



Workshop Home About Workshop

Create, discover, and download content for your game

Start browsing below to find player-created content for your games. Interested in creating content? Click [here](#) to learn more.

Browse All Workshops Search for a Workshop

 33 items	 1 items	 14 items	 1 items
 32 items	 1 items	 3 items	 0 items

SORT WORKSHOPS

Most Recent

Alphabetical

Showing 1-8 of 1,830 results < 1 2 3 4 5 6 ... 229 >

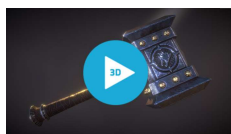
LATEST WORKSHOP NEWS

Workshop Items Now Support Sketchfab Interactive Previews

March 25, 2016 - Alden

When preparing the Workshop page for your mod or item, you now have the option to include a 3D Sketchfab preview of your item along with your videos and screenshots.

Here's an example from johnskyrim's Doomhammer, a Skyrim weapon mod:



Sketchfab Model: Doomhammer

johnskyrim

This can be used to provide an interactive 3D presentation of your model, scene, or item that users can zoom, pan, or rotate around to get a better view of your submission.

Join the Steam Workshop Community Group

For the latest news and discussions

ABOUT - THE WORKSHOP

Ever dreamed of seeing your brilliant ideas come to life in games played by millions of people? Now you can, with the Steam Workshop. Here you can submit, find, rate, and download new content and modifications for your favorite Steam games.

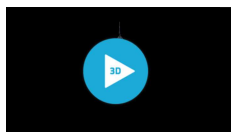
Different games may use the Steam Workshop in different ways, but everything here is created by members of the Steam community, just like you.

Subscribe to RSS feed

To include a Sketchfab preview, you'll need to create a free account on Sketchfab's website (<http://sketchfab.com/>) and upload your model there similar to how you go about posting a video to YouTube. Once your item has been posted to Sketchfab and you have a page on their site, you may enter that URL in the new field provided in the Steam Workshop when editing the screenshots and videos for your item.

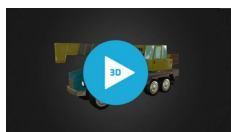
The Sketchfab preview can also be inserted into Steam Community Discussions, Announcements, and Greenlight submissions.

Here are a few more examples:
City Skylines:



Sketchfab Model: Two Prudential Plaza

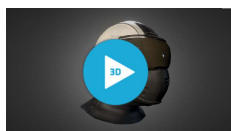
Koesj



Sketchfab Model: Industrial crane [Cities: Skylines]

The Sinking Sun

XCOM 2



Sketchfab Model: Hyperion M

doruben

[See all 13115 comments](#)

Removing Payment Feature From Skyrim Workshop

April 27, 2015 - Alden

We're going to remove the payment feature from the Skyrim workshop. For anyone who spent money on a mod, we'll be refunding you the complete amount. We talked to the team at Bethesda and they agree.

We've done this because it's clear we didn't understand exactly what we were doing. We've been shipping many features over the years aimed at allowing community creators to receive a share of the rewards, and in the past, they've been received well. It's obvious now that this case is different.

To help you understand why we thought this was a good idea, our main goals were to allow mod makers the opportunity to work on their mods full time if they wanted to, and to encourage developers to provide better support to their mod communities. We thought this would result in better mods for everyone, both free & paid. We wanted more great mods becoming great products, like Dota, Counter-strike, DayZ, and Killing Floor, and we wanted that to happen organically for any mod maker who wanted to take a shot at it.

But we underestimated the differences between our previously successful revenue sharing models, and the addition of paid mods to Skyrim's workshop. We understand our own game's communities pretty well, but stepping into an established, years old modding community in Skyrim was probably not the right place to start iterating. We think this made us miss the mark pretty badly, even though we believe there's a useful feature somewhere here.

Now that you've backed a dump truck of feedback onto our inboxes, we'll be chewing through that, but if you have any further thoughts let us know.

[See all 11521 comments](#)

Introducing New Ways to Support Workshop Creators

April 23, 2015 - Alden



The Steam Workshop has always been a great place for discovering community-made mods, maps, and items for a variety of games. Starting now with The Elder Scrolls V: Skyrim, the Workshop is also a great place for community content creators to earn money by selling their greatest works.

We think this is a great opportunity to help support the incredible creative work being done by mod makers in the Steam Workshop and to encourage more top-quality work. This new feature allows mod authors to choose whether to list their items for a fixed price, for pay-what-you-want, or to make their item available for free. As a customer and fan of Skyrim, you're able to explore both paid and free mods, quests, and items.

The whole feature is best explained in the full press announcement and on the detailed announcement page and FAQ here: <http://www.steamcommunity.com/workshop/aboutpaidcontent>

Along with these new options available to mod-creators, we've added a few features to support the experience and make everything as easy as possible:

Free, Paid, or Pay What You Want

With over 24,000 free mods available for Skyrim in the Steam Workshop, there will always be lots to do and explore for free. Now you can also find mods with a specified price, or mods where you can choose how much you wish to support the creators. The price is up to the mod creators.

Try any mod, Risk Free

When shopping for anything, it's still important to spend a little time learning about any product you are about to purchase. But, if after purchase you find that a mod is broken or doesn't work as promised, you can easily get a refund of that mod within 24 hours of your purchase. View the full refund policy [here](#).

Play Skyrim For Free This Weekend

If you're new to Skyrim and haven't yet tried it out, now is your chance. Available now through April 26th, Skyrim is free to play. Just visit the [Skyrim store page](#) and click the 'play' button to download and start playing. If you decide you want to keep the game, it's also on sale for 75% off regular price!

Explore New Content

To prepare for this announcement, we've asked a few community mod makers to prepare some content for release. [Browse Paid Skyrim Mods](#)

Calling Creators!

Whether you're just getting started or are already a professional artist or developer, now you can make money from your creations in the Steam Workshop.

Starting with The Elder Scrolls V: Skyrim, you can make new cosmetic items, custom skins, fancy houses, epic quests, entire new cities, or just a new hat for Lydia. Once you've made your creation, you can easily set a price and earn a portion of each sale made through the Steam Workshop.

Plus, many more of your favorite Workshop games will support paid content in the coming weeks. Check out the full announcement and FAQ for more details.

[See all 7513 comments](#)

Content Creators Earn Over \$50M Through Steam Workshop, Can Now Earn Money in More Games

January 28, 2015 - Alden

When we launched the Workshop late in 2011, we expected that it would grow, but not that it would grow this much, this quickly. So far, the total payments made to individuals for the creation of in-game items sold in Team Fortress 2, Dota 2, and Counter-Strike: Global Offensive have passed \$57 million. This money was earned by over 1,500 contributors spread out across 75 countries.

New Curated Workshops

The limitation of paid, revenue-generating Workshops to Valve content has been an unfortunate consequence of the sheer number of challenges required in order to scale to a global audience of creators and players. Today we're happy to announce that after a ton of work, the first curated Workshops for non-Valve games have opened: *Dungeon Defenders: Eternity* and *Chivalry: Medieval Warfare*.



This is really exciting news and means that more high quality content will be available for the game you love playing. Plus, purchases of this great new content directly enables those community members to continue practicing their craft and making more awesome content.

We expect more curated Workshops to become available for creators and players in various games over the coming weeks and months.

Introducing Revenue Tools For Workshop Authors

The Workshop has continued to grow and a larger number of contributors are now earning revenue from more pieces of content in a wider variety of games. To help answer questions about where revenue is coming from, we're also launching a set of new tools that enable contributors to view real-time sales data for their items as well as view detailed per-item revenue breakdowns and historical statements.

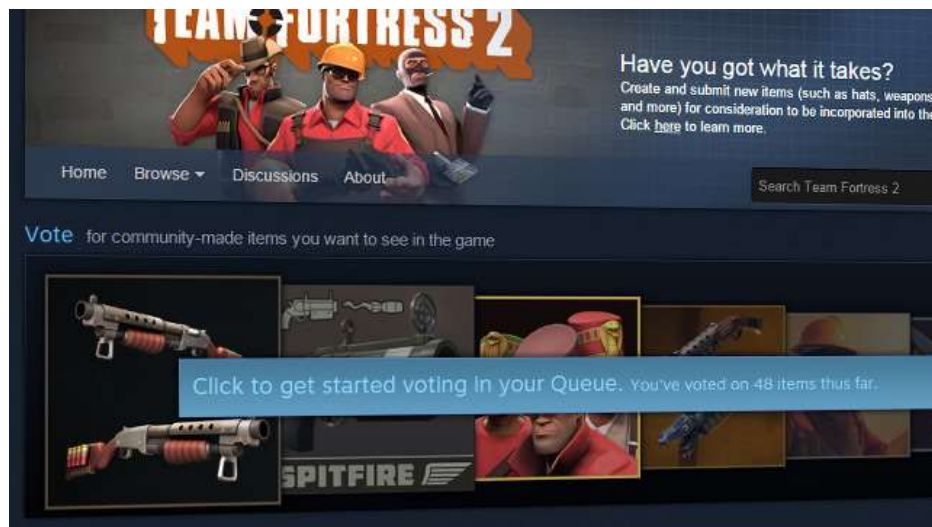


Once you have content accepted into a paid, curated Workshop, you'll see a link to "View Your Revenue" from your "My Workshop Files" page. If you don't have any content accepted yet, now's a great time to get involved!

[See all 2645 comments](#)

Steam Workshop Update Adds Voting Queue and Updated Home Pages

November 14, 2014 - Alden



We just released an update for the Steam Workshop that adds a voting queue for item selection and a new home page for each Workshop to highlight cool content.

New Voting Queue

Workshops for games such as Team Fortress 2, Dota 2, and Counter-Strike: Global Offensive include a type of items that players vote on to help determine which items can get accepted and made available for use in the game.

Workshops with these types of items now have a voting queue, similar to the queue in Greenlight or on the Steam home page. This queue will make it easy to discover new and interesting items to vote on, and will help the game teams get a better measure of community interest on the variety of items being considered for use in the game.

New Home Pages For Every Workshop

Each product Workshop now has a new home page design, helping to highlight the most interesting content in the Workshop, and to also better expose a variety of ways to browse the Workshop. With this new home page, customers can now more easily see mods, maps, or items created by authors they follow, see what their friends are marking as favorites, and read about recent Workshop news from the game teams.

This new home page also provides space for games to run special events such as themed contests, or to highlight new types of content supported by their Workshop.

This update has automatically applied to all games and software with a Steam Workshop, so just check out your favorite Workshop to see these new features.

Other changes:

- Added views for most popular items over trailing three-months, six-months, and year. This only applies to ready-to-use content such as mods and maps.
- Adding tabs lists to the home page for ready-to-use items. These lists include a new 'Most Subscribed' list as well as 'Most Popular' and 'Most Recent'.
- Adding larger voting controls to item voting to support the voting queue.

- Removing comment threads from the main page for items to be voted on. Giant ASCII art is now relegated to the 'comment' tab on each Workshop item.
- Hiding star ratings on items to be voted on to help avoid biased voting.

[See all 8572 comments](#)

[View All Workshop News](#)



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