this set, `bay`, `rectangular` and `triangular`. I am using `bay` windows for my house.

`in_c_plain_r_cwin_bay_01` goes to the left and `02` goes on the right. This does vary between tile sets so don't assume that is the rule.

I want two exits for my room so I am going to copy my existing entrance plus the two sides and position one opposite and one to the left.

To copy more than one tile click near one edge of the first tile, but not on the tile itself, drag the mouse across and up to form a box. You should now have all three tiles selected.

- Press CTRL + D. Now rotate the three copies and line up with the left side.
- Add a corner on the end.
- Press CTRL + D again and this time line up opposite the first set.
- Copy another corner and three more sides to complete the walls.
- Place a center tile then copy until you have filled the middle.

Next we need doorjams - I'm going to use an arched one, drag and position in two of the three entranceways.

That's room one done, now for room two.

Second Room

Make this in the same way as room one. Start with an entrance again. Copy the entrance, rotate it and line up with the original, then build your room around it. There is a gap between the walls - this is normal. You will notice the doorjam is double sided so there is no need to do another one. Make this to a size of your choice, adding windows if you wish, then you are ready to tackle stairs.

Upstairs

Choose a staircase, there are normally a few different heights or lengths to choose from. I am using `in_c_plain_stair_short`.

Place at the entrance without a doorjam, the reason for this is that i've found doorjams can make you stuck on staircases sometimes.

Add an entrance at the top and build another room to the size of your choice.

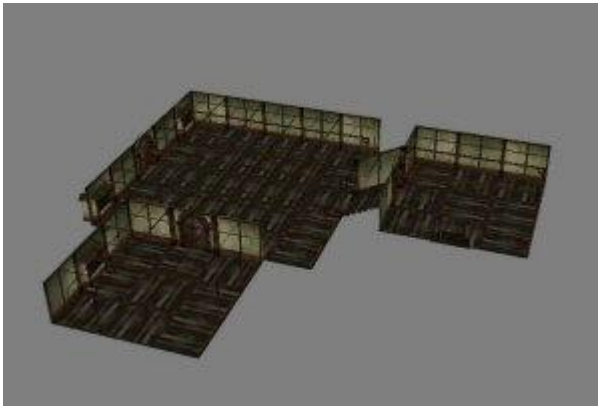
If you wish to turn a corner with your staircase just place a corner at the top, another next to it then another staircase.

It seems okay to put a doorjam at the top, i've had no problems anyway. The choice is yours.

Doors

Each tile set has a matching door or a generic door type for interior and exterior. For my house I need `in_c_door_arched` to go with my arched doorways. Drag and position in place at the entrance into your house and any rooms you wish to have doors. Double clicking on a door brings up a box where you can lock it or make it a teleport door. But before that we need to build an Exterior.

It should now resemble something like this:



Furnishing Your House

You won't need the grid snap for this, use angle snap if you wish to.

Now we are ready to furnish our house. All the furniture can be found under **static**. Scroll down until you get to objects starting with **furn**.

Beds that can be used are found in the **Activator** tab while **Misc** has lots of items like plates and stuff.

Lights are in **Light** (obviously), and so are logpiles for any fireplaces you might use.

Just experiment until you have the house of your dreams, or nightmares depending on preference.

This is where the **F** button comes in handy. Just drop in over your room and press **F** to drop it to the floor. This does not work for lights; you have to place them manually.

Now we can move on to the exterior.

Part 3: The Exterior

Choose a Good Spot

The reason I am doing this part last is because it can be more tricky to move things outside than inside. The top down view usually gives a bit better control. Hopefully by now you should be a whizz at this anyway.

Before you started on your house you should have had a rough idea of where you wanted to live. I have chosen Caldera. Now load the cell you scouted earlier and choose an exterior building from the static menu.

I used a common tile set so I am going to use `ex_common_building_02`. It is a tall building, so most of them in game are half buried so the door is at ground level. Place your house where you want it then if needed any exterior windows, doorjams or addons.

Remember to use grid snap and angle snap if it helps.

Like I said outside building can be tricky sometimes but persevere.

When you have done this it is time to place the door. Choose the appropriate door for the type of building you are using. Im using `ex_common_door_01`.

Once you have placed your door we now need to make it teleport us inside the house.



Getting Inside the House

To do this **double click** the door and the **edit box** will appear.

Check the box that says **teleport** and use the drop down menu to find the name of your house. Now click **select marker**, your house will load in the render window. There should now be a pink arrow near the door. Position in front of the door facing into the room then click **save**.

Do the same with the inside door, using the outside cell location instead, in my case **Caldera,2,2**. The arrow may not appear right outside your door so will need more positioning. Click **save**.

Landscaping

Now you can play around with plants, drystone walls, exterior furniture - whatever you like really.

That's it...

Save your mod and go have fun in your nice new house.