Ins.TITRE

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Une histoire,
votre réalité
augmentée

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Interreg
France (Channel Manche) England
Fonds européen de développement régional

VISTA VR

Structure of Library

This digital model library includes models and their animation clips which are designed to use for heritage sites. An example structure of Library is shown in Figure.1.

Courty Yard

Asset ID: 11001

Creation Date: 06-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 354501	*mesh: 660768*	*tris: 660768*	*UVs: 876019*
MID			
vertx: 290691	*mesh: 535140*	*tris: 535140*	*UVs: 796507*
LOW			
vertx: 177250	*mesh: 313398*	*tris: 313398*	*UVs: 520194*

//TEXTURES\\

Maps: ALBEDO;
Format: JPG
Resolution: 2048 * 2048 pixels

//Asset Name\\

Court Yard

Description: This model is thumbnail model of Fougere Castle in 15th century. This model perfectly displays the structure of building and topography of the land where it located. The castle was built on a naturally protected site, a rock emerging from a swamp surrounded by a loop of the Nançon river acting as a natural moat, which flows in the gap of bridge and main castle. One of most import features of this building, castle's towers, also vividly reproduce in this model. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Immersive Room

Asset ID: 11002

Creation Date: 06-11-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 14258	*mesh: 14235*	*tris: 27786*	*UVs: 20854*
MID			
vertx: 8193	*mesh: 8104*	*tris: 15656*	*UVs: 13842*
LOW			
vertx: 4237	*mesh: 3978*	*tris: 7856*	*UVs: 8281*

//TEXTURES\\

Maps: ALBEDO, NORMAL, SPECULAR;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Immsersive Room

Description: This model is immersive room. The wall and ceiling was made by bricks and its beam was made by wood. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Castle Wall

Asset ID: 11003

Creation Date: 30-10-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 37472	*mesh: 37234*	*tris: 74468*	*UVs: 48440*
MID			
vertx: 27600	*mesh: 27362*	*tris: 54724*	*UVs: 37176*
LOW			
vertx: 20724	*mesh: 20486*	*tris: 40972*	*UVs: 28940*
//TEXTURES\\			
Maps: ALBEDO, NORMAL, SPECULAR;			
Format: PNG			
Resolution: 4096 * 4096 pixels			

//Asset Name\\

Castle Wall

Description: This model is a wall model of Fougere Castle in 15th century. This model reproduced a stone wall of Castle, which acts as defensive barriers of castle. On the top of the city wall, the upper part of the outer crevice is equipped with a viewing port to watch the enemy's situation, shoot, and roll stones. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Castle Tower I

Asset ID: 11004

Creation Date: 30-10-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 3280	*mesh: 3211*	*tris: 6442*	*UVs: 3809*
MID			
vertx: 1346	*mesh: 1301*	*tris: 2610*	*UVs: 1765*
LOW			
vertx: 1062	*mesh: 1021*	*tris: 2042*	*UVs: 1455*

//TEXTURES\\

Maps: ALBEDO, NORMAL, SPECULAR;
Format: PNG
Resolution: 2048 * 2048 pixels

//Asset Name\\

Castle Tower

Description: This model is towel model of Fougere Castle in 15th century. The arrow towers are built on the corners or walls of the city at regular intervals as strong strongholds. The arrow tower will protrude from the flat city wall, allowing the city guards to defend the city gate from all sides. Some castles started out as simple arrow towers, and later expanded into larger complex castles with city walls, internal fortresses and additional arrow towers. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Castle Tower II

Asset ID: 11005

Creation Date: 30-10-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 46580	*mesh: 92371*	*tris: 92320*	*UVs: 61908*
MID			
vertx: 35222	*mesh: 34809*	*tris: 69604*	*UVs: 48636*
LOW			
vertx: 21974	*mesh: 21561*	*tris: 43108*	*UVs: 32004*

//TEXTURES\\

Maps: ALBEDO, NORMAL, SPECULAR;
Format: PNG
Resolution: 2048 * 2048 pixels

//Asset Name\\

Castle Tower

Description: This model is keep model of Fougere Castle in 15th century. This model is a fortified large tower. If the rest of the castle is captured by the enemy, then "keep" will be the last refuge of nobles or monarchs. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Castle Bridge

Asset ID: 11006

Creation Date: 06-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 26144	*mesh: 26112*	*tris: 52224*	*UVs: 27964*
MID			
vertx: 6560	*mesh: 6528*	*tris: 13056*	*UVs: 7462*
LOW			
vertx: 1120	*mesh: 2176*	*tris: 2176*	*UVs: 1563*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 8192 * 8192 pixels

//Asset Name\\

Castle Bridge

Description: This model is suspension bridge of Fougere Castle in 15th century. It can span moats or trenches, allowing the residents of the castle to get in and out when needed. In a critical moment, the suspension bridge will be hoisted to close the city wall tightly. The suspension bridge was hoisted by machinery in the castle to prevent attack by the siege. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Ponton Bridge

Asset ID: 11007

Creation Date: 29-05-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 2251	*mesh: 2955*	*tris: 2955*	*UVs: 4190*
MID			
vertx: 2251	*mesh: 2955*	*tris: 2955*	*UVs: 4190*
LOW			
vertx: 2251	*mesh: 2955*	*tris: 2955*	*UVs: 4190*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 3653 * 3653 pixels

//Asset Name\\

Ponton Bridge

Description: This model is a pontoon bridge of 15th century . A pontoon bridge (or ponton bridge), also known as a floating bridge, uses floats or shallow-draft boats to support a continuous deck for pedestrian and vehicle travel. The buoyancy of the supports limits the maximum load they can carry. Most pontoon bridges are temporary, used in wartime and civil emergencies. Permanent floating bridges are useful for sheltered water-crossings where it is not considered economically feasible to suspend a bridge from anchored piers. Such bridges can require a section that is elevated, or can be raised or removed, to allow waterborne traffic to pass. Pontoon bridges have been in use since ancient times and have been used to great advantage in many battles throughout history

Castle Water gate

Asset ID: 11008

Creation Date: 06-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 24324	*mesh: 24017*	*tris: 48098*	*UVs: 30497*
MID			
vertx: 23734	*mesh: 23465*	*tris: 46902*	*UVs: 29712*
LOW			
vertx: 23366	*mesh: 23097*	*tris: 46166*	*UVs: 29220*

//TEXTURES\\

Maps: ALBEDO;
Format: TGA
Resolution: 8192 * 8192 pixels

//Asset Name\\

Castle Water gate

Description: This model is thumbnail model of Fougere Castle in 15th century. In the medieval period the gateway allowed access from the castle to Castle Quay, a private quay belonging to the king. Royal supplies were then carried up to the castle by gateway. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Castle Portcullis

Asset ID: 11009

Creation Date: 06-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 501	*mesh: 436*	*tris: 942*	*UVs: 705*
MID			
vertx: 270	*mesh: 240*	*tris: 480*	*UVs: 446*
LOW			
vertx: 127	*mesh: 111*	*tris: 194*	*UVs: 222*
//TEXTURES\\			
Maps: ALBEDO, METAL, NORMAL; Format: TGA Resolution: 8192 * 8192 pixels			

//Asset Name\\

Castle Portcullis

Description: This model is Portcullis model of Fougere Castle in 15th century. Portcullis are a kind of wooden grille reinforced with metal. They can effectively block the enemy's attack, and allow the defenders to "stoke, kill, kill" behind the grille unscrupulously. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Botallack Tin Mine

Asset ID: 11010

Creation Date: 06-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 304479	*mesh: 605833*	*tris: 605898*	*UVs: 378398*
MID			
vertx: 152239	*mesh: 302113*	*tris: 302113*	*UVs: 224874*
LOW			
vertx: 91343	*mesh: 180408*	*tris: 180408*	*UVs: 163735*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 8192 * 8192 pixels

//Asset Name\\

Botallack Tin Mine

Description: This model shows the overview Botallack Tin Mine. The Botallack Mine (Cornish: Bostalek) is a former mine in Botallack in the west of Cornwall, England, UK. The famous Crowns engine houses of Botallack Mine cling dramatically to the foot of the cliffs. A good path descends down to the two Crowns buildings. The higher one of which can be explored. This model reproduced the complete landform of the Tin mine. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Wooden Platform

Asset ID: 11011

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 8166	*mesh: 8136*	*tris: 16272*	*UVs: 9944*
MID			
vertx: 2096	*mesh: 2034*	*tris: 4068*	*UVs: 2984*
LOW			
vertx: 2064	*mesh: 2034*	*tris: 4068*	*UVs: 2984*

//TEXTURES\\

Maps: ALBEDO, NORMAL, SPECUALR;
Format: PNG
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Wooden Platform

Description: This model reproduced wooden platform of Tin Mine, which has been used for a while. The man-engine consists of a beam of wood, in sections bolted together, which extends from the surface to the bottom of the shaft which is raised and lowered by a steam engine working at the surface. Attached to the beam or rod, each of which affords a foothold for one person, while on the other side of the shaft are stationary platforms also 12ft apart. When the beam is at the bottom of its stroke, a man ascending steps on one of the small platforms attached to the rod. As engine house working, he will thus raise to surface by lifts.

Dirty Water Tank

Asset ID: 11012

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 2794	*mesh: 2784*	*tris: 5568*	*UVs: 4922*
MID			
vertx: 798	*mesh: 794*	*tris: 15558*	*UVs: 1245*
LOW			
vertx: 703	*mesh: 689*	*tris: 1386*	*UVs: 1118*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: PNG
Resolution: 8192 * 8192 pixels

//Asset Name\\

Dirty Water Tank

Description: This model reproduced the water tank of Tin mine in old time. To make this model as similar to the original tank as possible, we made stone texture and map it to model. In Tin mine production, mine water is pumped to the first stage treatment tank where it is mixed with re- circulated sludge using a water to sludge. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Winding Engine House

Asset ID: 11013

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 30509	*mesh: 60132*	*tris: 59750*	*UVs: 40147*
MID			
vertx: 19393	*mesh: 19093*	*tris: 37578*	*UVs: 27999*
LOW			
vertx: 9174	*mesh: 8895*	*tris: 17140*	*UVs: 16024*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Winding Engine House

Description: This model is a schematic the façade of winding engine house. Winding engine house is a device of reciprocating ladders and stationary platforms that was installed in the mine. The East Pool mine winding engine house, originally known as Michells Whim, is near Camborne, Cornwall. East Pool stands in an area central to the once thriving Cornish mining industry, with many derelicts remains to be found nearby. The beauty of the building is in its rugged and functional industrial architecture, typical of so many mine buildings now in ruins. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Fence

Asset ID: 11014

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 2952	*mesh: 2560*	*tris: 5120*	*UVs: 3768*
MID			
vertx: 640	*mesh: 672*	*tris: 1216*	*UVs: 1160*
LOW			
vertx: 192	*mesh: 160*	*tris: 320*	*UVs: 512*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Fence

Description: This model is a schematic fence of castle. An exact nature of the walls of a medieval town or city would depend on the resources available for building them, the nature of the terrain, and the perceived threat. In northern Europe, early in the period, walls were likely to have been constructed of wood and proofed against small forces. An external castle, stripped of bushes and building, gave defenders a clear view of what was happening outside and an unobstructed field of shot. An internal pomoerium gave ready access to the rear of the curtain wall to facilitate movement of the garrison to a point of need. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Storage

Asset ID: 11015

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 3266	*mesh: 3240*	*tris: 6480*	*UVs: 4152*
MID			
vertx: 740	*mesh: 714*	*tris: 1428*	*UVs: 1160*
LOW			
vertx: 596	*mesh: 570*	*tris: 1140*	*UVs: 972*

//TEXTURES\\

Maps: ALBEDO, NORMAL, SPECULAR;
Format: PNG
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Storage

Description: This model is a schematic used storage of castle. We simulated storage made by wood. Its ceiling is to prevent the storage from getting wet in rainy days. In ancient castle, the shed room belongs to the production rooms category and is used to store the wood, act as stables, etc. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Timber House

Asset ID: 11016

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 1200	*mesh: 1192*	*tris: 2384*	*UVs: 1578*
MID			
vertx: 800	*mesh: 800*	*tris: 1584*	*UVs: 1082*
LOW			
vertx: 144	*mesh: 144*	*tris: 272*	*UVs: 284*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: PNG
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Timber House

Description: This model is a schematic used timber house of castle. Despite the common period in which castles rose to prominence in Europe, their form and design varied from region to region. In the early 11th century, the motte and keep – an artificial mound surmounted by a palisade and tower – was the most common form of castle in Europe, everywhere except Scandinavia. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Cottage House

Asset ID: 11017

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 4526	*mesh: 4488*	*tris: 8856*	*UVs: 6466*
MID			
vertx: 3956	*mesh: 3918*	*tris: 7716*	*UVs: 5816*
LOW			
vertx: 1306	*mesh: 1282*	*tris: 2444*	*UVs: 2702*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Cottage House

Description: This model is one example of cottage house of Tin mine. We simulate one cottage house which built by stone and wood. This model vividly shows the appearance of cottage house. The windows on the walls are high and there are multiple chimneys. Today, Camborne is home to Heartlands, a community space covering 19 acres and scattered with remnants of the mining industry, providing a free space for visitors to explore the heritage of Cornwall, browse art and craft projects, stroll through the gardens and sit and share a picnic or enjoy lunch at the Red River Café.

Dirty Headgear 1

Asset ID: 11018

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 10794	*mesh: 10438*	*tris: 20820*	*UVs: 15529*
MID			
vertx: 4374	*mesh: 4018*	*tris: 7980*	*UVs: 8662*
LOW			
vertx: 2646	*mesh: 2304*	*tris: 4524*	*UVs: 6420*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Headgear 1

Description: This model simulates a used headgear in Tin Mine. In order to better show the original model, we map texture on this model to make it more like a one made of wood. In past time, timber headframes was widely used. Modern headframes are built out of steel, concrete or a combination of both. Headgears have become prominent features in historic mining regions. The Ruhr district of Germany and the South Wales Valleys in Britain are both examples of areas which are now associated with headframes due to the large number constructed to mine coal during the Industrial Revolution. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Headgear 2

Asset ID: 11019

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 10822	*mesh: 10508*	*tris: 20960*	*UVs: 15103*
MID			
vertx: 4366	*mesh: 3752*	*tris: 7448*	*UVs: 7898*
LOW			
vertx: 2226	*mesh: 1926*	*tris: 3768*	*UVs: 5538*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Headgear 2

Description: This model simulates a used headgear in Tin Mine. In order to better show the original model, we map texture on this model to make it more like a one made of wood. In past time, timber headframes was widely used. Modern headframes are built out of steel, concrete or a combination of both. Headgears have become prominent features in historic mining regions. The Ruhr district of Germany and the South Wales Valleys in Britain are both examples of areas which are now associated with headframes due to the large number constructed to mine coal during the Industrial Revolution.

Dirty Headgear 3

Asset ID: 11020

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 5924	*mesh: 5905*	*tris: 11134*	*UVs: 8549*
MID			
vertx: 1744	*mesh: 1481*	*tris: 2962*	*UVs: 3058*
LOW			
vertx: 840	*mesh: 627*	*tris: 1254*	*UVs: 1932*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Headgear 3

Description: This model simulates a used headgear in Tin Mine. In order to better show the original model, we map texture on this model to make it more like a one made of wood. In past time, timber headframes was widely used. Modern headframes are built out of steel, concrete or a combination of both. Headgears have become prominent features in historic mining regions. The Ruhr district of Germany and the South Wales Valleys in Britain are both examples of areas which are now associated with headframes due to the large number constructed to mine coal during the Industrial Revolution. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Mine House

Asset ID: 11021

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 1215	*mesh: 1191*	*tris: 2350*	*UVs: 1783*
MID			
vertx: 326	*mesh: 312*	*tris: 608*	*UVs: 552*
LOW			
vertx: 94	*mesh: 82*	*tris: 162*	*UVs: 198*

//TEXTURES\\

Maps: ALBEDO, NORMAL, SPECUALR;
Format: PNG
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Mine House

Description: A disused Cornwall Tin Mine which holds a mining heritage dating back for thousands of years, the former industrial stronghold will offer tours of buildings including the mill, compressor and winder houses, preserved as they were at their zenith, when they were most productive at night. This model represent a mine house of Tin mine. It has an attic and two chimneys. Moreover, to show it more precise, we made a stone texture. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Cart

Asset ID: 11022

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 16534	*mesh: 16234*	*tris: 32468*	*UVs: 53825*
MID			
vertx: 4186	*mesh: 4144*	*tris: 7940*	*UVs: 6686*
LOW			
vertx: 3010	*mesh: 2968*	*tris: 5588*	*UVs: 5282*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Cart

Description: A minecart or mine cart (also known as a mine trolley or mine hutch) is a type of rolling stock found on a mine railway, used for moving ore and materials procured in the process of traditional mining. This model reproduced a wood minecart which was widely used in Tin mine. Minecarts are seldom used in modern operations, having largely been superseded in underground operations (especially coal mines) by more efficient belt conveyor systems that allow machines. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Buddle

Asset ID: 11023

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 34928	*mesh: 34387*	*tris: 68176*	*UVs: 49908*
MID			
vertx: 9363	*mesh: 8891*	*tris: 17028*	*UVs: 16543*
LOW			
vertx: 5772	*mesh: 5432*	*tris: 10190*	*UVs: 10365*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: PNG
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Buddle

Description: A buddle pit or buddle pond is a pit, often circular when specifically constructed, the purpose of which was to separate by sedimentation minerals from lighter rock dust in crushed oreand used in the mineral mining industry. Many of the relics seen today date from Victorian times. This buddle model reproduced a buddle in Victorian times. Since the round buddle pit was the most common, we made this buddle in this shape. It used stone, bircks and wood texture to mimic an early examples of buddle pits. The model contains different Level of Details(LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Wooden arc

Asset ID: 11024

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 1162	*mesh: 2304*	*tris: 2304*	*UVs: 1558*
MID			
vertx: 300	*mesh: 286*	*tris: 580*	*UVs: 508*
LOW			
vertx: 52	*mesh: 42*	*tris: 84*	*UVs: 144*

//TEXTURES\\

Maps: ALBEDO, NORMAL, SPECUALR;
Format: PNG
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Wooden arc

Description: This model reproduced a worn-out wooden arc with real texture. This wooden arch bridge can be used for support or decoration. The model contains different Level of Details (LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Dirty Water Channel

Asset ID: 11025

Creation Date: 26-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\			
HI			
vertx: 2794	*mesh: 2784*	*tris: 5568*	*UVs: 4922*
MID			
vertx: 798	*mesh: 794*	*tris: 15558*	*UVs: 1245*
LOW			
vertx: 703	*mesh: 689*	*tris: 1386*	*UVs: 1118*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 4096 * 4096 pixels

//Asset Name\\

Dirty Water Channel

Description: This model reproduced a worn-out water channel of Tin Mine. To indicate the material of real building, we design the geometry shape and a clay texture of this model. The model contains different Level of Details (LODs) separated in three different FBXs files for them to be used depending on how far away the camera is from the model. The model has a various textured, detail design that allows for close-up renders.

Exeter Cathedral, Westfront façade

Asset ID: 11026

Creation Date: 06-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 610251	*mesh: 1211164*	*tris: 1213379*	*UVs: 624855*
MID			
vertx: 446102	*mesh: 884509*	*tris: 886717*	*UVs: 460718*
LOW			
vertx: 306239	*mesh: 605823*	*tris: 607883*	*UVs: 862479*

//TEXTURES\\

Maps: ALBEDO, NORMAL;
Format: TGA
Resolution: 8192 * 8192 pixels

//Asset Name\\

Exeter Cathedral, Westfront façade

Description: This model is West Front of Exeter. The West Front Image Screen of Exeter Cathedral is one of the great architectural features of Medieval England. The screen is covered in a wealth of carving, dominated by three rows of statues in niches. At the bottom are angels appearing to support all the figures above. Most of the figures of the middle row represent Kings of Judah. In the upper row, to right of centre, is a representation of God. On His right hand would have been a seated figure of the Blessed Virgin Mary. Her image was destroyed in the Reformation and, later, mistakenly replaced by King Richard II. Also in the upper row are figures of the Apostles, the Evangelists and Old Testament Prophets.

Partners Info

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