Ins.TITRE

Ins. Sous titre

Une histoire,
votre réalité
augmentée

17 janvier 2018

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.

Captain Defender

Asset ID: 12001

Creation Date: 05-11-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 90158	*mesh: 88495*	*tris: 176545*	*UVs: 106484*

MID

vertx: 32029	*mesh: 31272*	*tris: 62517*	*UVs: 14582*

LOW

vertx: 23016	*mesh: 22584*	*tris: 44443*	*UVs: 14582*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Captain Defender

Description: This soldier is designed for 15th century, a captain defender for Fougere Castle in helmet and armour. The model has rigging and is ready for animation & poses. The animation include walking cycle, Tpose, attack with sword and shield, and idle. The model has a various textured, detailed 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Walk Cycle, Attack with Sword and Shield, Idle

Captain Enemy

Asset ID: 12002

Creation Date: 11-05-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 45473	*mesh: 44700*	*tris: 89506*	*UVs: 50250*
MID			
vertx: 25309	*mesh: 24650*	*tris: 49381*	*UVs: 28840*
LOW			
vertx: 23723	*mesh: 23085*	*tris: 46255*	*UVs: 27109*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Captain Enemy

Description: This soldier is designed for 15th century, a captain enemy in helmet and armour, who is attend to attack Fougere Castle. The model has a various textured, detailed design that allows for close-up renders. Fidelity is optimal up to a 4k render. Renders have no postprocessing. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

General Defender

Asset ID: 12003

Creation Date: 19-05-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 59670	*mesh: 58355*	*tris: 116668*	*UVs: 70357*
MID			
vertx: 41066	*mesh: 39969*	*tris: 79892*	*UVs: 50588*
LOW			
vertx: 29920	*mesh: 28763*	*tris: 57492*	*UVs: 35060*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

General Defender

Description: This model is designed for 15th century, a general defender for Fougere Castle in helmet and armour. The animation include idle. The model has a various textured, detailed design that allows for close-up renders. Fidelity is optimal up to a 4k render. Renders have no postprocessing. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

General Enemy

Asset ID: 12004

Creation Date: 19-05-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 59695	*mesh: 59196*	*tris: 118129*	*UVs: 70222*
MID			
vertx: 41978	*mesh: 41387*	*tris: 82645*	*UVs: 48858*
LOW			
vertx: 26936	*mesh: 26438*	*tris: 52835*	*UVs: 31795*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Geneal Enemy

Description: This model is designed for 15th century, a general soldier in helmet who attend to attack Fougere Castle. The animation include idle. The model has a various textured, detailed design that allows for close-up renders. Fidelity is optimal up to a 4k render. Renders have no postprocessing. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Simple Defender

Asset ID: 12005

Creation Date: 11-05-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 42202	*mesh: 41379*	*tris: 82733*	*UVs: 46072*
MID			
vertx: 34464	*mesh: 33696*	*tris: 67368*	*UVs: 37898*
LOW			
vertx: 26136	*mesh: 25411*	*tris: 50791*	*UVs: 29034*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Simple Defender

Description: This model is designed for 15th century, a simple defender of Fougere Castle without helmet and weapon. The model has a various textured, detailed design that allows for close-up renders. Fidelity is optimal up to a 4k render. Renders have no postprocessing. Model is fully textured with all materials applied. All textures and materials are included and mapped in every format. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Simple Enemy

Asset ID: 12006

Creation Date: 08-05-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 53399	*mesh: 52633*	*tris: 105147*	*UVs: 58581*
MID			
vertx: 46016	*mesh: 45300*	*tris: 90493*	*UVs: 50819*
LOW			
vertx: 34548	*mesh: 33851*	*tris: 67610*	*UVs: 38716*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Simple Enemy

Description: This model is designed for 15th century, a simple enemy holding a sword, who is attend to accack Fougere Castle. The model has a various textured, detailed design that allows for close-up renders. Fidelity is optimal up to a 4k render. Renders have no postprocessing. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Peasant

Asset ID: 12007

Creation Date: 29-05-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 39919	*mesh: 39442*	*tris: 78872*	*UVs: 43262*
MID			
vertx: 38393	*mesh: 37928*	*tris: 75844*	*UVs: 41584*
LOW			
vertx: 38654	*mesh: 38285*	*tris: 76560*	*UVs: 41957*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Peasant

Description: This model describes a peasant wearing hood and simple cloth of Fougere Castle in 15th century. The model has a various textured, detailed design that allows for close-up renders. Fidelity is optimal up to a 4k render. Renders have no postprocessing. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Lord

Asset ID: 12008

Creation Date: 11-06-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 47190	*mesh: 46887*	*tris: 93644*	*UVs: 51782*
MID			
vertx: 45464	*mesh: 45281*	*tris: 90432*	*UVs: 50115*
LOW			
vertx: 41103	*mesh: 40874*	*tris: 81620*	*UVs: 45239*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Lord

Description: This model describes a lord of Fougere Castle in 15th century, wearing a cape and a belt. The model has a various textured, detailed design that allows for close-up renders. Fidelity is optimal up to a 4k render. Renders have no postprocessing. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
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All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Young Miner

Asset ID: 11009

Creation Date: 17-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 18824	*mesh: 18490*	*tris: 36962*	*UVs: 21058*
MID			
vertx: 12675	*mesh: 12333*	*tris: 24644*	*UVs: 14437*
LOW			
vertx: 4002	*mesh: 3816*	*tris: 7547*	*UVs: 4968*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Young Miner

Description: This model describes an aged miner who worked in 15th century Tin Mine. This man wear as a typical miner, a dirty work uniform and a pair of primitive shoes. You can watch the mining actions of the characters from all projection angle, and the characters inside are also animated with cart walking and mining with shovel in hand. To highlight his age and help users identify, this model was created with a fine beard.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
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Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Idle, Pass Bucker, Reach Up, Ride Mine Cart, Shoveling, Sledge Hammer, Talking, Walk Cycle

Tan Miner

Asset ID: 11010

Creation Date: 29-05-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 22131	*mesh: 21776*	*tris: 43533*	*UVs: 23773*

MID

vertx: 12814	*mesh: 12468*	*tris: 24880*	*UVs: 13562*

LOW

vertx: 4198	*mesh: 3947*	*tris: 7912*	*UVs: 4595*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Tan miner

Description: Due to the rapid development of copper and tin mining in the early 19th century, many people came to the mine to work as a miner. This model describes an miner who worked in 15th century Tin Mine. His tan skin indicates that he has to work in sun for a long time. This man wear as a typical miner, a dirty work uniform and a hat without 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Fat Miner

Asset ID: 11011

Creation Date: 17-09-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 20770	*mesh: 20292*	*tris: 40536*	*UVs: 23943*
MID			
vertx:7540	*mesh: 7259*	*tris: 14492*	*UVs: 9292*
LOW			
vertx: 3995	*mesh: 3750*	*tris: 7471*	*UVs: 5115*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Fat miner

Description: Due to the rapid development of copper and tin mining in the early 19th century, many people came to the mine to work as a miner. This model describes a fat miner who worked in 15th century Tin Mine. This man wear as a typical miner, a dirty work uniform and a hat without 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
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All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Ball Maid

Asset ID: 11012

Creation Date: 17-09-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 21085	*mesh: 20818*	*tris: 41561*	*UVs: 22906*
MID			
vertx: 8839	*mesh: 17485*	*tris: 17211*	*UVs: 9589*
LOW			
vertx: 4076	*mesh: 3874*	*tris: 7621*	*UVs: 4500*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Ball Maid

Description: Due to the rapid development of copper and tin mining in the early 19th century, many people came to the mine to work as a miner. This model describes a maid who worked in 15th century Tin Mine. This maid wear apron and kerchief, which indicates she work at kitchen. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Horse

Asset ID: 11013

Creation Date: 11-06-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI

vertx: 4620	*mesh: 4640*	*tris: 9200*	*UVs: 16196*

MID

vertx:	*mesh:*	*tris:*	*UVs:*

LOW

vertx:	*mesh:*	*tris:*	*UVs:*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Horse

Description: This model reproduces a horse and can be used in multiple scenarios. On the battlefield, the knight can ride it during combat. In order to make this model more realistic, we rebuilt the horse texture and made animations for various scenes. The model has a various textured, detail design that allows for close-up renders.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Gallop, Walk

German Officer

Asset ID: 12014

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 34220	*mesh: 33846*	*tris: 67692*	*UVs: 37829*
MID			
vertx: 8412	*mesh: 8712*	*tris: 16422*	*UVs: 10247*
LOW			
vertx: 7178	*mesh: 7470*	*tris: 13988*	*UVs: 8924*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

German Officer

Description: This model is a German officer. It is used in battle scene which German solider and English solider are fighting. In order to distinguish it from regular soldiers, we create different cloth for 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

Submariner

Asset ID: 12015

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 29848	*mesh: 29352*	*tris: 58701*	*UVs: 32865*
MID			
vertx: 14999	*mesh: 14604*	*tris: 29222*	*UVs: 17485*
LOW			
vertx: 10750	*mesh: 10391*	*tris: 20794*	*UVs: 13014*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers.

//Asset Name\\

Submariner

Description: This model is a submariner who participates in the war. This model contains many animation clips, which vividly reproduce battle situation and the intensity of the war. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Binoculars, Climb Out, Wait with arms folded, Stand at attention, Learning, Climb Ladder, Periscope, Phone Orders, Port Hole Climb Through, Roll Shoulders, Rope Pull, Rope Tie, Salute, Shift Wiegth, Walk Cycle, Dead in Water

Medieval Statue 1

Asset ID: 12016

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 38216	*mesh: 38922*	*tris: 76106*	*UVs: 52309*

MID

vertx: 12375	*mesh: 12733*	*tris: 24550*	*UVs: 17777*

LOW

vertx: 3904	*mesh: 3999*	*tris: 7498*	*UVs: 6515*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 1

Description: This model is an angle statue who playing the guiterne. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the guiterne

Medieval Statue 2

Asset ID: 12017

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 8208	*mesh: 8546*	*tris: 16244*	*UVs: 11173*
MID			
vertx: 6192	*mesh: 6530*	*tris: 12212*	*UVs: 8951*
LOW			
vertx: 3653	*mesh: 3859*	*tris: 7097*	*UVs: 5835*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 2

Description:. This model is an angle statue who playing the bagpipe. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the bagpipe

Medieval Statue 3

Asset ID: 12018

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 34370	*mesh: 34492*	*tris: 67784*	*UVs: 39994*

MID

vertx: 10092	*mesh: 10490*	*tris: 19662*	*UVs: 13550*

LOW

vertx: 3953	*mesh: 3931*	*tris: 7535*	*UVs: 6091*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 3

Description: This model is an angle statue who playing the recorder. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the recorder

Medieval Statue 4

Asset ID: 12019

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 29028	*mesh: 14620*	*tris: 28694*	*UVs: 17827*

MID

vertx: 12423	*mesh: 12604*	*tris: 24662*	*UVs: 15605*

LOW

vertx: 3512	*mesh: 3527*	*tris: 6818*	*UVs: 5625*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 4

Description: This model is an angle statue who playing the fiddle. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the fiddle

Medieval Statue 5

Asset ID: 12020

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 32881	*mesh: 66088*	*tris: 65416*	*UVs: 41008*

MID

vertx: 9175	*mesh: 10736*	*tris: 18076*	*UVs: 14042*

LOW

vertx: 3475	*mesh: 3787*	*tris: 6688*	*UVs: 6118*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 5

Description: This model is an angle statue who playing the harp. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the harp

Medieval Statue 6

Asset ID: 12021

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI			
vertx: 6757	*mesh: 7370*	*tris: 13234*	*UVs: 9833*
MID			
vertx:	*mesh:*	*tris:*	*UVs:*
LOW			
vertx: 3892	*mesh: 3979*	*tris: 7455*	*UVs: 5998*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 6

Description: This model is an angle statue who playing the mouth organ. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the mouth organ

Medieval Statue 7

Asset ID: 12022

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 24730	*mesh: 25442*	*tris: 48934*	*UVs: 29910*

MID

vertx: 8418	*mesh: 9268*	*tris: 16566*	*UVs: 11701*

LOW

vertx: 3766	*mesh: 3958*	*tris: 7281*	*UVs: 6081*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 7

Description: This model is an angle statue who playing the shawm. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the shawm

Medieval Statue 8

Asset ID: 12023

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 25027	*mesh: 25990*	*tris: 49358*	*UVs: 33888*

MID

vertx: 12163	*mesh: 12660*	*tris: 23654*	*UVs: 18585*

LOW

vertx: 3773	*mesh: 3939*	*tris: 7198*	*UVs: 6836*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 8

Description: This model is an angle statue who playing the portative. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the portative.

Medieval Statue 9

Asset ID: 12024

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 17826	*mesh: 18666*	*tris: 35422*	*UVs: 22840*

MID

vertx: 6056	*mesh: 6974*	*tris: 11970*	*UVs: 9792*

LOW

vertx: 3667	*mesh: 3805*	*tris: 7143*	*UVs: 6023*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 9

Description: This model is an angle statue who playing the guitar. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the guitar

Medieval Statue 10

Asset ID: 12025

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 19508	*mesh: 20253*	*tris: 38556*	*UVs: 21588*

MID

vertx: 7738	*mesh: 8561*	*tris: 15104*	*UVs: 8973*

LOW

vertx: 3947	*mesh: 3970*	*tris: 7572*	*UVs: 4870*

//TEXTURES\\

Maps: AlALBEDO, METAL, NORMAL;
Format: PNG
Resolution: 4096 * 4096 pixels

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 10

Description: This model is an angle statue who playing the flute. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the flute

Medieval Statue 11

Asset ID: 12026

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 16247	*mesh: 16942*	*tris: 31934*	*UVs: 17070*

MID

vertx: 5746	*mesh: 6830*	*tris: 11242*	*UVs: 6274*

LOW

vertx: 3605	*mesh: 3893*	*tris: 6900*	*UVs: 4008*

//TEXTURES\\

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

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 11

Description: This model is an angle statue who playing the timbrel. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the timbrel

Medieval Statue 12

Asset ID: 12027

Creation Date: 11-06-2020

Wireframe

Plain shade

With Texture

//LODs Available\\

HI

vertx: 21535	*mesh: 21856*	*tris: 41758*	*UVs: 22046*

MID

vertx: 7785	*mesh: 8273*	*tris: 14516*	*UVs: 7951*

LOW

vertx: 3706	*mesh: 3801*	*tris: 7111*	*UVs: 4097*

//TEXTURES\\

Maps: AlbeALBEDO, METAL, NORMAL;
Format: PNG
Resolution: * pixels

//RIG\\

This model doesn't contain riggers.

//Asset Name\\

Medieval Statue 12

Description: This model is an angle statue who playing the cymbals. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessary just drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Play the cymbals

St. Peter

Asset ID: 12028

Creation Date: 11-06-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

HI			
vertx: 110573	*mesh: 109967*	*tris: 219939*	*UVs: 119670*
MID			
vertx: 64145	*mesh: 63629*	*tris: 127263*	*UVs: 70768*
LOW			
vertx: 60650	*mesh: 60175*	*tris: 120313*	*UVs: 67037*

//TEXTURES\\

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

//RIG\\

This model includes 53 riggers. 166626,165901,331807,174499

//Asset Name\\

St. Peter

Description: This model is SaintPeter. 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.

//Features\\

High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
Maya models are grouped for easy selection, and objects are logically named for ease of scene management.
No part-name confusion when importing several models into a scene.
No cleaning up necessaryjust drop your models into the scene and start rendering.
No special plugin needed to open scene.
Model does not include any backgrounds or scenes used in preview images.
The lighting of the 3D scenes can be freely adjusted.

//Animation\\

Animation1

Partners Info

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INSÉRER LOGO

Une histoire, votre réalité augmentée