

# Sims 3 Laganaphyllis Simnovorii Aka The Cow Plant.rar

Under normal circumstances the sims 4 scene was isolated and I didnt interact much with other simmers. But due to a lack of submission for Custom Content on this particular Sim, I got a ton of requests from others. Gameplay wise, I was pretty happy with this, some work has been put into particular things like the facial animation. I figured some of the Sims play similarly and thought id try and smooth out some things a bit. The only major change that I made were the default hairstyles that the sims 4 had. They are very similar to those from sims3. Be aware however, as these do not take into account the skin tone of the sim. But thats fine. S4 is designed for the dark skins and default hairstyles wont work for it. If you have a fair skin sim you can use them. I also made the default exteriors a little flat. Like several of my sims I just dont like odd weathering. And I polished the inside a little. As far as Sims 3 is concerned - SimCount is something that i have tried and that id say works very well, but also is not for S3 because theres not the natural sims 3 polygons. But there are some high poly Sims 3 meshes for sale if you search Google, some artists have set prices for the time that i think they took to do that mesh and a few others but they just dont have normal polycount. I have been having a lot of fun doing this so far, as im learning all the time. Someday in the future i might be able to tell you guys something useful, like settings on another level that i think all artists should understand and know. With that, I have also been uploading some of my work on photobucket to offer a glimpse of what i want to do, like portraits and person-specific stuff like hair tutorials, Sims 2 Sims 3, etc. This is not only mine, other people also have very good meshes for sale (like the guy with the fox ufo) - they might be the best meshes they ever tried that went bad when they hit 10,000+ before they discovered the downsides. Or maybe they even didnt know how to scale that high? Just for the record, i have converted like 2 of my models into S3 with my own settings, lol. Still, YMMV :) or at least thats how it feels, im just saying to try something new. Thats all.



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a little something ive been planning to do for a while, and finally did. these are 24 new trait objects: 12 for favorite color, and 12 for disliked color. they work like the ones from the traits project so the idea is to place them in your sims inventories. now, when i first started i actually sent her this file because i was a noob and needed help. this mesh was way too high for sims, as most 3d models from the web are, and i wound up scrapping it because i didnt know better. now, i give over a tiny tool that will help you big time with polycount. so what do they do just on their own, theyre an easy way to randomize and keep track of sims color preferences in-game. i also have some plans for mods that make use of these, but i decided to share them separately as it might take a while before ill get those done. if youd like to use these for your own mods, feel free to! so what do they do just on their own, theyre an easy way to randomize and keep track of sims color preferences in-game. i also have some plans for mods that make use of these, but i decided to share them separately as it might take a while before ill get those done. if youd like to use these for your own mods, feel free to! also some of them arent even that useful because the default color remains unchanged, i also included a modified version of this mod. the one in the videos got the red as default and the blue as colored. this one keeps the red as default, but changes the blue to a color from which one can decide which one is more dominant. unfortunately im not able to supply my textures, as i only own and have access to sims 1 and 2. but there are sims 3 skins in the original package, and you can change the colors with that as well, look for the 'colorscript.zsx' file in the zip. i also already mentioned that i have a pack of 983 such hairs in skyrim (i checked the actual number! and i do have all npcs with them), along with high res texture replacements for everything, a lot of script-heavy mods and game runs smooth. stable 60 fps. but sims 2 is 30. if ill remove all cc it will go up. i also already mentioned that i had no stuttering or any other problems with witcher 3 and rdr2 on high, and ive seen a lot of ppl complain that rdr2 stutters, so i think that my pc should be able to handle 2008 game (even with high poly stuff) when it handles 2020 graphic heavy game with ease. im on i5, 1060, 32gb ram. do you actually play the game do all your sims (including townies) have high poly hair and clothes do you build with high poly meshes if so i would def want to know what magic settings you edited to make that happen (no sarcasm) though i would like to see a screen with whats your fps cos im just not believing that,sorry. p.s. hope youre not considering this as a hostility, but a discussion, cos thats what it is to me. 5ec8ef588b

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