



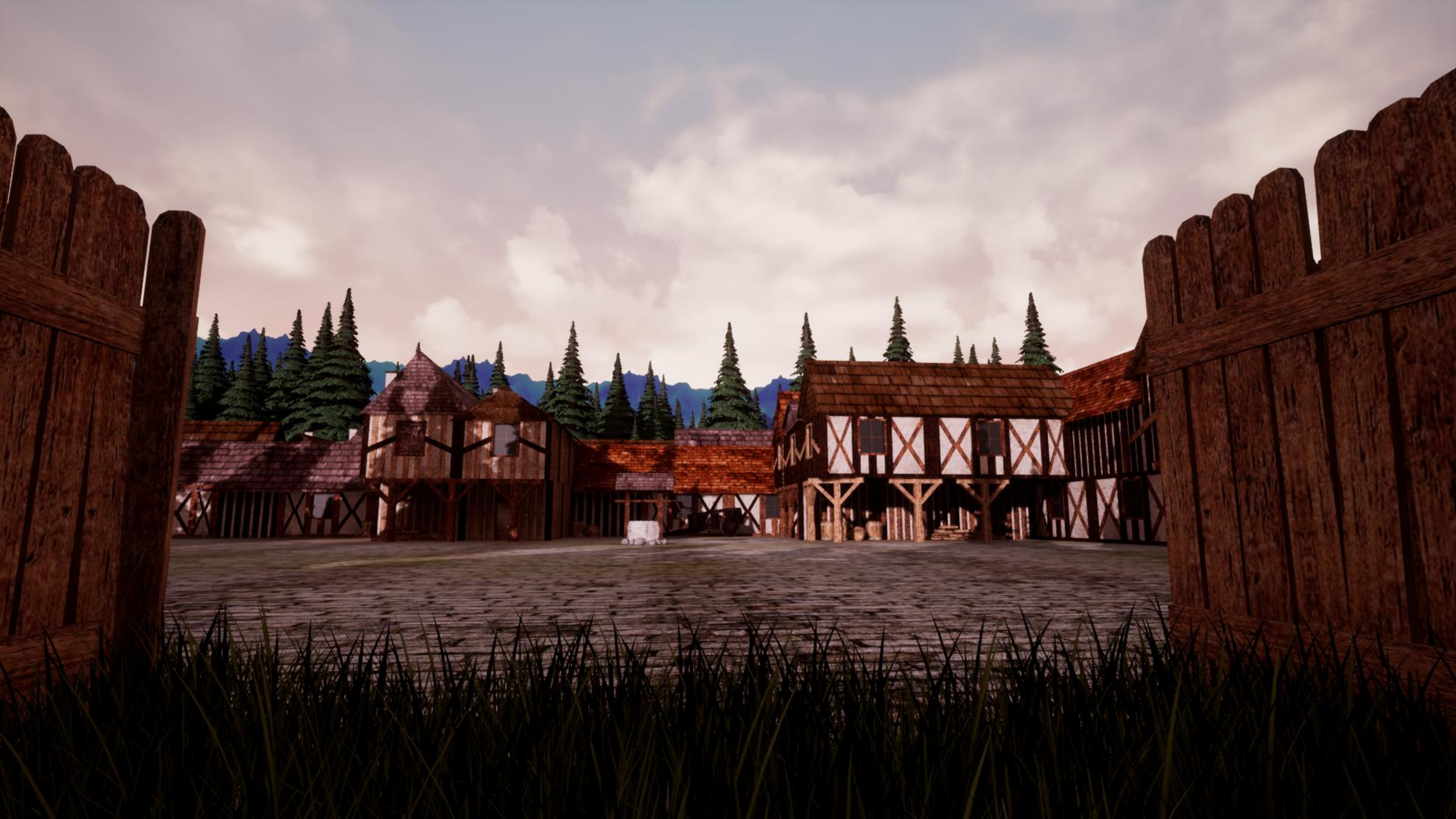
Medieval Town Center

Katrina Tejeda

Final Project Part 8

ITGM 336 OL

Spring 2019

















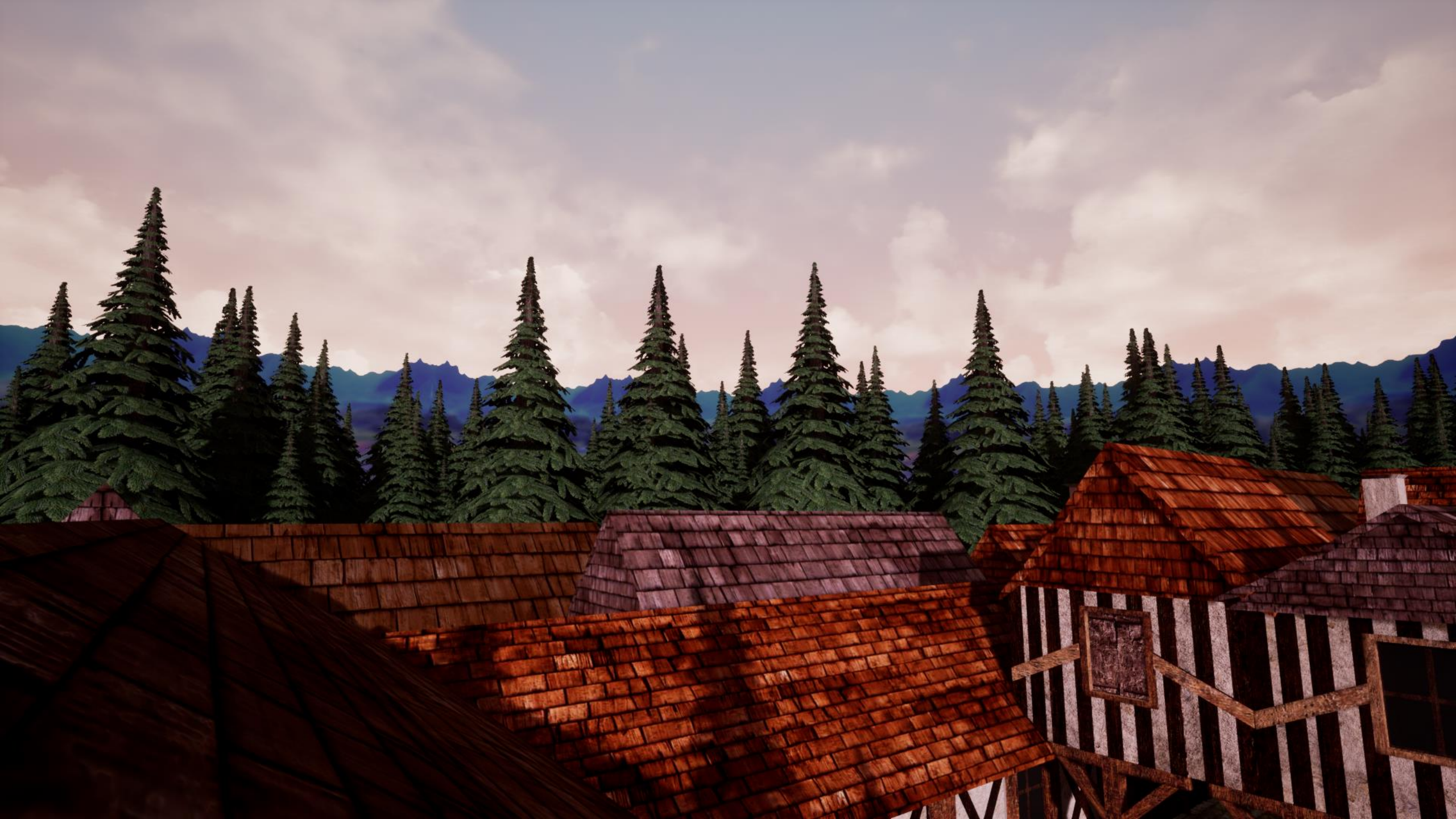












Flythrough Video Link:

<https://www.youtube.com/watch?v=8a9OIAf17yk>

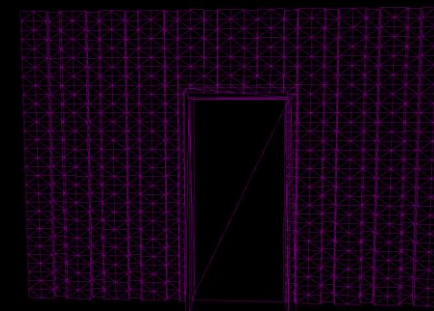
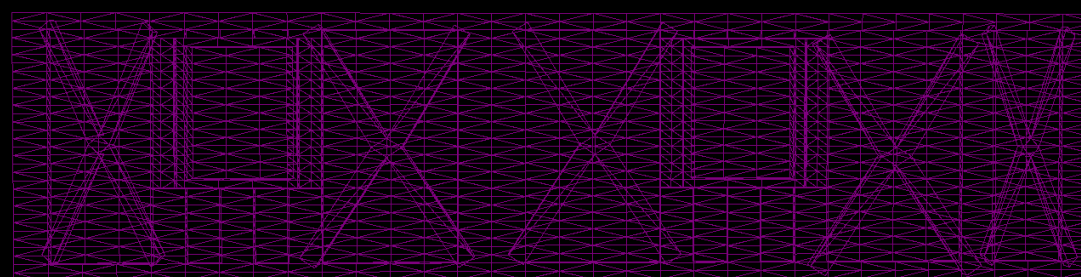
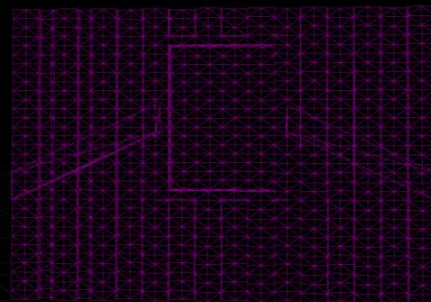
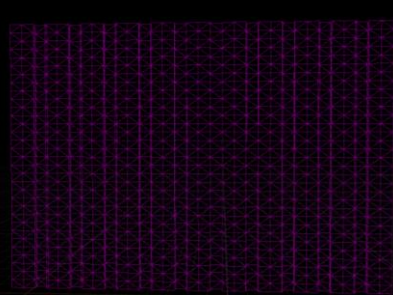
Walls – Wireframes & Specs

Verts: 1815
Edges: 3542
Faces: 1728
Tris: 3456
UVs: 2475

Verts: 2059
Edges: 3583
Faces: 1541
Tris: 3126
UVs: 2803

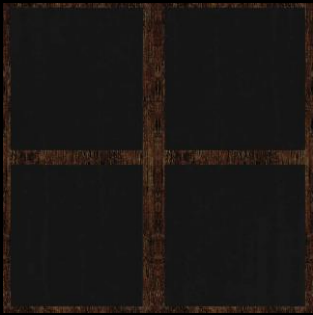
Verts: 2191
Edges: 4276
Faces: 2091
Tris: 4182
UVs: 3881

Verts: 1586
Edges: 3043
Faces: 1460
Tris: 2928
UVs: 2147



Walls – Textures & Maps

Diffuse / Specular / Normal



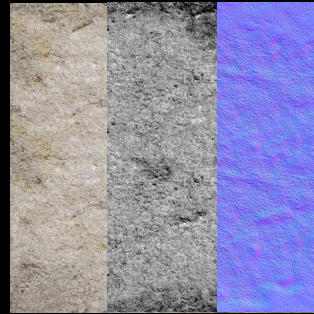
Window



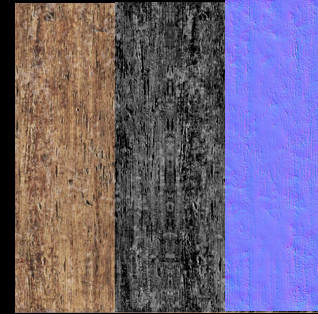
Door



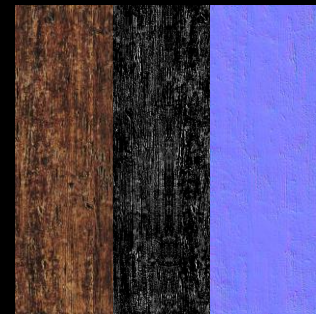
Shutters



Wall



Wood1

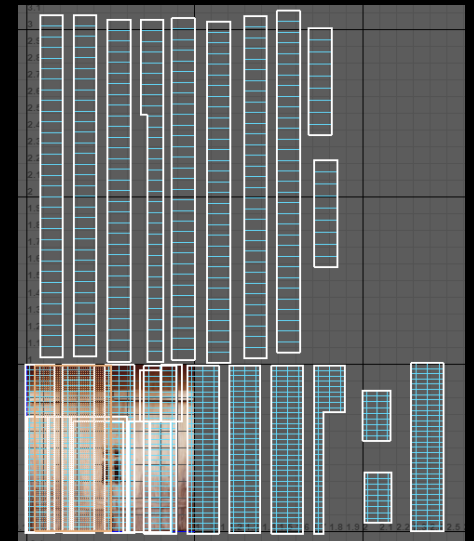
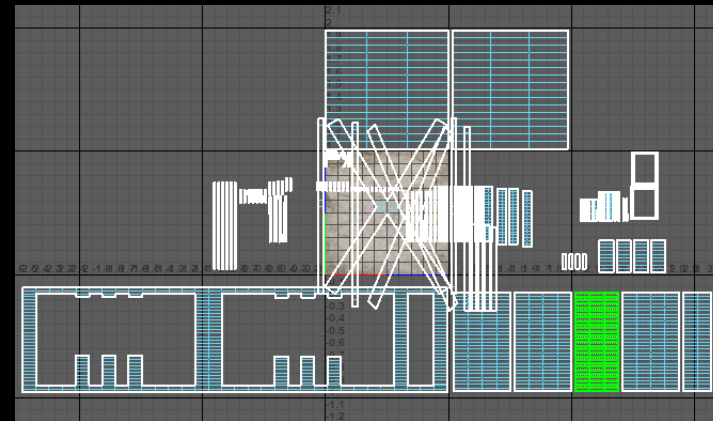
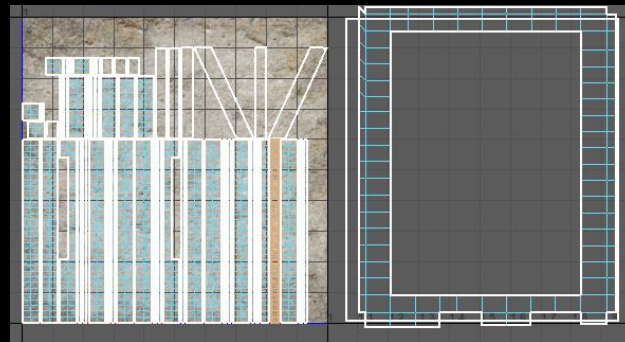
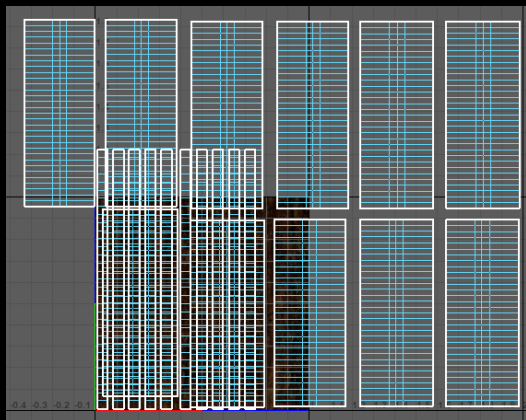


Wood2



Wood3

UV Maps

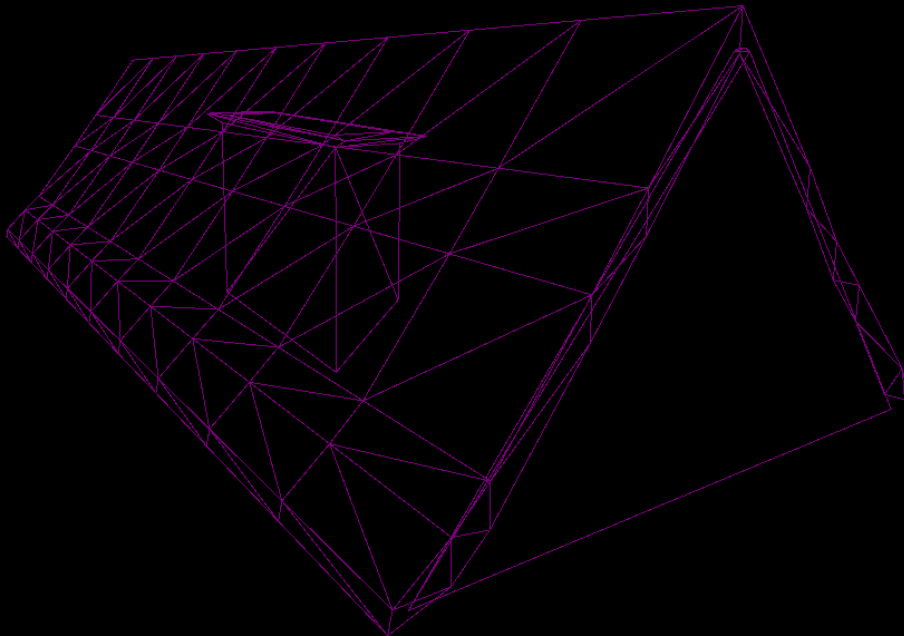
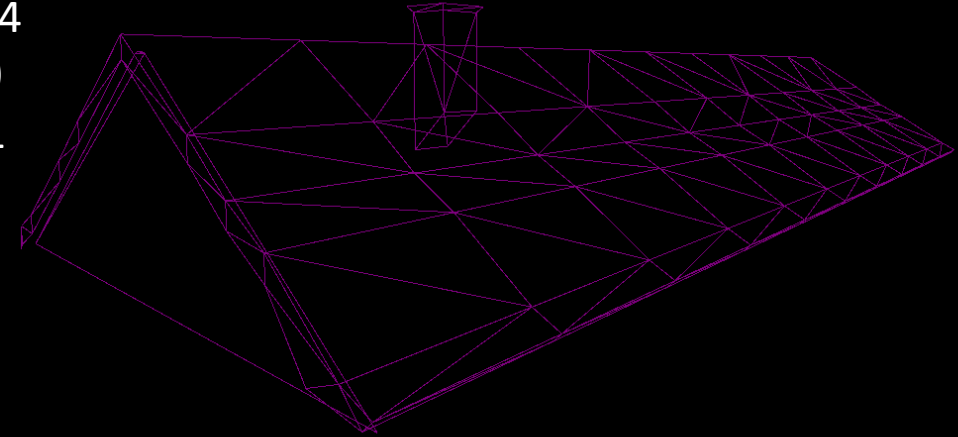


Roof — Wireframes & Specs



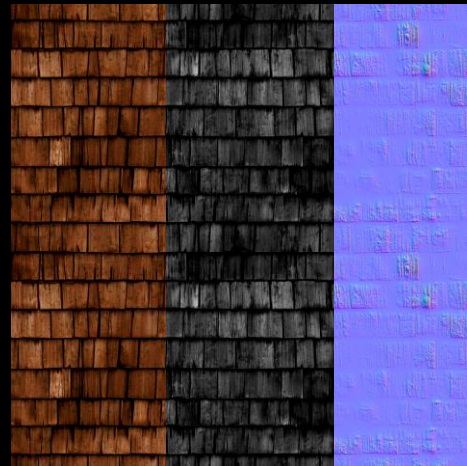
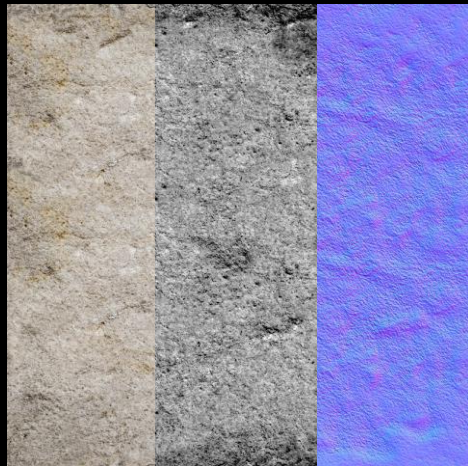
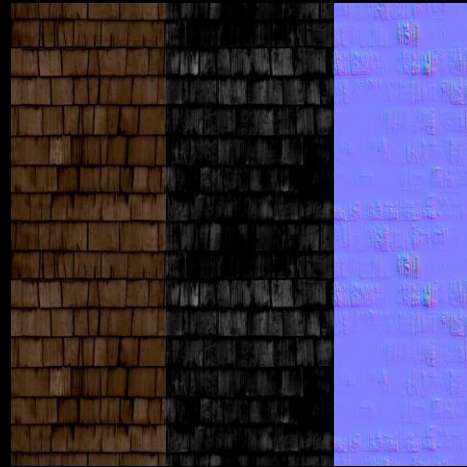
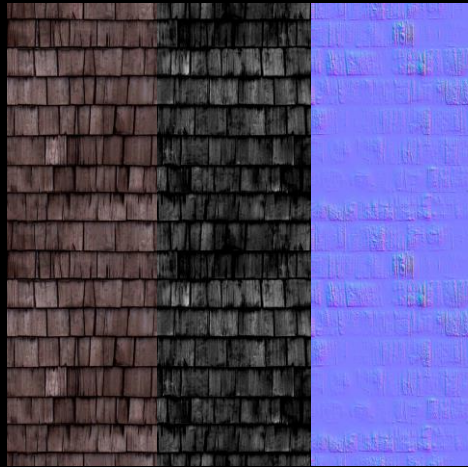
Verts: 183
Edges: 331
Faces: 151
Tris: 304
UVs: 224

Verts: 144
Edges: 255
Faces: 114
Tris: 230
UVs: 171

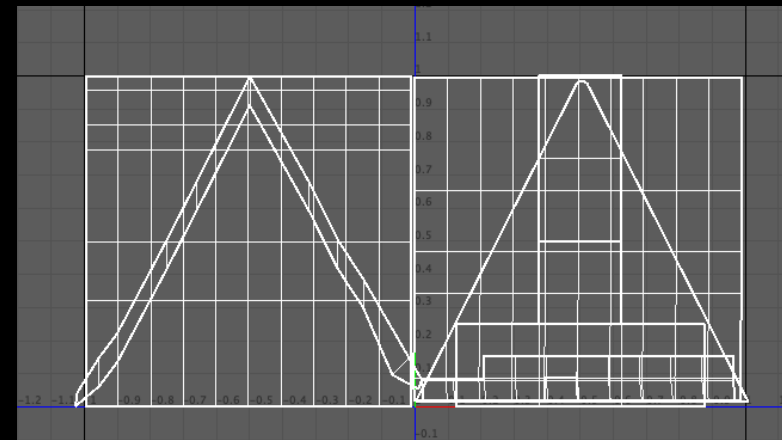
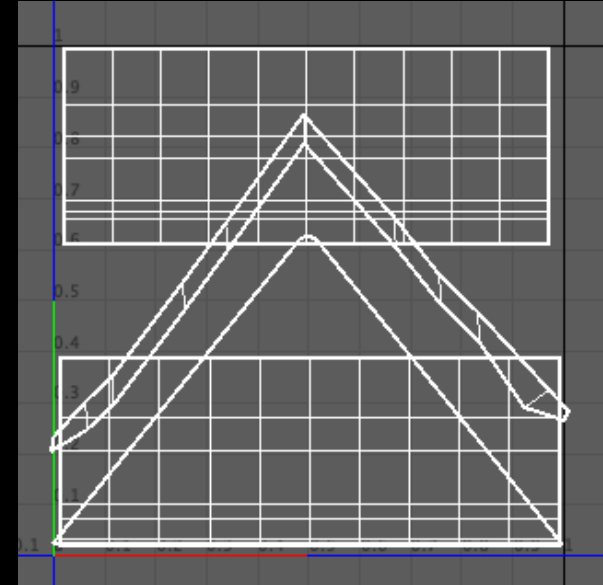


Roof – Textures & Maps

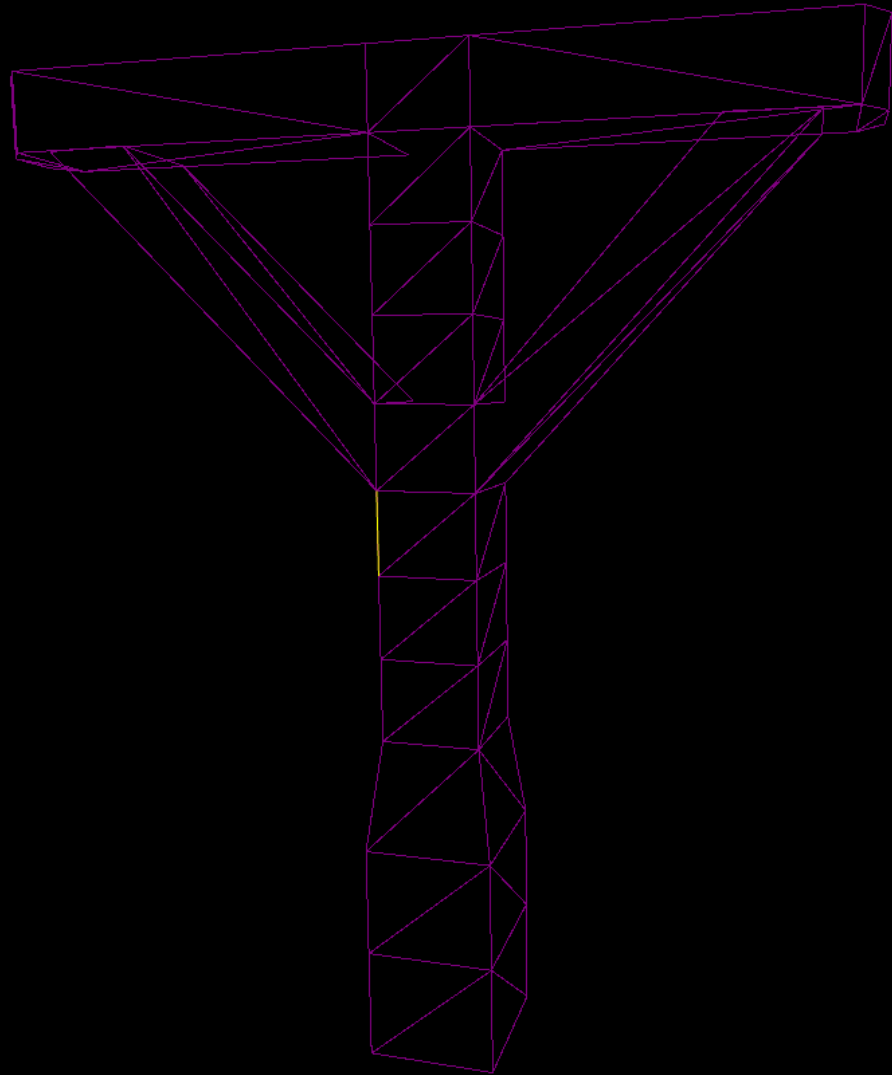
Diffuse / Specular / Normal



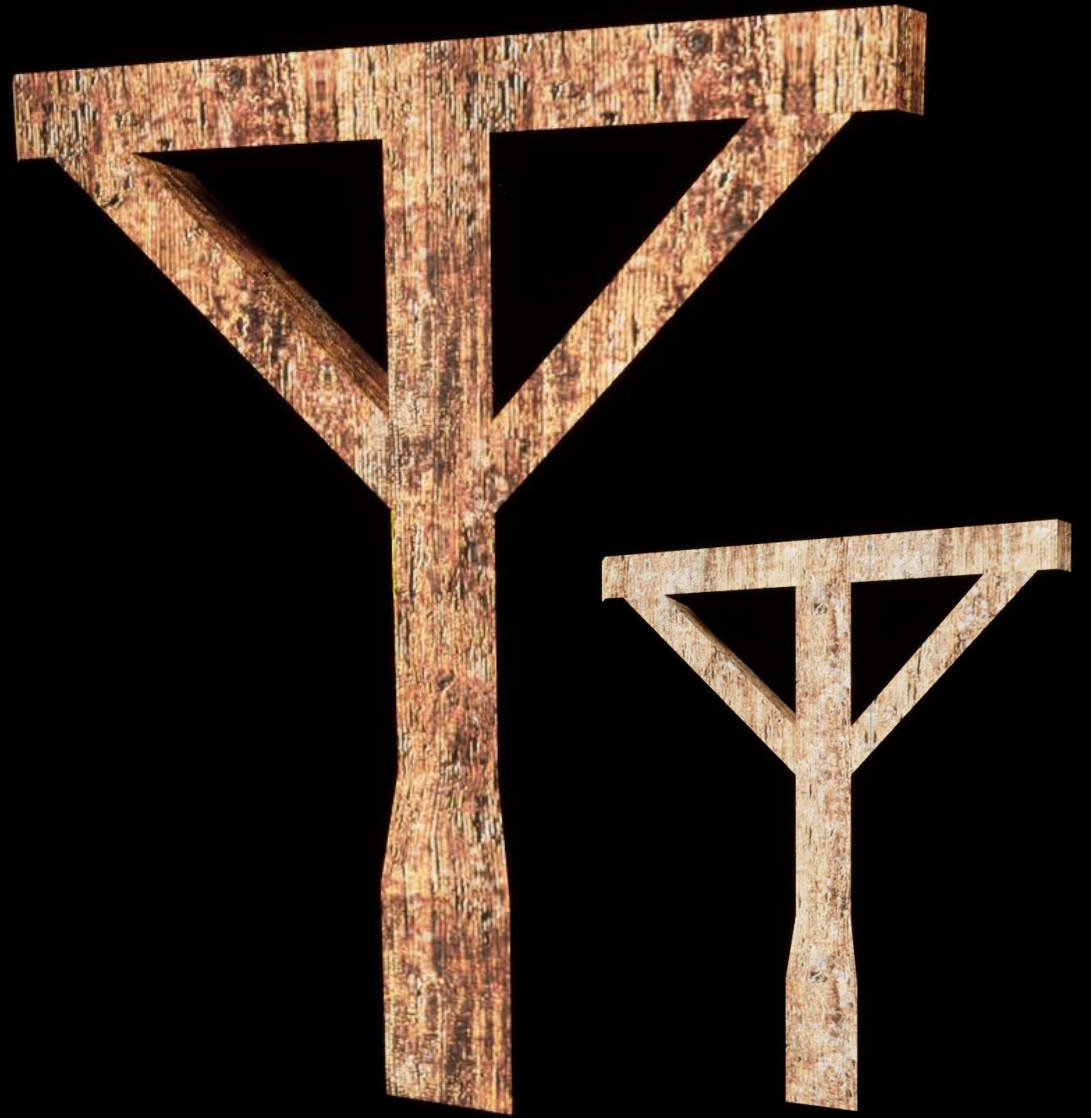
UV Maps



Column – Wireframe & Specs

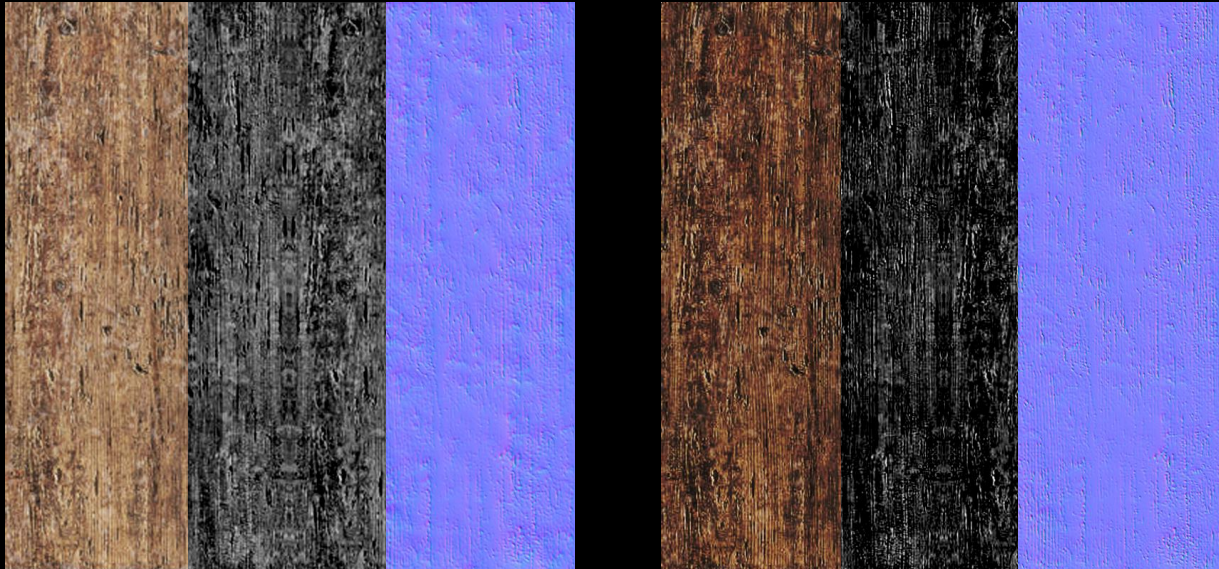


Verts: 72
Edges: 134
Faces: 60
Tris: 124
UVs: 122

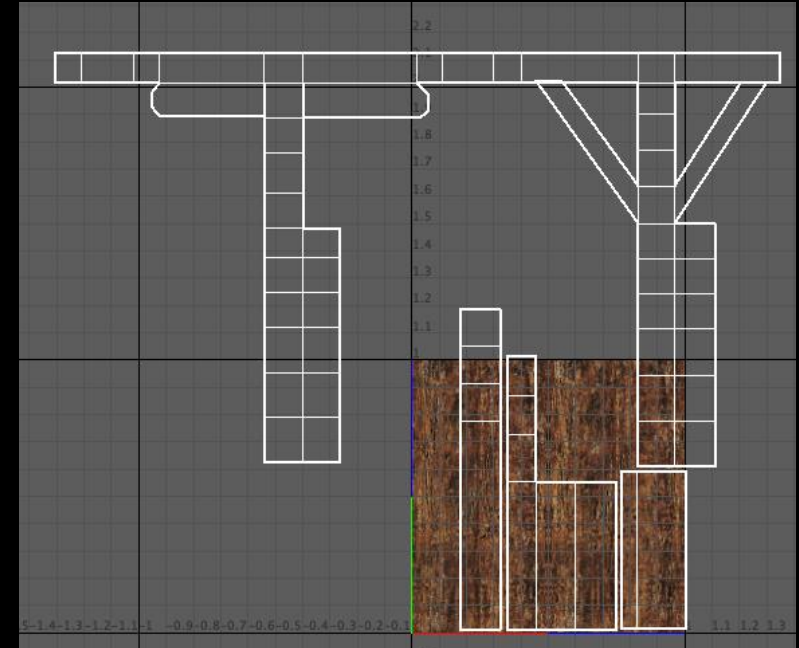


Column – Textures & Maps

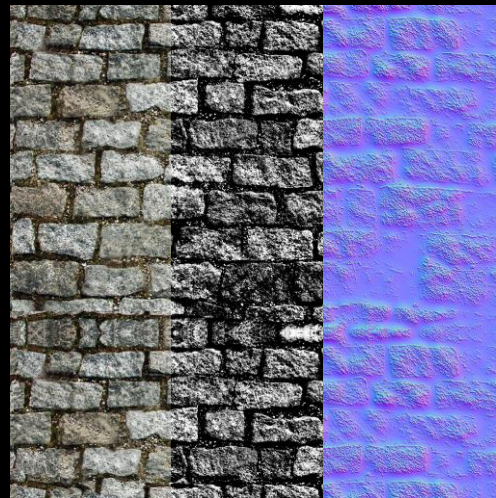
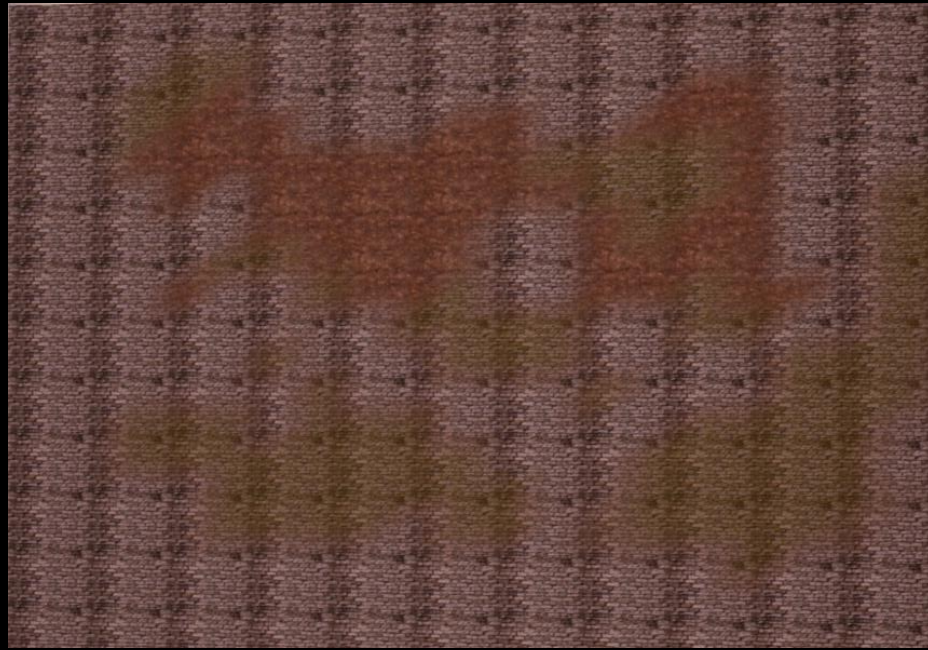
Diffuse / Specular / Normal



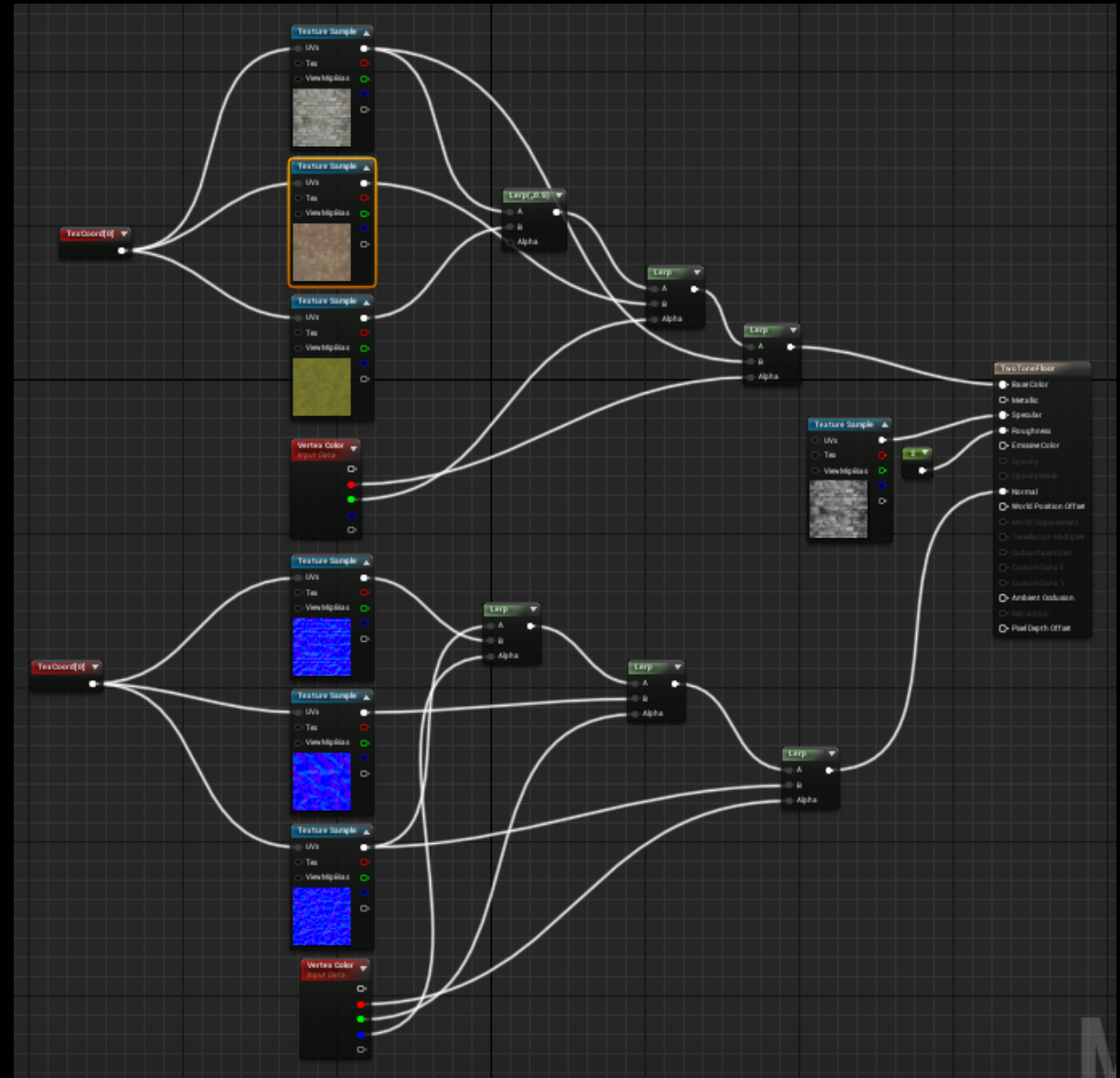
UV Map



Floor - Textures and Vertex Paint Maps

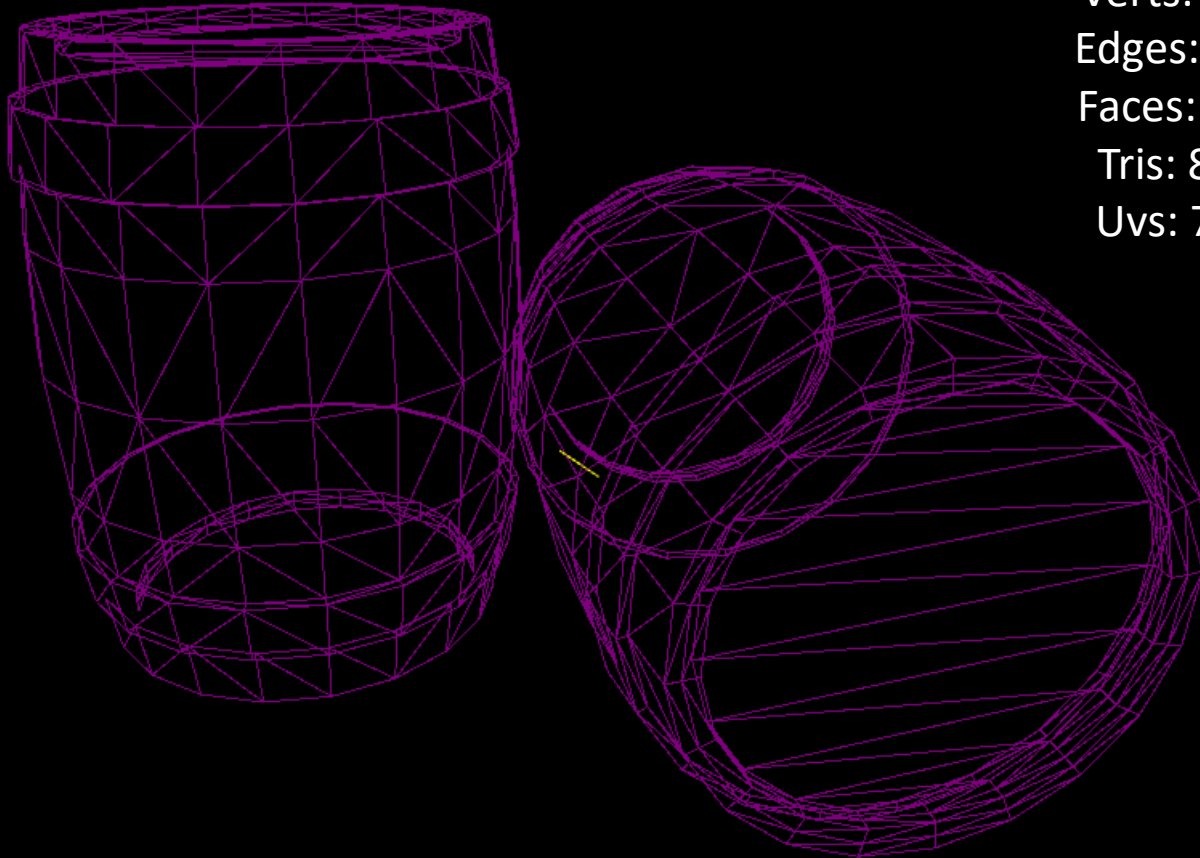


Diffuse / Specular / Normal



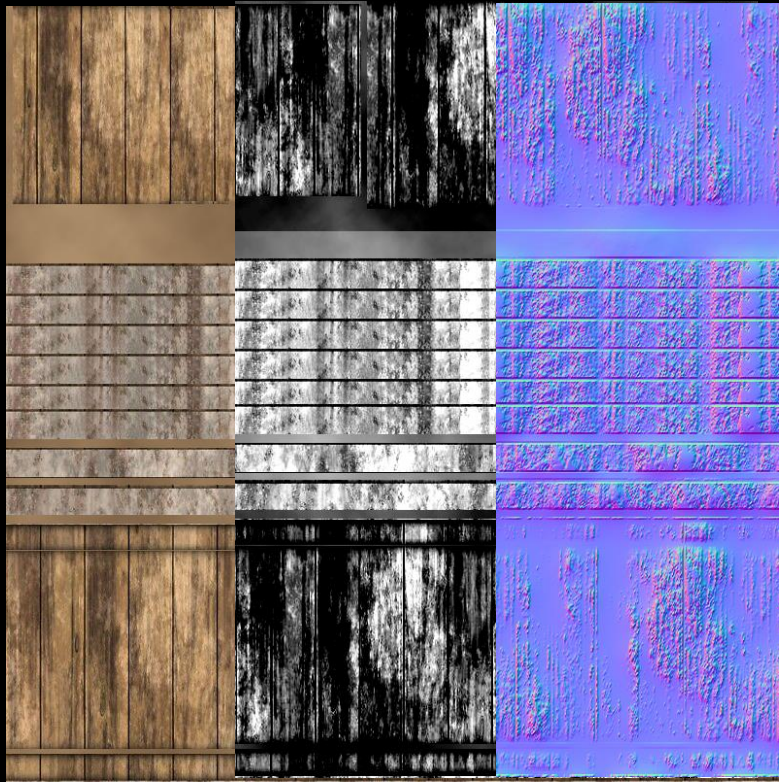
Barrel – Wireframe & Specs

Verts: 441
Edges: 861
Faces: 422
Tris: 878
Uvs: 790

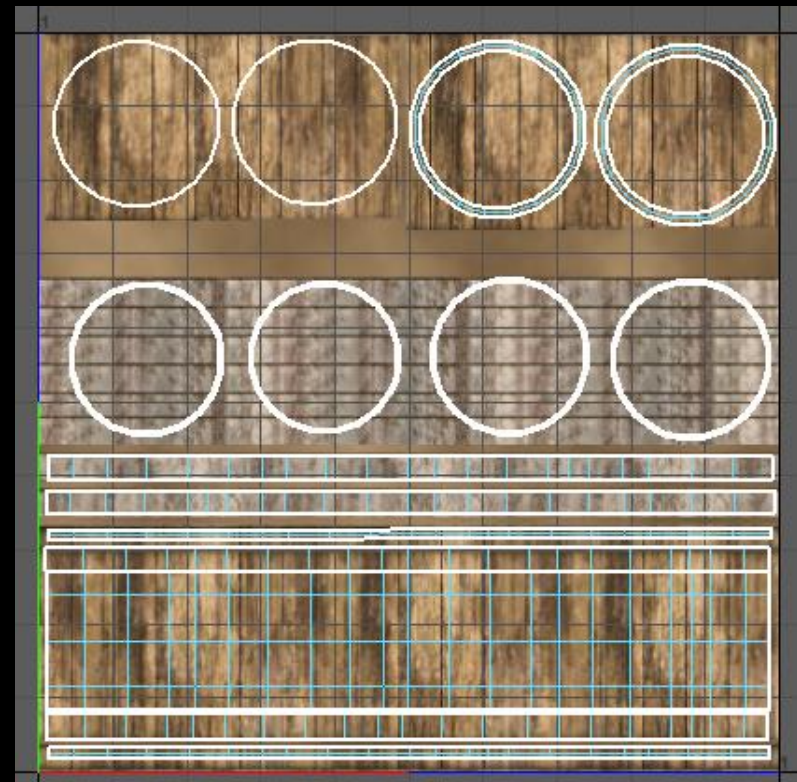


Barrel – Textures and Maps

Diffuse / Specular / Normal



UV Map



Hay Cart - Wireframe & Specs

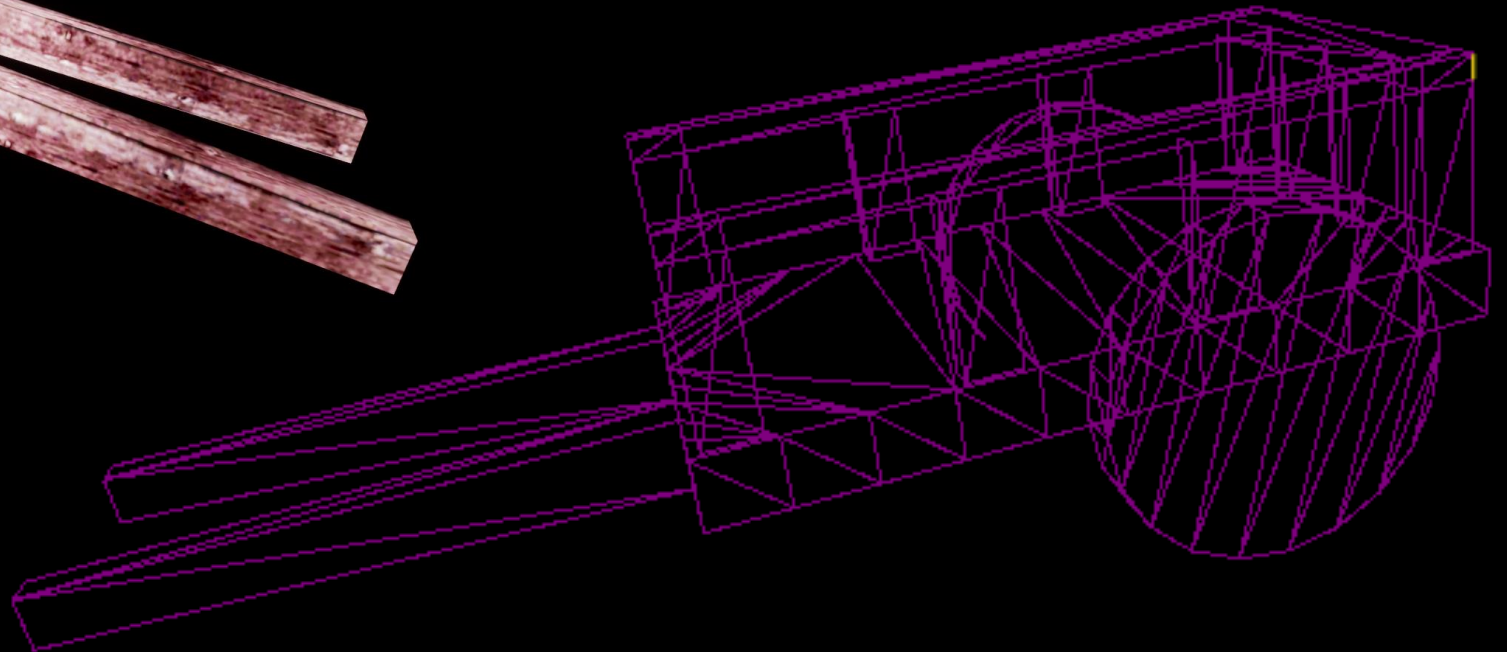
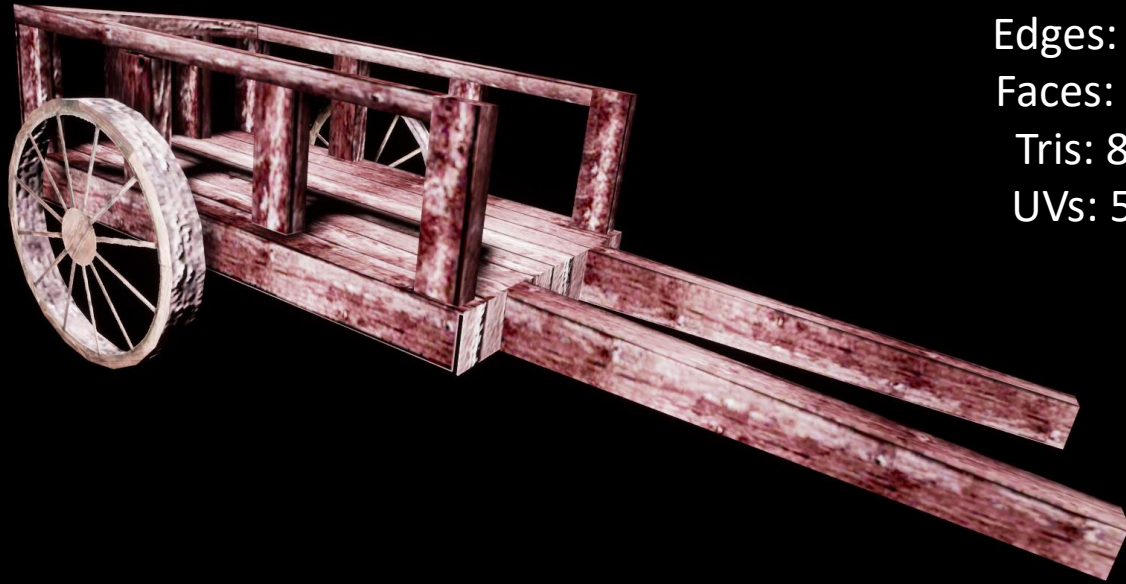
Verts: 457

Edges: 864

Faces: 403

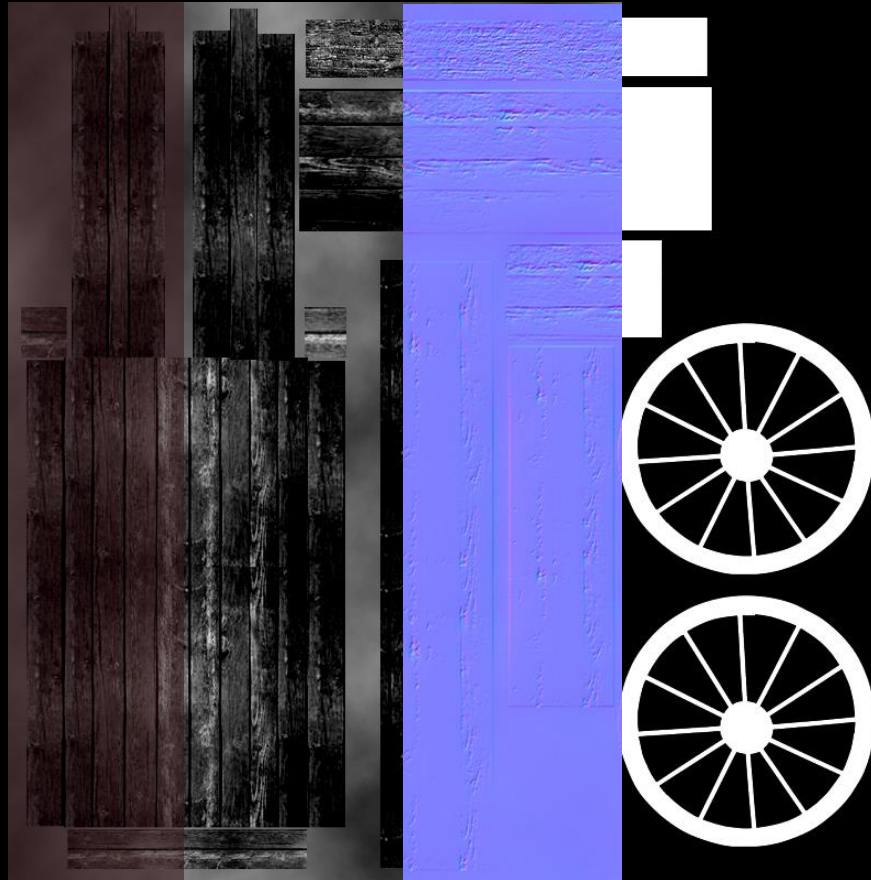
Tris: 870

UVs: 512

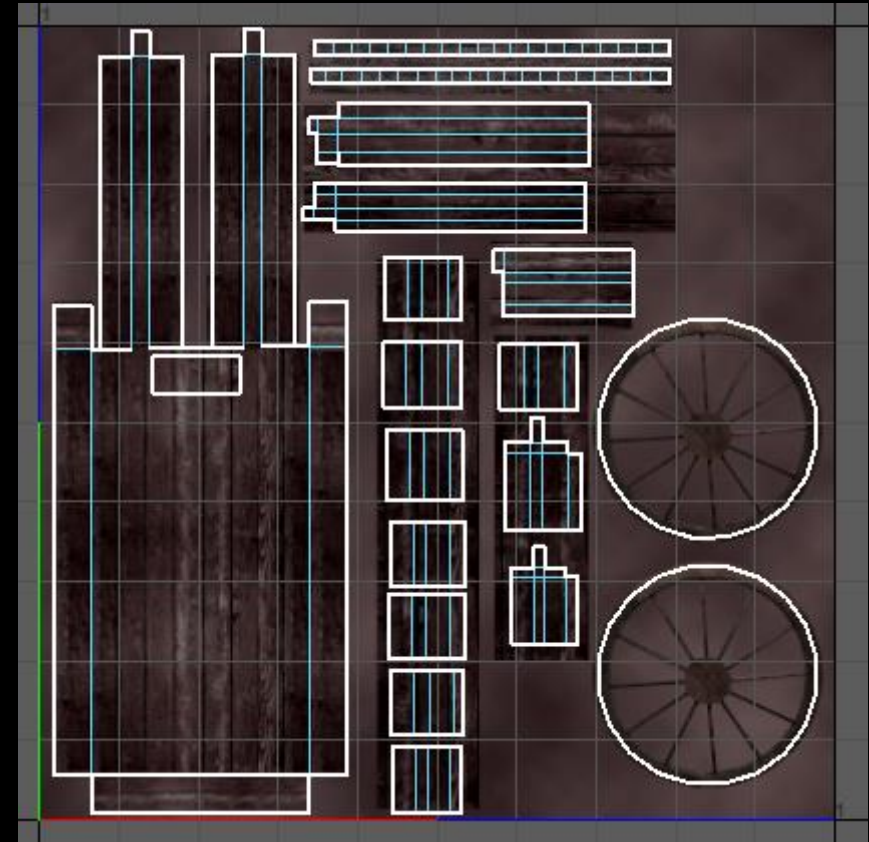


Hay Cart - Textures and Maps

Diffuse / Specular / Normal / Alpha



UV Map



Sack - Wireframe & Specs

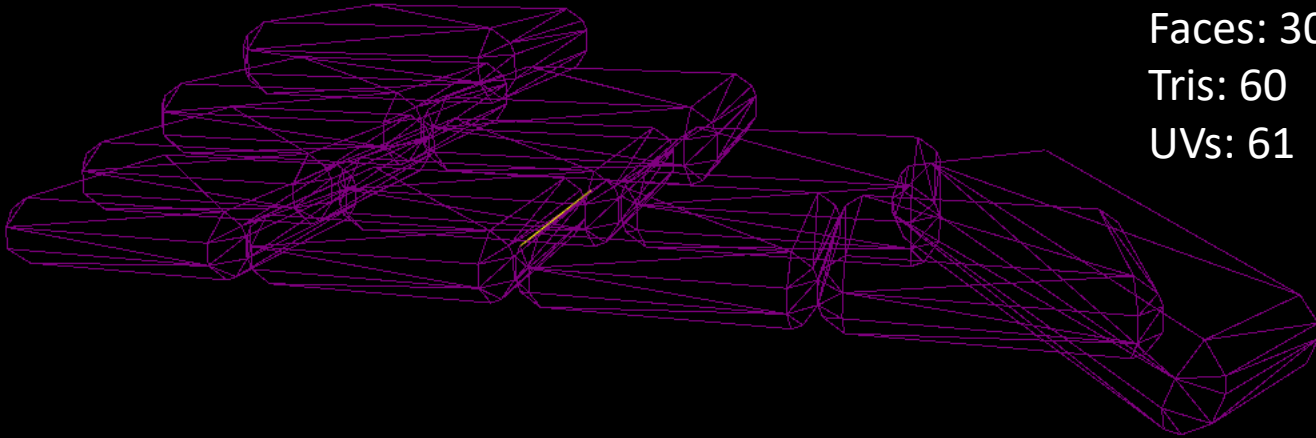
Verts: 32

Edges: 60

Faces: 30

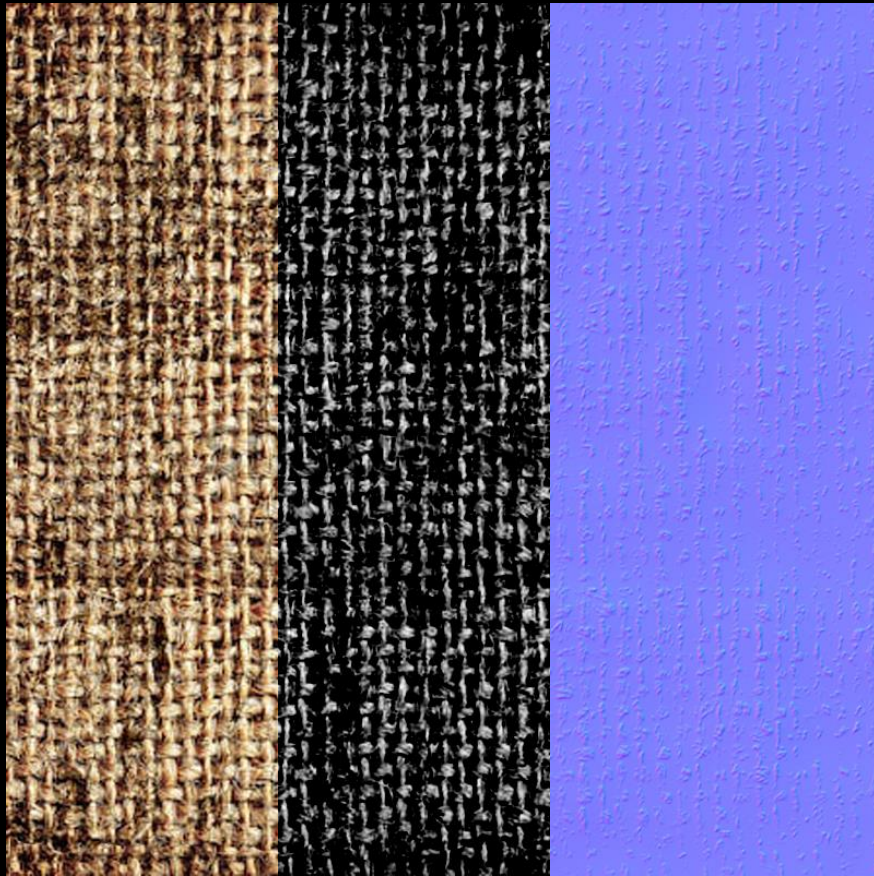
Tris: 60

UVs: 61

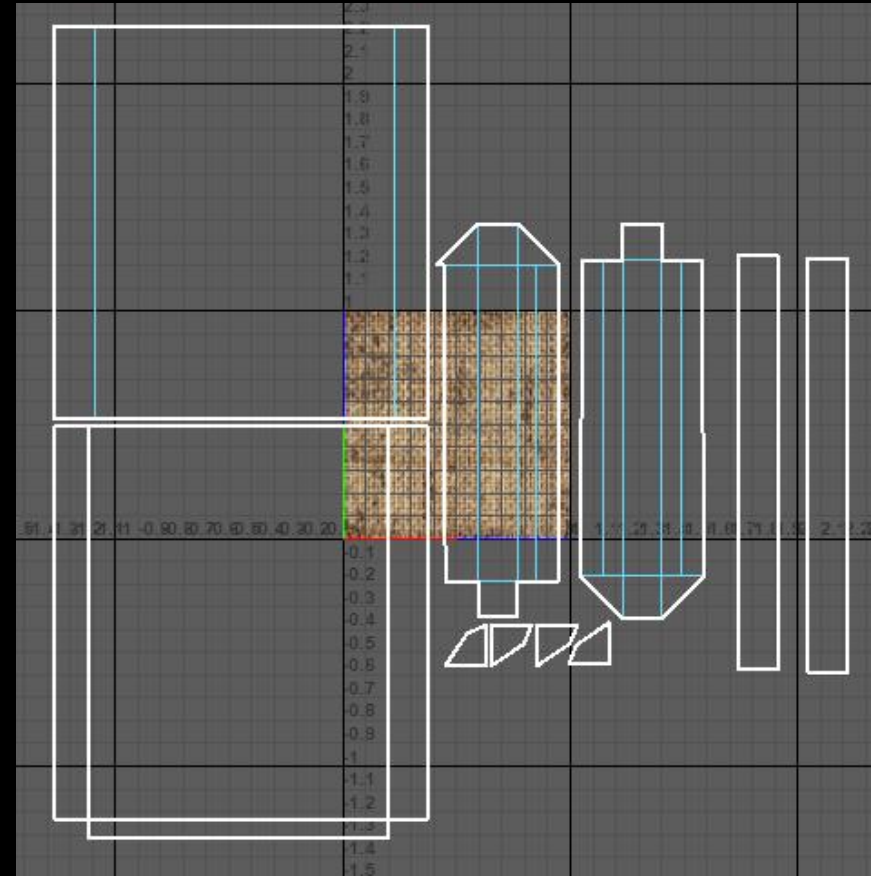


Sack - Textures and Maps

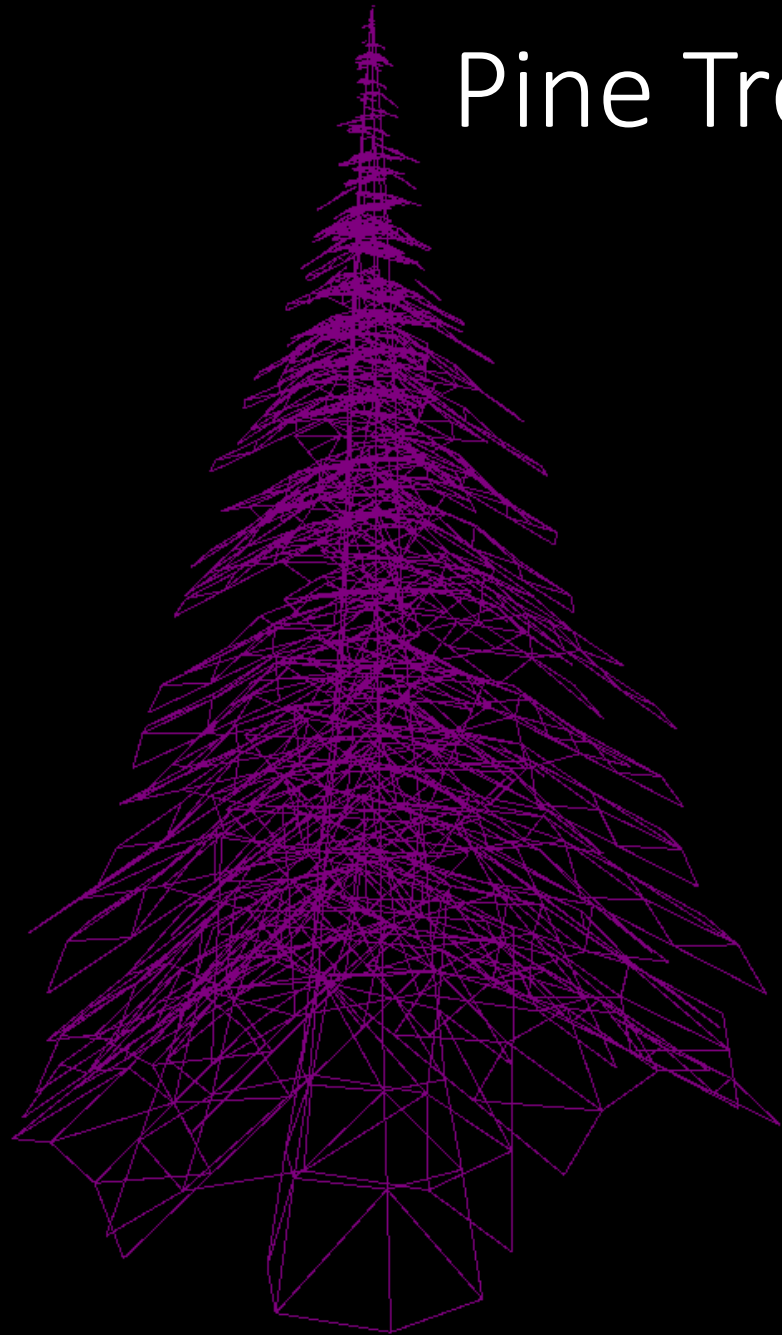
Diffuse / Specular / Normal



UV Map



Pine Tree – Wireframe and Specs



Verts: 5667
Edges: 9092
Faces: 3650
Tris: 7294
UVs: 5678

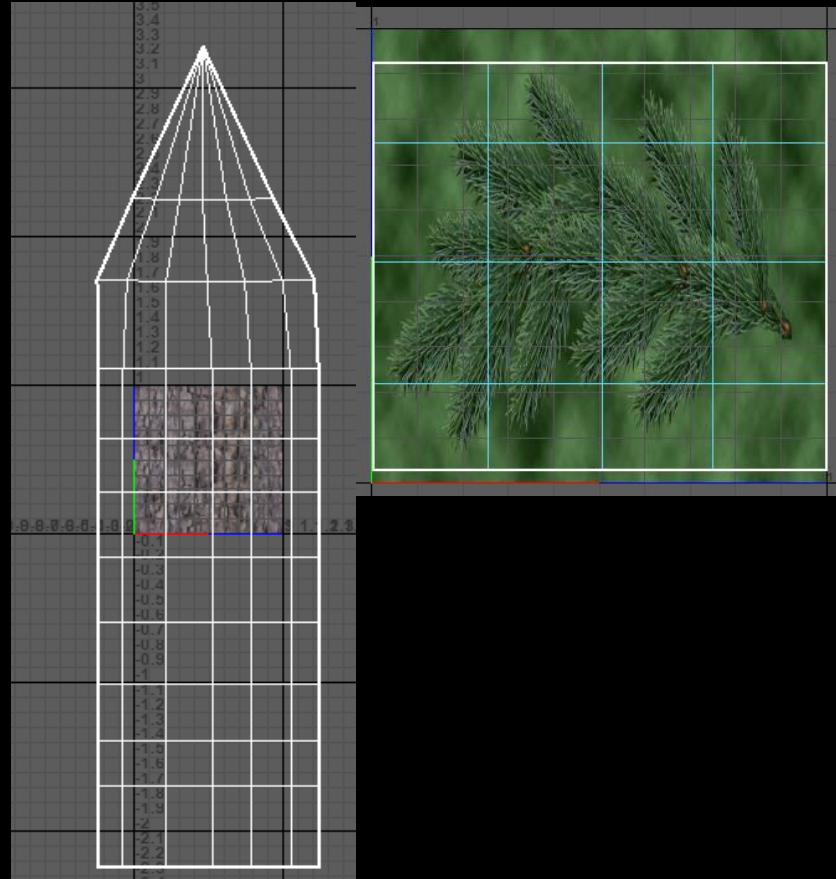


Pine Tree – Textures and Maps

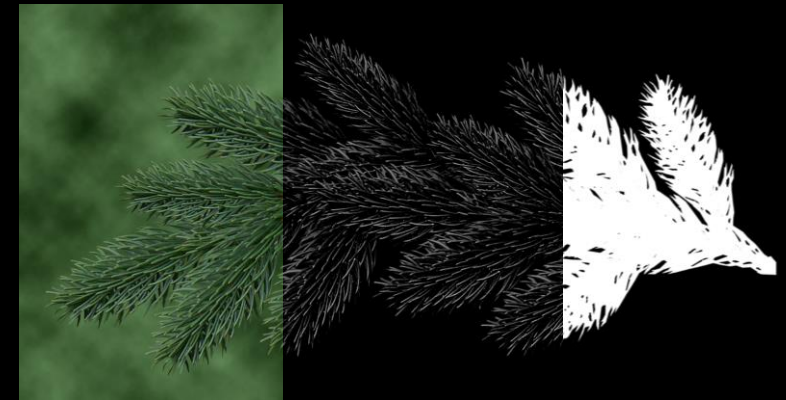
Diffuse / Specular / Normal



UV Maps



Diffuse / Specular / Alpha



Fence — Wireframe and Specs

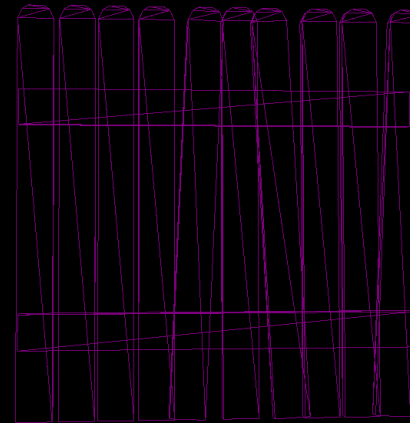
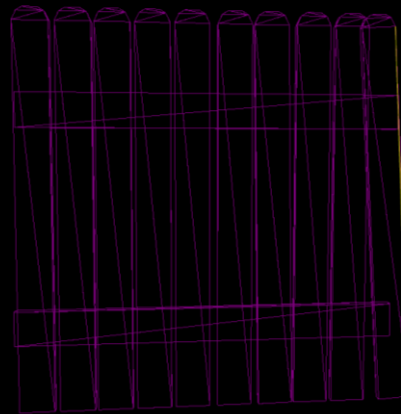
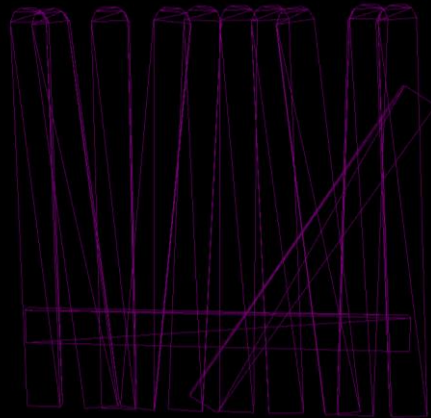
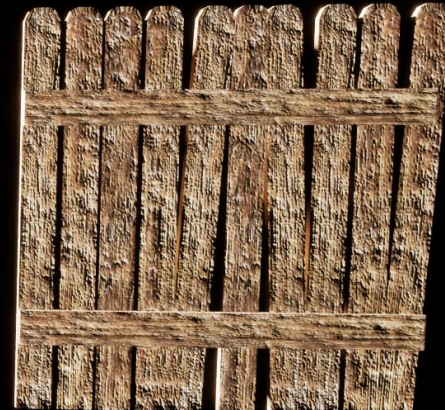
Verts: 176

Edges: 304

Faces: 140

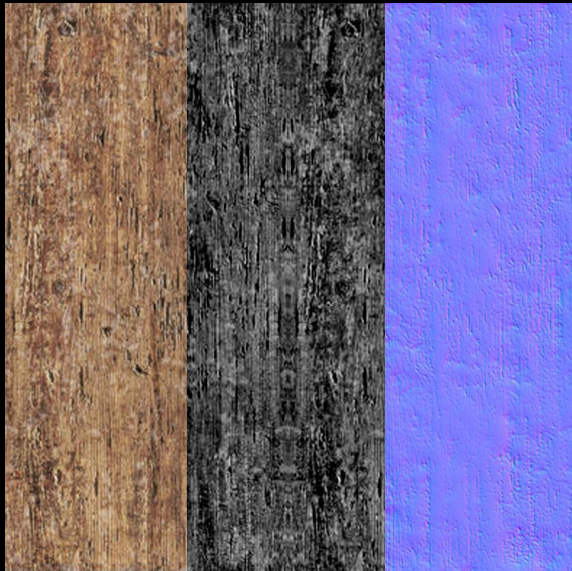
Tris: 280

UVs: 400

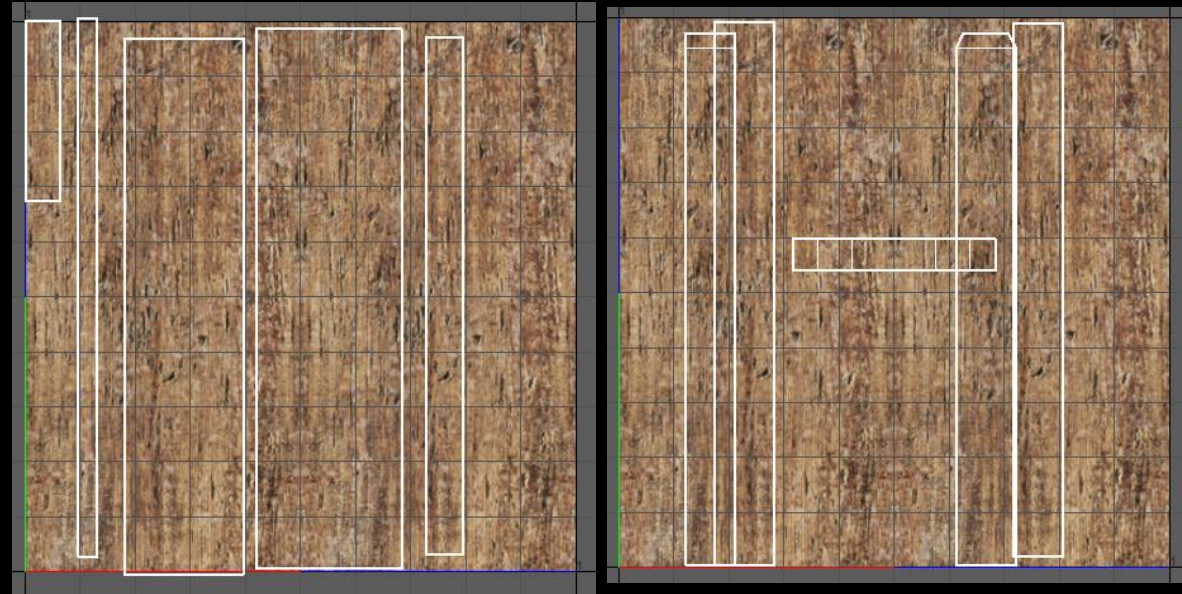


Fence — Textures and Maps

Diffuse / Specular / Normal



UV Maps

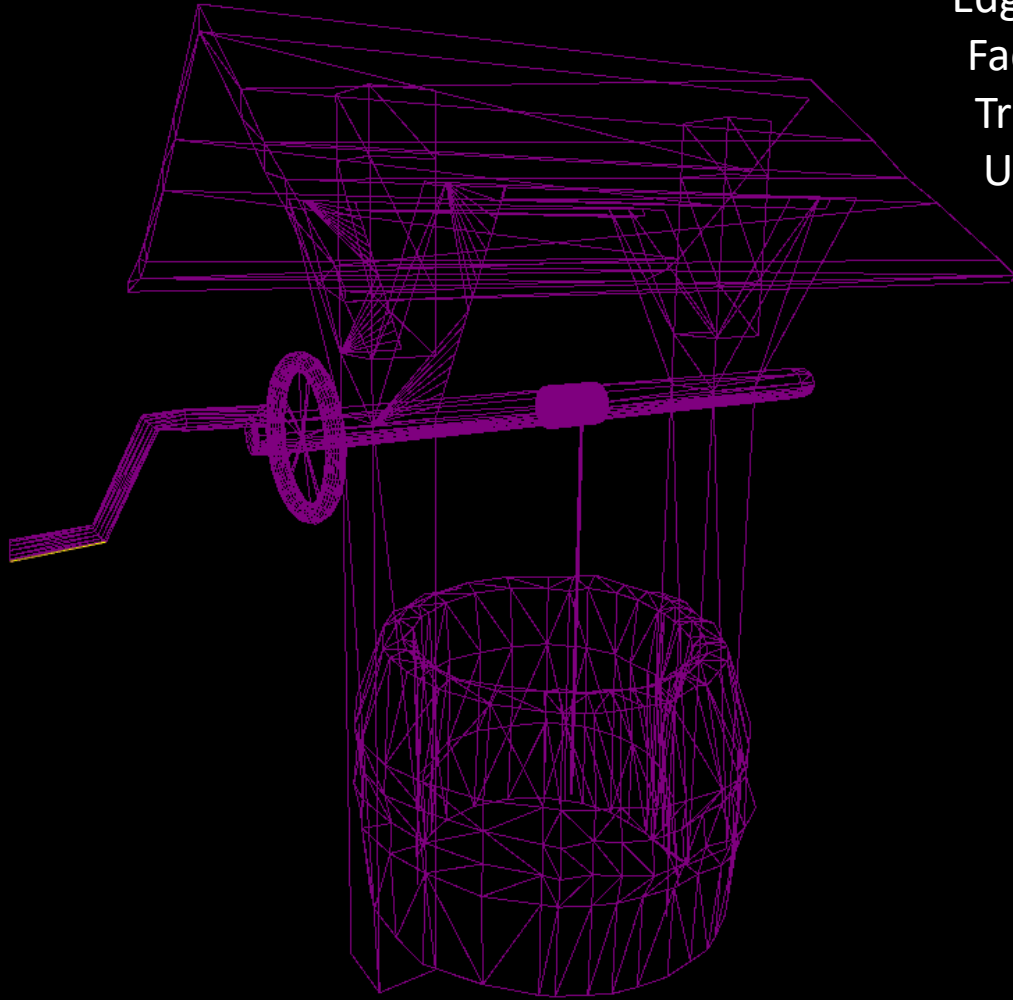




Hero Asset: Well

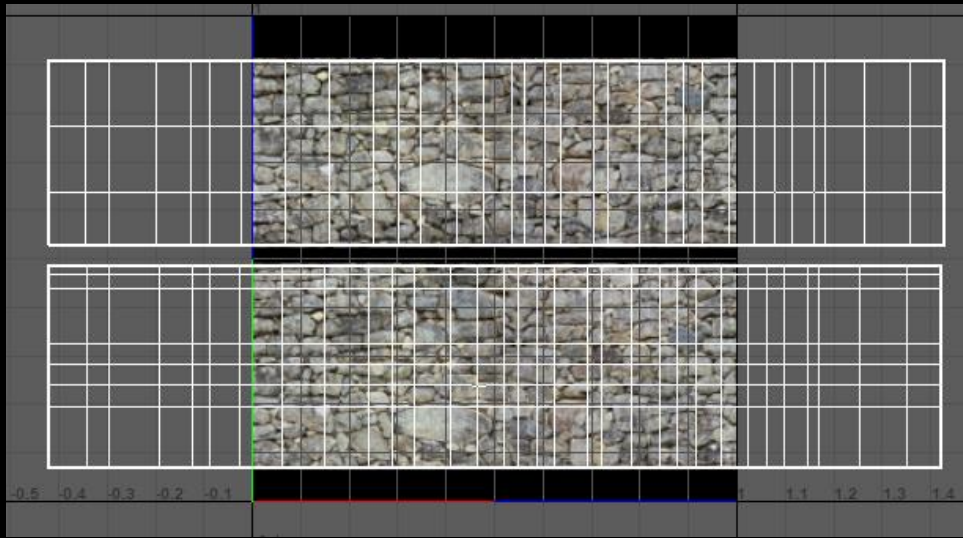
Well — Wireframe & Specs

Verts: 5175
Edges: 10184
Faces: 4994
Tris: 10141
UVs: 6337

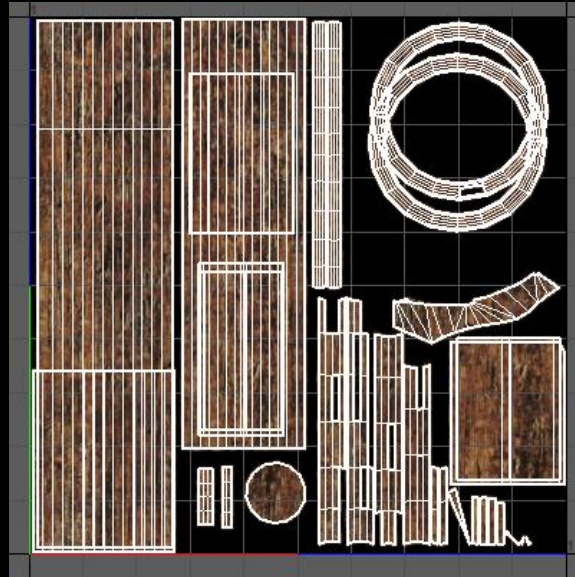


Low Poly Well - UV Maps

Stone



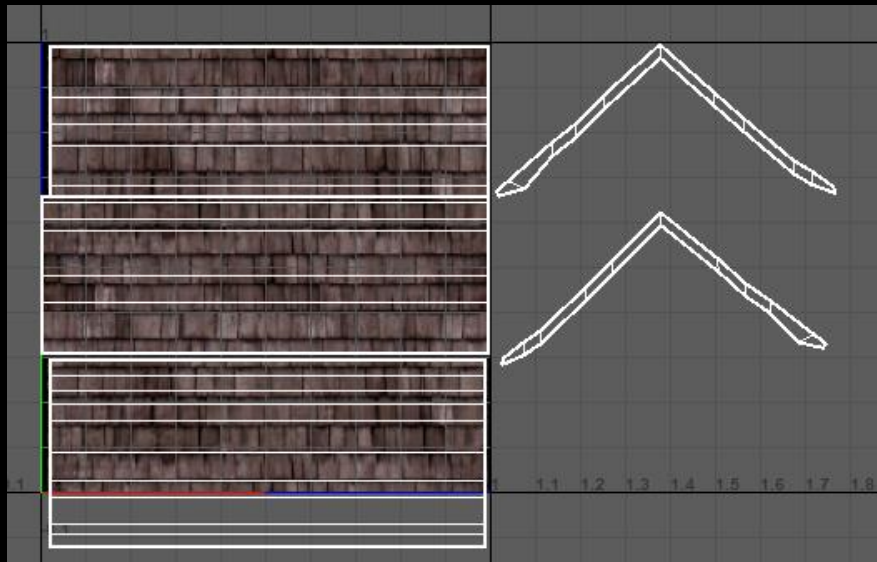
Crank



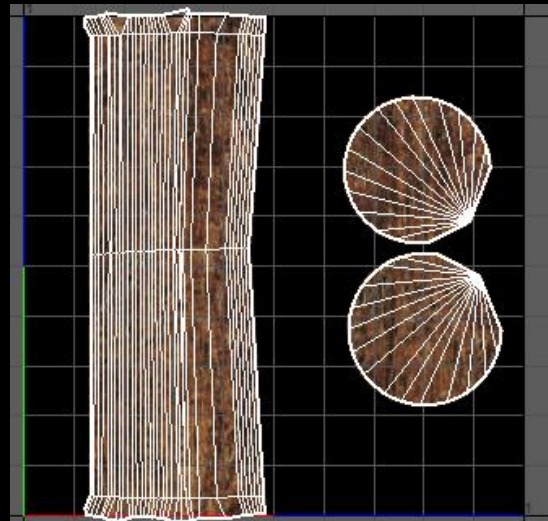
Rope



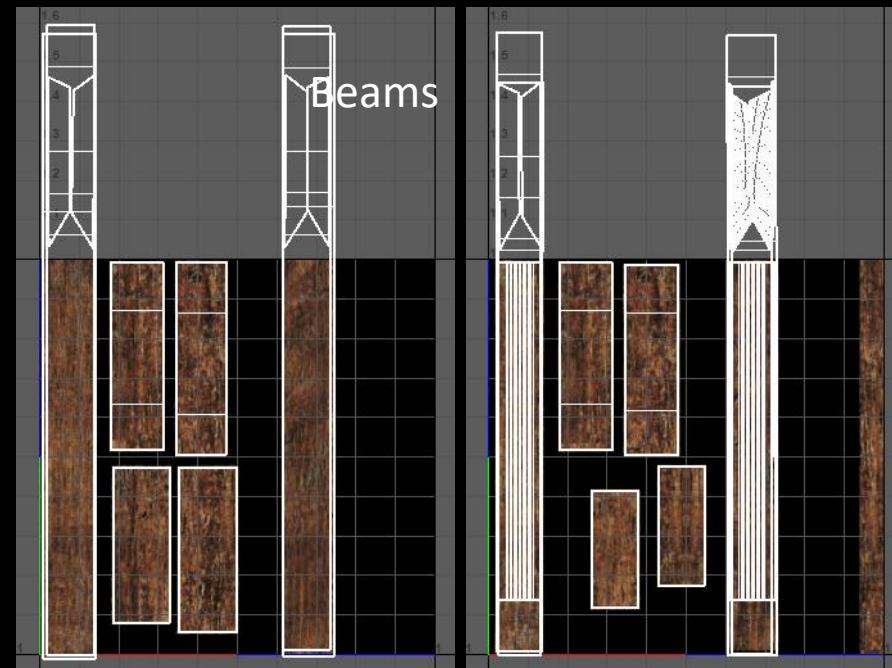
Roof



Rope Beam

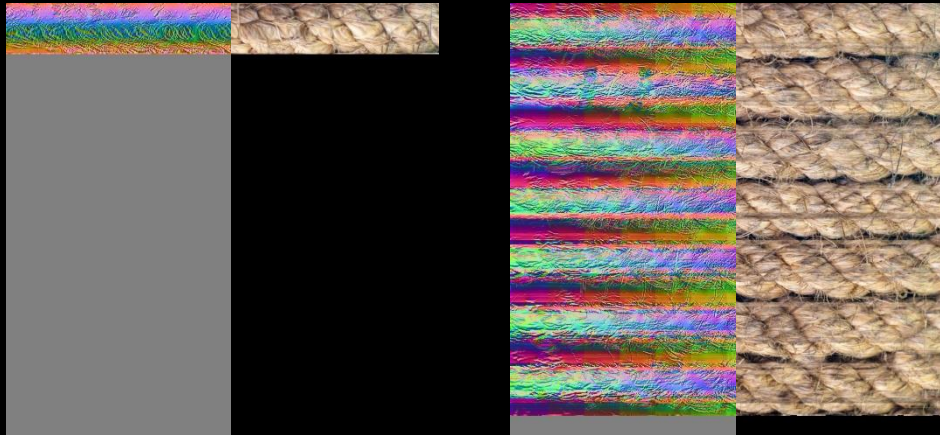


Beams

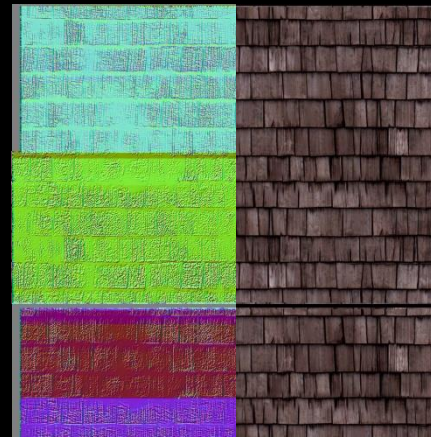


Low Poly Baked Textures

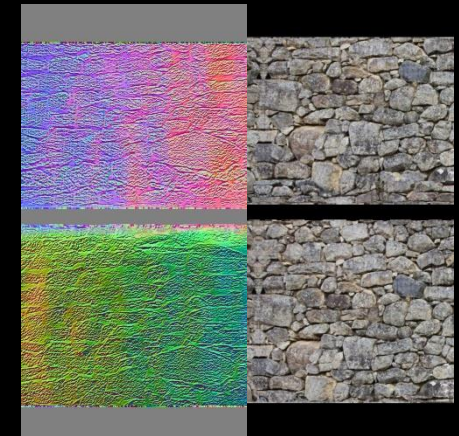
Rope



Roof



Stone



Beams

