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-The color of the intersection of the body and the neck has not been changed. -This change makes it compatible with CBBE type equipment. The colors (1 ESP)" use "F4SE". Make sure that the version of F4SE you are using is compatible with the version of the game. With 'AnimeRace Nanako.esp' inactive, check that character creation works correctly with HumanRace. Human type Race does not have a small head even when RaceCustomizer is properly installed If there is a MOD which changes the human type race after "RaceCustomizer.esp", the changes made by RaceCustomizer are ignored. must move the "RaceCustomizer.esp" load order below the competing MODs or create a compatible patch. The heads of some race remain large even when using RaceCustomizer are ignored. You must move the 'RaceCustomizer.esp' load order below the competing MODs or create a compatible patch. Tools Used It is a wonderful tool to create and output anime-like characters and hair styles are based on the character output by this software. Without this software, the mod will never be completed. Blender 2.79Outfit StudioFo4EditNifskopeGIMP2.10paint.netMaterial EditorCubeMap CreatorCredits While there is very little information about the mod in Japanese, the site explained about custom race, skeletons, and materials in an easy-to-understand manner. Without the information on this site I could not complete this mod. To alleviate the frustration, we've already brought you a list of our top 10 power armors and now we are at it again. You can change the color of the character's skin to another type. It's a uniquely designed power armor is still a hulking badass with all the functionalities of regular power armor. What's most important the mod is of high-quality and looks great. When selected by mistake. Thanks to the modders once again for fixing their game for them. NX-6 AVALON Not lore friendly at all but completely badass nontheless Here's another Gundam armor and this one looks even more "Gundamy". Huge Update: Added 256 More Standalone Hair Colors and put them all into a single ESP file! 512 IS HERE!! TUMBAJAMBA'S COMBAT POWER ARMOR Tumbajamba has some cool power armor up his sleeve Here is another power armor from the talented modder named Tumbajamba. Thank you very much! Thanks to your help in the test play, I was able to make many improvements. And you provided a lot of screenshots for Author images. This mod makes the dream into reality and brings a fully functional CMC Power Armor to life in a spectacular fashion. Note That if you try to modify the mesh, you will need to modify a large number of parts at the same time. 私はNexusではアニメ風のキャラMODが何故削除される可能性が高いのかについて、正確な知識を持っていません。なので削除されないための対策として、このMODの改変についてはいくつかの条件を設けています。① このMODのキャラクターを裸にするMODを公開しないでください。② このMODを子供のNPCに適用させるMODを公開しないでください。② このMODを子供のNPCに適用させるMODを公開することが出来ます。そのMODを公開することや寄付 を受けることについて、私の許可は必要ありません。もし私のMODのリソースを使用して、私のMODを必要としない別のMODを作る場合は私の許可を得てください。注)このMODのメッシュは沢山の仕掛けがあり、複雑に組み合わされています。 もしもあなたがメッシュに手を加えようとする場合、非常に多くのパーツを同時に改変する必要があるので注意してください。 This author has not credited anyone else in this file This mod is opted-in to receive Donation Points Translations German Author: miku393 AnimeRace Nanakochan Chinese Translation Other Author: ww222222 Anim to check out some of our other Fallout 4 recommended mods across other categories: If you don't own the game yet, you can buy it on Amazon for PlayStation 4, or Xbox One, or PC. The added customizability makes using a power armor a real joy and it's something Bethesda should have shipped with the game. Added one pair of glasses for AnimeRace.Obtain it from the console as player.additem xx100000 (xx is the load number of esp) or using IN-GAME ESP Explorer. Type "setrace nana2" with nothing selected from the console.

2. It's a bulky power armor with the helmet being the standout visual feature, much like in his spartan battle suit. Added 5 hairstyles that look good on anime characters.There are 2 types of hair texture, you can choose whether you have cat ears or not, and there are 22 variations. The mod is very well made and you can even choose to have a custom UI that's best used when playing in first person. 1.3で追加した顔タイプをリプレイスに変更しました。 Added three types of faces that make the appearance of anime characters more attractive. The existing face type will not be changed, so if you want to use a new face type, use slm command to remake the character. Thank you so much!

I have received permission to distribute an option file to make "512 Standalone Hair Colours (1 ESP)" compatible with the anime race. ②コンソールから"slm 14"でキャラクリを開始して顔番号を変更してください。 ・NPCの場合 FO4Editを使って肌の色を変更したいNPCのRaceの名前とSkinの名前を変更する必要があります。 この画像の場所のRace名とSkin名を以下のように変更してください。 nanaRace "Human" → nana2Race "Human" 元の肌の色に戻す場合は名前を元に戻してください。 その後コンソールからslm xxxxxx(NPCのRefID) でキャラクリを行ってください。 MODの特徴このMODはアニメのような見た目の種族を追加します。この種族はいくつかのキャラクリ要素を持っています。プレイヤーやNPCとして使用することが出来ます。MODで追加されたものを含めて殆どの髪型や 頭部以外の装備をそのまま使用出来ます。このキャラクター達は様々な表情をすることが出来るのでとても生き生きとしています。このMODを作った理由 私が初めてカスミの存在を知って、テープから流れてくる可愛らしい声を聞いた時、私は彼女が間違いなく美少女だと想像しました。 そして私は無我夢中で彼女に会いに行きました。 自分のやってるゲームがBethesdaのゲームであるこ とも忘れるくらいワクワクしながら・・・ カスミに会った私は絶望していました・・・ そして同時に、この世界に理想のカスミなんて存在する筈がなかったんだという現実を思い知らされました。 私はこのままゲームを辞めるか、それとも理想のカスミを作り出すかの二択を迫られました。(それ程までに衝撃的でした。) 私は理想のカスミを作る決意をし、モデリングやキャラMOD作りの勉強 を始めて長い時間を掛けてこのMODを作りました。 こんな経緯で生まれたMODですが、皆さんがこのMODで楽しんでくれたら嬉しいです(´ω`)/インストール要件 必須MOD512 Standalone Hair Colors (1 ESP) -キャラクリの際に選択できる髪の色がとても多くなります。Caliente's Beautiful Bodies Enhancer -CBBE- -このMODを導入しない場合、全ての人型種族の頭の大きさが大きくなります。 注)RaceCustomizerをアクティブにしている間は、プレイヤーがアニメ種族(NanaRace)またはPlayerRaceでは無いセーブデータをロードしようとすると ゲームがクラ ッシュします。(ニューゲームの場合は問題ありません) アニメ種族でプレイしたセーブデータを用意してから導入してください。 推奨MOD Commonwealth Cuts - KS アニメ種族でプレイしたセーブデータを用意してから導入してください。 推奨MOD Commonwealth Cuts - KS Hairdos - ApachiiSkyHair KS Hairdos - Addon(s) with Physics Sun's Hepsy Hairs with Physics その他の髪型追加MOD -暗い場所でもキャラを可愛く見せるために必要です。 このMODの効果を得るためには、ゲーム中に追加される"Photo Light"という名前のアイテムを装備する必要があります。 -このMODのキャラクターはENBを使用するとよりアニメ風に 見えるので、キャラを可愛くしたいなら必須です。アンインストールRaceCustomizerを非アクティブ状態にします。コンソールからアニメ種族(NanaRace)のキャラクターを選択して、"setrace human"と入力し、人間種族に戻します。私のMODを削除してください。ロード順 "AnimeRace Nanako.esp"は出来るだけ後ろに配置してください。 RaceCustomizerを導入している場合、必 ず"RaceCustomizer.esp"よりも下に配置する必要があります。使用方法 キャラクリの解説動画です。 動画の前半ではキャラクリ方法を、中盤はまゆ毛とまつ毛の色の変化を紹介しています。キャラメイク用の顔は3つのタイプがあり、顔Noを変えることにより選択できます。 -タイプ① 可愛い 顔番号 01~03 -タイプ② 優しい 顔番号 04~06 -タイプ③ クール 顔番号 07~09それぞれの顔タイプはまゆ毛とまつ毛が髪の色に合わせて変化するかを選択できます。 - 顔番号 01,04,07 まゆ毛、まつ毛の色は髪の色に合わせて変化します。 - 顔番号 02,05,08 まゆ毛のみ、髪の色に合わせて変化します。 - 適番号 03,06,09 まゆ毛、まつ毛の色は変化しません。 - 目の色は選んだ顔番号に対応したものを使用してください。 目を選んだ場合、表示がおかしくなります。 コンソールから"slm 14"と入力しキャラクリを行ってください。 ニューゲームの場合、最初のキャラクリは性別だけ選択してすぐに終了します。 そのあとコンソールから"slm 14"と入力してキャラクリを行ってください。 FO4Editでパッチを作る必要があります。 この画像を参考に、アニメ種族にしたいNPCのパッチを作成し てください。 その後"slm xxxxxx(NPCのRefID) "でキャラクリを行ってください。Q&A コンソールへの移植は"F4SE"が対応していないので出来ません。 VR版は一部使用出来ているようですが、"F4SE"が使えない為不完全なようです。 私はVR版もXBOX版も持っていない為、サポート出来ません。 性が良く、動作も軽くて素晴らしいです。 私はこのENBのノイズフィルタをオフにして使用させてもらっています。 オフにするには"enbseries\enbeffect.fx"をメモ帳で開いて"floatNoiseAmount"の最後の{0.15};を{0};にします。 "ななし"(名無し)を元にして付けています。 始めは特定の名前のキャラを追加するつもりでMODを作っていました。 要素が入って"名前の決まっていない誰か"を作れるMODになったので、そのとき名付けました。既知の問題点偶にプレイヤーのまぶたが細かく動いていることがある -ピップボーイを開くか誰かと会話をすると止まります。一部の髪型の表示がおかしい頭装備(眼鏡や帽子など)の位置がズレている毒などのエフェクトを受けた時の顔の表示がおかしいトラブルシューティング 目や肌の色を 変える場合、項目にカーソルを合わせて"C"キーを押す必要があります。 それでも色を変更することが出来ない場合、LooksMenuが正しく動作していないと思われます。 LooksMenuを正しく動作させるには、使用しているゲーム本体のバージョンに対応したF4SEとLooksMenuのバージョンを使用する必要があります。 ゲーム本体が日本版の場合、最新版のLooksMenuや F4SEでは動作しないので注意してください。キャラクターが正しく表示されない、一部が紫に表示される このMODは男性キャラには対応していないので、男性キャラには対応している間は通常の人間タイプのキャラクターではプレイできません。 女性キャラで表示がおかしい場合はMODが正しく導入できていない可能性があります。
Fallout4でMODを使用するためにはいくつかの設定が必要です。それらが正しく設定できているかを確認してみてください。 RaceCustomizerを導入することで人型種族の頭の大きさが元に戻ります。セーブデータをロードしようとするとゲームがクラッシュする RaceCustomizerをアクティブにしている間は、プレイヤーがアニメ種族ではないセーブデータをロードしようとすると 一度"RaceCustomizer.esp"を非アクティブにしてゲームをロードしてください。 "AnimeRace\_Nanako.esp"のロードオーダーを一番最後にしてください。 キャラクリが正しく行えない、選択できる髪の色が増えていない "LooksMenu"と"512 Standalone Hair Colors (1 ESP)"は、"F4SE"を使用します。 使用しているF4SEのバージョン "AnimeRace\_Nanako.esp"を使用していない場合でも、キャラクリが正しく機能しているか確認してください。RaceCustomizerを正しく入れてもHumanタイプのRaceの頭が小さくならない場合 "RaceCustomizer.esp"より後に人間タイプの種族の変更を行うMODがある場合、RaceCustomizerによる変更は "RaceCustomizer.esp"のロードオーダーを競合しているMODより下に動かすか、互換パッチを作成する必要があります。RaceCustomizerを入れても一部の種族の頭が大きいままの場合 MODにより追加された種族がある場合は、必要に応じてRaceCustomizerのOptional filesを使用してください。 もし追加された種族がRaceCustomizerのOptional files Fo4Editを使用してその追加種族のSkeletonの参照先を変更するパッチを作る必要があります。使用したツール アニメ風のキャラクターを作って出力出来る素晴らしいツールです。 私のMODのキャラクターや髪型はこのソフトで出力したデータを基にして作られています。 2.79Outfit StudioNifskopeGIMP2.10paint.netMaterial EditorCubeMap Creatorクレジット 日本語でのMODに関する情報がとても少ない中、カスタム種族やスケルトン、マテリアルに関する情報がとても少ない中、カスタム種族やスケルトン、マテリアルに関する情報で大変お世話になりました。 こちらのサイトの情報が無ければ私はこのMODを完成させることが出来ませんでした。ありがとうございました! テストプレイを手伝っていただき、多くの改善を行うことが出来ました。 そしてAuthor images用に沢山のスクリーンショットを提供していただきました。どうもありがとう! 512 Standalone Hair Colors (1 ESP) The future is here, and it is full of vibrant color! This adds 256 Standalone Hair Colors for you to pick from all at once in a single ESP file. There's not much else to say but download this high-quality mod and you absolutely won't regret it. There are 16 different variations in total, a few them looking really badass, and all of them being of extremely high quality. TUMBAJAMBA'S SPARTAN BATTLE SUIT High tech astronaut meets power armor This mod will add a new, custom made, heavy-duty power armor called Spartan Battle Suit. One looks like the bulky Batman power armor while the other is a more badass spin on the Enclave power armor. Since trying to introduce the options file AnimeRace \_ 512 Standalone Hair Colors compatible files in an NMM environment does not seem to work, I have included the json file in the main file. The original 512 Standalone Hair Colors (1 ESP) are still required after this fix. The mod even comes with a 2k and a 4k texture option. Requirements 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 are not 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 from me before you are 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 Console modding permission This mod will not be available on Bethesda.net for console users I was advised to be careful because there is a high possibility that animated character MODs will be deleted on Nexus.I don't know exactly why anime character MODs are likely to be deleted.So, to prevent the MOD modification.1. Please do not release a MOD that applies this MOD to a child NPC.3. Do not modify this "MOD" to make it look like a child.Unless you violate the above conditions, you may modify the mesh or texture of this MOD and release it as a MOD.I don't need my permission to release the MODs or to receive donations. If you use my MOD resources to make another MOD that doesn't need my MOD, please get my permission. Note) This MOD mesh has a lot of gimmicks and is a complex combination. I have corrected the problem that there was a sense of incongruity in the connection between the neck and the body of face number 01 ~ 06. Type "setrace" with nothing selected from the console 2. Fixed problems with unnatural glossiness in the hands. Added one eye color. -Please refer to DESCRIPTION for how to change. Hairstyles nanako03 and nanako06 have been modified so that they are less likely to hide in the body. Start character creation with "slm 14" from the console and Skin names of the NPC you want to change the skin color using FO4Edit. Change the Race and Skin names in the location of this image as follows. nanaRace "Human" — nana2Race an anime character. This race has several character customisation elements. You can use it for player or NPC. You can use most hairstyles including those added by the mod and equipments other than the head separately. These characters are very expressive because they have various facial expressions. Why did you make this mod? When I first learned about Kasumi and heard her cute voice on the tape, I imagined that she was definitely a beautiful girl. I was so excited that I even forgot that the game I was playing was made by Bethesda. I met Kasumi and I was devastated. At the same time, I realized that my ideal Kasumi could not exist in this world. I had to choose between quitting the game or creating my ideal Kasumi, so I started studying modelling and making character mod and spent a long time making this mod. The mod was born in this way so I would be glad if you enjoy this mod.Installation Requirements Required mod 512 Standalone Hair Colors (1 ESP)

-When you do character creation, you will be able to choose a lot of hair colours. Caliente's Beautiful Bodies Enhancer -CBBE
- If this mod is not introduced, the head size of all humanoid race will be large.

- Note: While RaceCustomizer is active, if a player tries to load saved data other than the anime Race (NanaRace) or PlayerRace, the game will crash.

(There is no problem with new game.)

- Prepare save data played in anime race (NanaRace) before using. Recommended mod

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- Prepare save data played in anime race (NanaRace) before using the played in anima race (NanaRace) before using the played in anima race (NanaRace) before using the RaceCustomizer. Select a character from the Anime race (NanaRace) from the console and enter "setrace human" to return it to the human race. Please delete the mod. Load order Place "AnimeRace \_ Nanako.esp" at the bottom-most of the order if possible. If you enable RaceCustomizer, be sure to load it below "RaceCustomizer.esp". How to use This video explains the character creation. In the first half of the video, the character creation is introduced. There are three types of character faces, and you can select one by changing the face number.

-Type 1: Cute face 01 ~ 03 - Type 2: Pretty face 04 ~ 06 -Type 3: Cool face 07 ~ 09 For each face type, you can choose whether your eyebrows and eyelashes are synchronized with your hair colour. - Face 01, 04, 07 The colour of eyebrows and eyelashes changes to match the hair colour. - Face 02, 05, 08 Only the eyebrows change to match the colour of the hair. - Face 03, 06, 09 The colour of eyebrows and eyelashes will not change. About eye colour selection Use the eye colour that corresponds to the face number, it will look strange. Enter "slm 14" to create a character. When starting a new game, the first character creation, please select only the gender and finish the character creation. After that, enter "slm 14" from the console and do character creation. You need to create a patch with FO4Edit. Use this image as a guide to create an NPC patch for animerace. After that, please do character creation with "slm xxxxxx (NPC RefID)".Q&ACan it be ported to the console version or VR version?

I don't have a VR version or XBOX, so I can't support it.

THE ENHANCER

This is based on a Japanese word 'nanashi' (In English, 'no name'). At first, I wanted to make the mod with the intention of adding a character with a specific name. However, because it includes character creation element, it became mod about making an unnamed person, so I named it after that. Known Issuessometimes the player's eyelids can become twitchys - It stops when you open the pipboy or talk to someone. In rare cases, character's facial expressions may not work. Some hairstyles look strange. Trouble shooting Unable to change the color of the eyes or skin

To change the color of your eyes or skin, move the cursor to the item and press the "C" key. If you still cannot change the color, LooksMenu may not be working properly. For LooksMenu to work properly, you must use the F4SE and LooksMenu to work properly. For LooksMenu to work with the latest version of LooksMenu or F4SE.Characters are not displayed correctly, some parts are displayed in purple. This MOD does not support male characters, so it cannot be used for male characters, so it cannot be used for male characters, so it cannot be used for male characters, the mod may not have been installed correctly. Using mod with Fallout 4 requires some setup. If you are feeling frustrated at the lack of diverse power armor in Fallout 4 - don't worry, you are not alone. It adds two new, amazing-looking power armor formula. WAR MACHINE Mark 2 standing by In retrospect, having a power armor looking like an Iron Man suit is a no brainer. This race has several character customisation elements. These characters are very expressive because they have various facial expressions. The mod does have minimal clipping issues, but the perks of using them far outweigh that small issue. Seeing as the Fallout 4 modding community is alive and kicking and Fallout 76 is still as bad as ever, here are a couple of more awesome power armors for you to stop around the Commonwealth. The author took inspiration from other Warhammer games to even provide you with a ton of customizable color schemes and armor details that easily make this mod one of the best power armor mods out there. War Machine mod does just that and while you won't be as agile as the real powerhouse. ULTRACITE POWER ARMOR An amazing power armor almost wasted on a bad game If Fallout 76 had one thing done right, it was the design of the Ultracite power armor. EXCAVATOR POWER ARMOR Contrary to the name, you won't be doing any excavating with this one Here's something that, at first glance, looks a bit less combat-focused and a bit more industrial. With 4 different variants included, you can live out your fantasies of controlling of flying around in an anime-inspired mech suit in a world populated by primitive post-apocalyptic gangs. Fixed a bug with eyes of face number 01-03 type. I reworked my eye effects. The armor is definitely overpowered and is best suited for those who care most about "looking like a badass" factor. The mod itself is really high quality with the armor looking really great and being highly customizable so you can really make it your own. C.M.C POWER ARMOR Starcraft and Fallout are a match made in heaven. We've already said that blending Fallout power armor and the one worn by Space Marines is awesome and logical fusion. This one has custom-built 3D models for the armor as well as custom textures and sound effects for some Space Marine weapons which you also get in the mod. It fits into the world of Fallout perfectly and looks great to boot. RELIC SPACE MARINE This has got to be our favorite power armor mod out there Our first list of top Fallout perfectly and looks great to boot. featured a Warhammer space marine power armor, but the Relic Space Marine takes it to a whole new level. Start character creation with "slm 14" from the console and change the face number. - How to return to the default skin color 1. Just take a look at the screenshot and you'll see what I mean. We don't recommend it though as the armor looks so good it'd be a shame to not look at it by playing in first person. Please check that they are configured and installed correctly. Head size of human type race is strange.

Enabling RaceCustomizer is active, the game will crash if the player tries to load save data that is not an anime race. Please deactivate "RaceCustomizer.esp" once and load the game. There are very few hairstyles you can choose with character creation. Make the "AnimeRace" Nanako.esp" load order last. Character creation doesn't work correctly. Applying different color schemes on it can even make it look more intimidating and so militaristic that you'll forget it's even called an excavator power armor. Save and exit the game. 3. Where his spartan battle suit looked like it could fit an astronaut, this one is definitely designed for combat. It does require an additional Visible weapons mod to function properly but once you have that you're set. This mod adds a race that looks like an anime character. The suit looks great and we feel like it's a perfect fit for the world of Fallout. GUNDAM POWER ARMOR Yes, you also have an option to be taller than a building Who cares about being lore-friendly when you can look this badass? Restart the game and load the saved data of 2. Because the color of the body was thin compared with the color of the face, I corrected it to a near color, FO4 WAR TAGS Finally, some badass paint jobs for power armor, it brings new paint jobs that make the old ones look completely new. The standout feature is the glass visor on the head through which you can even see your character. MIDWEST POWER ARMOR EVOLUTION Superman better hide This is probably one of our most favorite Fallout 4 power armor mods and it's easy to see why. ・キャラクターをよりアニメっぽく、魅力的にする3種類の顔を追加しました。 既存の顔タイプには変更を加えないので、新しい顔を使用し たい場合はslmコマンドでキャラメイクし直してください。・アニメキャラに似合う新しい髪型を5種類追加しました。 髪の質感が2種類、猫耳の有無を選択でき、22のバリエーションがあります。・AnimeRace用の眼鏡を1つ追加しました。 コンゾールからplayer.additem xx100000(xxはespのロード番号)と入手するかIN-GAME ESP Explorerを使用して入手してください。・目の色 を選択する際に別のタイプ用の目が選択されにくいようにしました。 目の色を1つ追加しました。 ・手に不自然な光沢があった問題を修正しました。 ・NMM環境でオプションファイルのAnimeRace 512StandaloneHairColors compatible filesを導入しようとすると上手くいかないことがあるようなので、jsonファイルをメインファイルにも含めました。 この変更後もオリジナルの512 Standalone Hair Colors (1 ESP)は必要です。 I'm not good at English.I am with the help of Mr. Nagas17 to create this description.日本語での説明は下の方にあります。Note: Please do not post pictures or videos in adult categories using any character(s) in this mod on Nexus.Note: This MOD does not support male characters yet.How to change the type of skin color added in v1.5 - How to change to tanned skin. 1. -This will no longer cause the character's eyes to glow in dark places. Since the rest of the game is not as good, someone luckily decided to recreate it in Fallout 4 for some singleplayer enjoyment. Standard, Darkened, Black, and Dark Brown Eye Brow colors are available.

