# Ins.TITRE

Ins. Sous titre

Une histoire,
**votre réalité**
augmentée

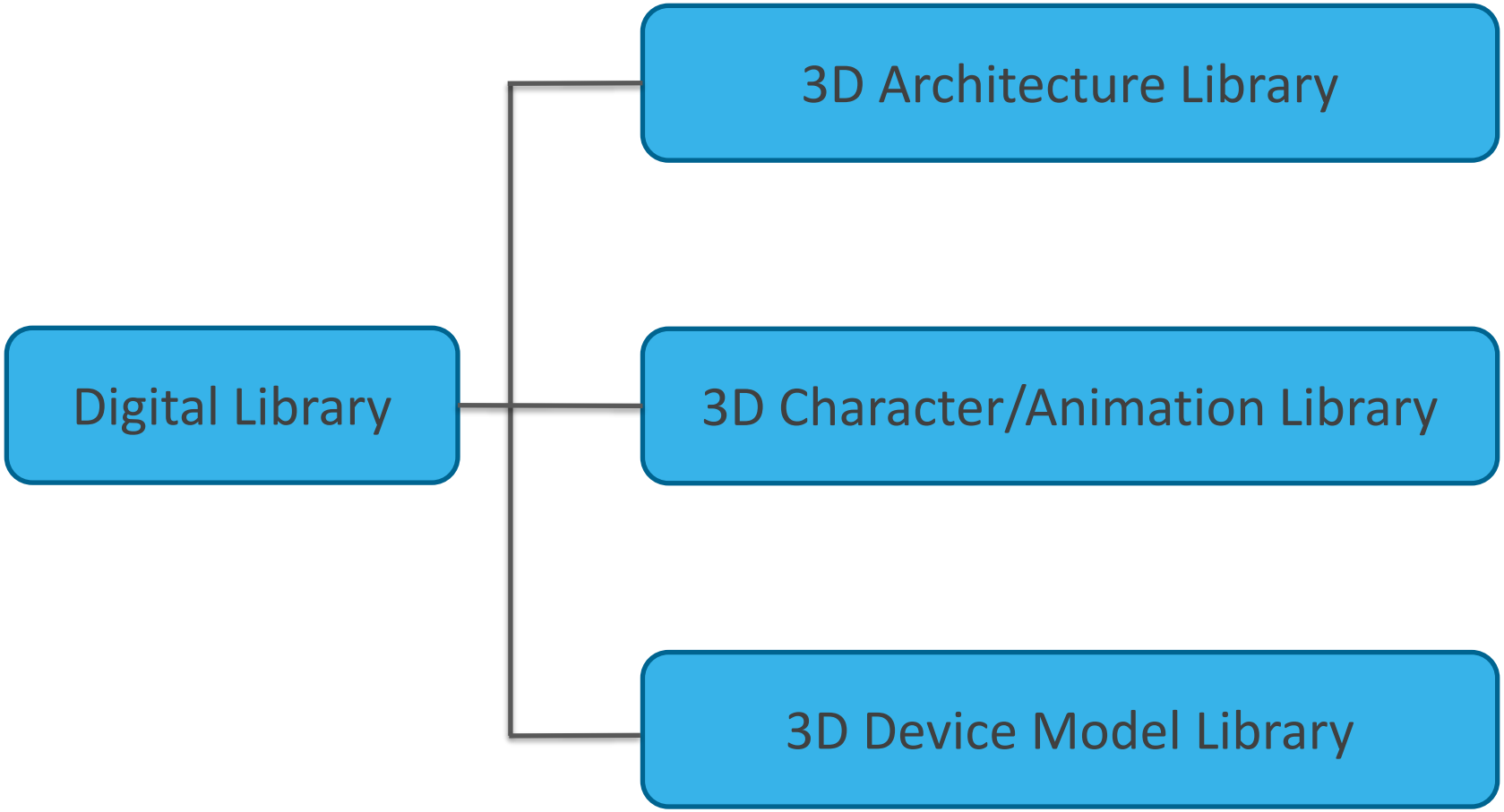
17 janvier 2018

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

VISTA VR

# Structure of Library

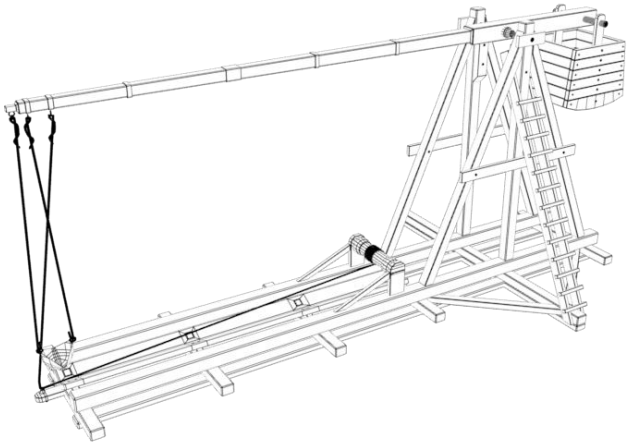
This digital model library includes models and their animation clips which are designed to use for heritage sites. An example structure of Library is shown in Figure.1.



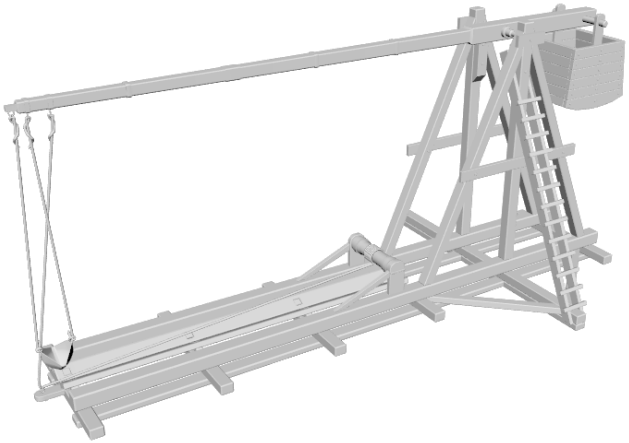
# Trebutchet

**Asset ID:** 13001

**Creation Date:** 30-10-2020



Wireframe



Plain shade

With Texture

//LODs Available\\

*HI*

| | | | |
|---|---|---|---|
| *vertx: 15260* | *mesh: 15838* | *tris: 29766* | *UVs: 26774* |

*MID*

| | | | |
|---|---|---|---|
| *vertx: 12750* | *mesh: 13303* | *tris: 24754* | *UVs: 23097* |

*LOW*

| | | | |
|---|---|---|---|
| *vertx: 10822* | *mesh: 11263* | *tris: 20954* | *UVs: 19688* |

//TEXTURES\\

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

//Animation\\

throw projectile

//Asset Name\\

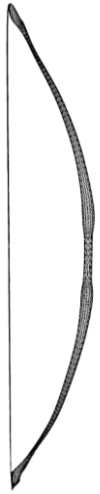
Trebutchet

*Description: This model is Trebutchet model in 15th century. A trebuchet (French: trébuchet) is a type of catapult that uses a long arm to throw a projectile. It was a common powerful siege engine until the advent of gunpowder. This model reproduces a trebuchet, which is a compound machine that makes use of the mechanical advantage of a lever to throw a projectile. . They are typically large constructions made primarily of wood, usually reinforced with metal, leather, rope, and other materials. 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.*

# Bow

**Asset ID:** 13002

**Creation Date:** 04-09-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 2525* | *mesh: 2536* | *tris: 5072* | *UVs: 3140* |
| *MID* | | | |
| *vertx: 629* | *mesh: 634* | *tris: 1268* | *UVs: 950* |
| *LOW* | | | |
| *vertx: 159* | *mesh: 156* | *tris: 322* | *UVs: 333* |

//TEXTURES\\

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

//Asset Name\\

Bow

*Description: This model is the bow which used by 15th century soilders. It vividly displays structure and texture of bow in that time. 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.*

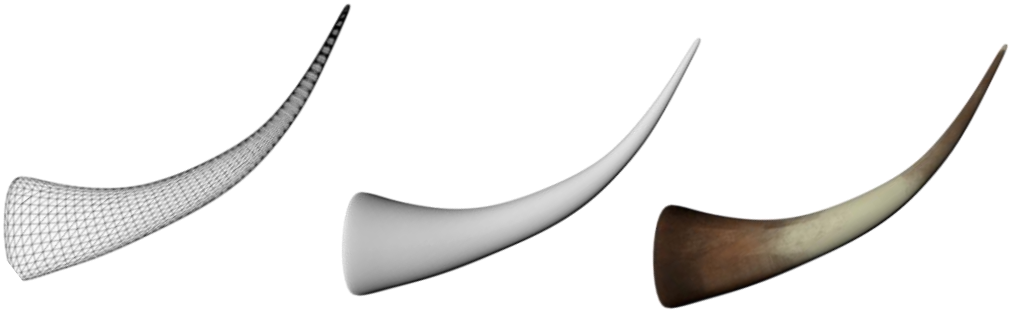
//Features\\

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.
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.

# Horn

**Asset ID:** 13003

**Creation Date:** 06-09-2020



| Wireframe | Plain shade | With Texture |
|---|---|---|

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 2525* | *mesh: 2536* | *tris: 5072* | *UVs: 3140* |
| *MID* | | | |
| *vertx: 629* | *mesh: 634* | *tris: 1268* | *UVs: 950* |
| *LOW* | | | |
| *vertx: 159* | *mesh: 156* | *tris: 322* | *UVs: 333* |

//TEXTURES\\

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

//Asset Name\\

Horn

*Description: This model is the bow which used by 15th century soilders. It vividly displays structure and texture of bow in that time. This horn was made from elephants' tusks. In Europe they came to be symbols of royalty. 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.
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.

# Ram Ramp

**Asset ID:** 13004

**Creation Date:** 05-09-2020

Wireframe Plain shade With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 6988* | *mesh: 6842* | *tris: 13684* | *UVs: 7215* |
| *MID* | | | |
| *vertx: 1768* | *mesh: 1727* | *tris: 3388* | *UVs: 1882* |
| *LOW* | | | |
| *vertx: 882* | *mesh: 1733* | *tris: 1638* | *UVs: 993* |

//TEXTURES\\

Maps: ALBEDO;
Format: TGA
Resolution: 1024 * 1024 pixels

//Asset Name\\

Ramp

*Description: This model is a ram. It was used to hit the castle gate in battle. To enhance it material, we create wood texture 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. The model has a various textured, detail design that allows for close-up renders.*

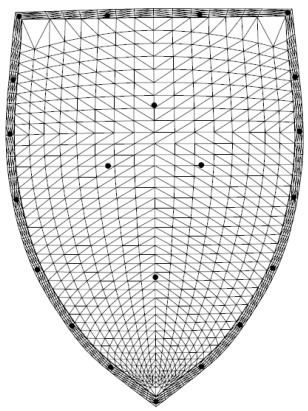
//Features\\

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.
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.

# Shield 1

**Asset ID:** 13005

**Creation Date:** 05-09-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 7811* | *mesh: 7801* | *tris: 15502* | *UVs: 9573* |
| *MID* | | | |
| *vertx: 1944* | *mesh: 1913* | *tris: 3388* | *UVs: 1882* |
| *LOW* | | | |
| *vertx: 945* | *mesh: 926* | *tris: 1770* | *UVs: 1465* |

//TEXTURES\\

Maps: ALBEDO;
Format: TGA
Resolution: 1921 * 1921 pixels

//Asset Name\\

Shield 1

*Description: This model is designed to replicate a Shield used in the 15th century in Europe. Shields have been used consistently throughout the Middle Ages. From bucklers to pavise shields, they were made in different shapes, sizes, thickness, and materials, with or without straps for the wrist and forearm. They provide passive protection by closing one or more lines of engagement during combat, they are used to intercept attacks from close-ranged weaponry and from projectiles such as arrows and bolts. 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.*

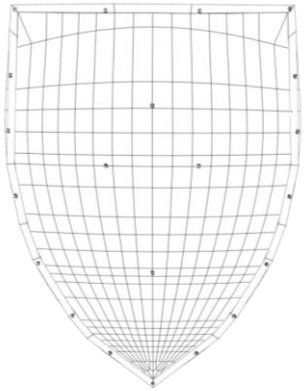
//Features\\

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.
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.

# Shield 2

**Asset ID:** 13006

**Creation Date:** 05-09-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 7811* | *mesh: 7801* | *tris: 15502* | *UVs: 9573* |
| *MID* | | | |
| *vertx: 1944* | *mesh: 1913* | *tris: 3768* | *UVs: 2995* |
| *LOW* | | | |
| *vertx: 945* | *mesh: 926* | *tris: 1770* | *UVs: 1465* |

//TEXTURES\\

Maps: COLOUR, MATEL, NORMAL, ROUGH;
Format: TGA
Resolution: 1024 * 1024 pixels

//Asset Name\\

Shield 2

*Description: This model is designed to replicate a Shield used in the 15th century in Europe. Shields have been used consistently throughout the Middle Ages. From bucklers to pavise shields, they were made in different shapes, sizes, thickness, and materials, with or without straps for the wrist and forearm. They provide passive protection by closing one or more lines of engagement during combat, they are used to intercept attacks from close-ranged weaponry and from projectiles such as arrows and bolts. 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.*

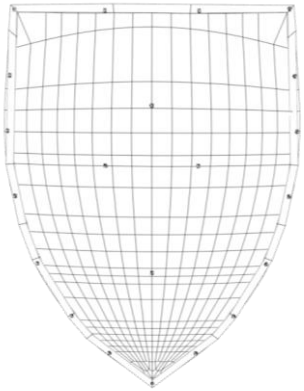
//Features\\

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.
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.

# Shield 3

**Asset ID:** 13007

**Creation Date:** 05-09-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 7811* | *mesh: 7801* | *tris: 15502* | *UVs: 9573* |
| *MID* | | | |
| *vertx: 1944* | *mesh: 1913* | *tris: 3768* | *UVs: 2995* |
| *LOW* | | | |
| *vertx: 945* | *mesh: 926* | *tris: 1770* | *UVs: 1465* |

//TEXTURES\\

Maps: COLOUR, MATEL, NORMAL, ROUGH;
Format: TGA
Resolution: 1024 * 1024 pixels

//Asset Name\\

Shield 3

*Description: This model is designed to replicate a Shield used in the 15th century in Europe. Shields have been used consistently throughout the Middle Ages. From bucklers to pavise shields, they were made in different shapes, sizes, thickness, and materials, with or without straps for the wrist and forearm. They provide passive protection by closing one or more lines of engagement during combat, they are used to intercept attacks from close-ranged weaponry and from projectiles such as arrows and bolts. 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.*

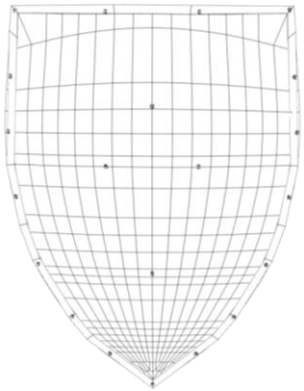
//Features\\

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.
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.

# Shield 4

**Asset ID:** 13008

**Creation Date:** 05-09-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 7811* | *mesh: 7801* | *tris: 15502* | *UVs: 9573* |
| *MID* | | | |
| *vertx: 1944* | *mesh: 1913* | *tris: 3768* | *UVs: 2995* |
| *LOW* | | | |
| *vertx: 945* | *mesh: 926* | *tris: 1770* | *UVs: 1465* |

//TEXTURES\\

Maps: COLOUR, MATEL, NORMAL, ROUGH;
Format: TGA
Resolution: 1024 * 1024 pixels

//Asset Name\\

Shield 4

*Description: This model is designed to replicate a Shield used in the 15th century in Europe. Shields have been used consistently throughout the Middle Ages. From bucklers to pavise shields, they were made in different shapes, sizes, thickness, and materials, with or without straps for the wrist and forearm. They provide passive protection by closing one or more lines of engagement during combat, they are used to intercept attacks from close-ranged weaponry and from projectiles such as arrows and bolts. 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.*

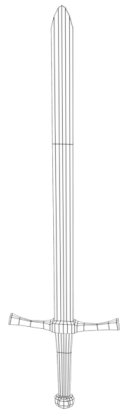
//Features\\

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.
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.

# Sword 1

**Asset ID:** 13009

**Creation Date:** 05-09-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 715* | *mesh: 712* | *tris: 1426* | *UVs: 1003* |
| *MID* | | | |
| *vertx: 318* | *mesh: 316* | *tris: 632* | *UVs: 553* |
| *LOW* | | | |
| *vertx: 154* | *mesh: 152* | *tris: 304* | *UVs: 306* |

//TEXTURES\\

Maps: ALBEDO;
Format: TGA
Resolution: 1024 * 1024 pixels

//Asset Name\\

Sword 1

*Description: This model is designed to replicate a Sword used in the 15th century in Europe. The Arming Sword (also known as knightly sword) is the single handed cruciform sword of the High Middle Ages. It was a straight, double-edged weapon with a single-handed hilt and a blade length of about 28 to 31 inches (70 to 80 centimetres). 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.*

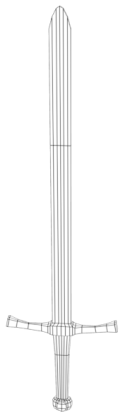
//Features\\

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.
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.

# Sword 2

**Asset ID:** 13010

**Creation Date:** 05-09-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

*HI*

| | | | |
|---|---|---|---|
| *vertx: 8458* | *mesh: 8392* | *tris: 16784* | *UVs: 8458* |

*MID*

| | | | |
|---|---|---|---|
| *vertx: 2148* | *mesh: 2084* | *tris: 4224* | *UVs: 2148* |

*LOW*

| | | | |
|---|---|---|---|
| *vertx: 1567* | *mesh: 1498* | *tris: 3078* | *UVs: 1567* |

//TEXTURES\\

Maps: ALBEDO;
Format: TGA
Resolution: 1024 * 1024 pixels

//Asset Name\\

Sword 2

*Description: This model is designed to replicate a Sword used in the 15th century in Europe. The Arming Sword (also known as knightly sword) is the single handed cruciform sword of the High Middle Ages. It was a straight, double-edged weapon with a single-handed hilt and a blade length of about 28 to 31 inches (70 to 80 centimetres). 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.*

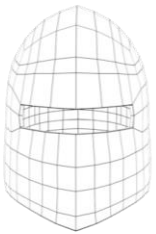
//Features\\

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.
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.

# Helmet

**Asset ID:** 13011

**Creation Date:** 14-10-2020



Wireframe

Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 2148* | *mesh: 2091* | *tris: 4184* | *UVs: 2363* |
| *MID* | | | |
| *vertx: 1051* | *mesh: 1013* | *tris: 2028* | *UVs: 1191* |
| *LOW* | | | |
| *vertx: 1051* | *mesh: 1013* | *tris: 2028* | *UVs: 1191* |

//TEXTURES\\

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

//Asset Name\\

Helmet

*Description: This model is designed to replicate a Helmet used in the 15th century in Europe. The medieval Helmet was a form of protective gear worn to protect the head, or sometimes for ceremonial or symbolic use. 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\\

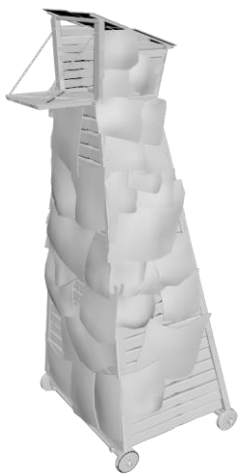
High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
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.

# Siege Tower

**Asset ID:** 13012

**Creation Date:** 14-10-2020

Wireframe



Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 557738* | *mesh: 543874* | *tris: 1083280* | *UVs: 680642* |
| *MID* | | | |
| *vertx: 348327* | *mesh: 351880* | *tris: 664458* | *UVs: 459489* |
| *LOW* | | | |
| *vertx: 273217* | *mesh: 264936* | *tris: 526314* | *UVs: 352647* |

//TEXTURES\\

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

//Asset Name\\

Siege Tower

*Description: This model is designed to replicate a Siege Tower used in the 15th century in Europe. A siege tower or breaching tower is a specialized siege engine, constructed to protect assailants and ladders while approaching the defensive walls of a fortification. The tower was often rectangular with four wheels with its height roughly equal to that of the wall or sometimes higher to allow archers to stand on top of the tower and shoot arrows into the fortification. Because the towers were wooden and thus flammable, they had to have some non-flammable covering of iron or fresh animal skins. 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.*

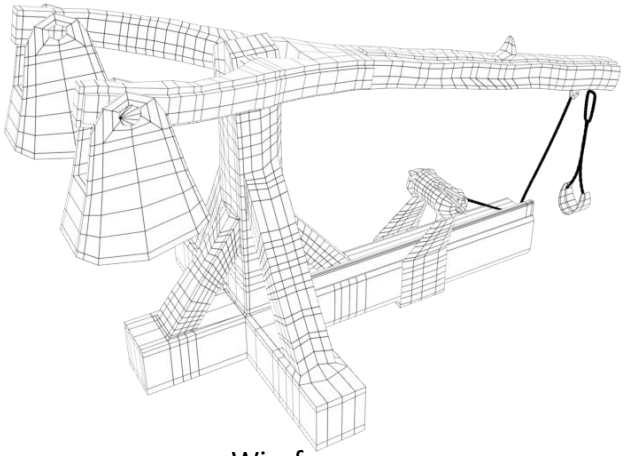
//Features\\

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.
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.

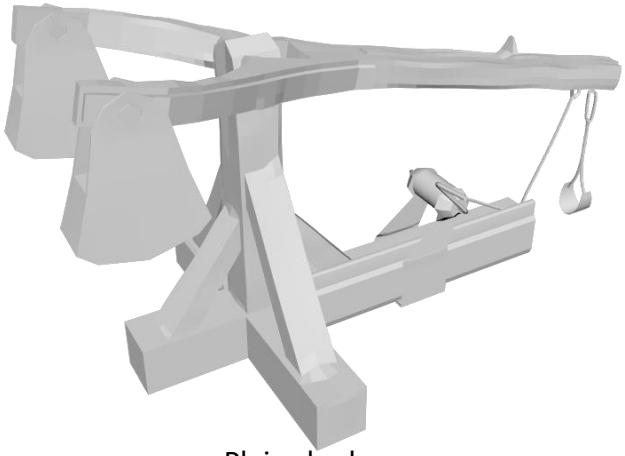
# Couillard

**Asset ID:** 13013

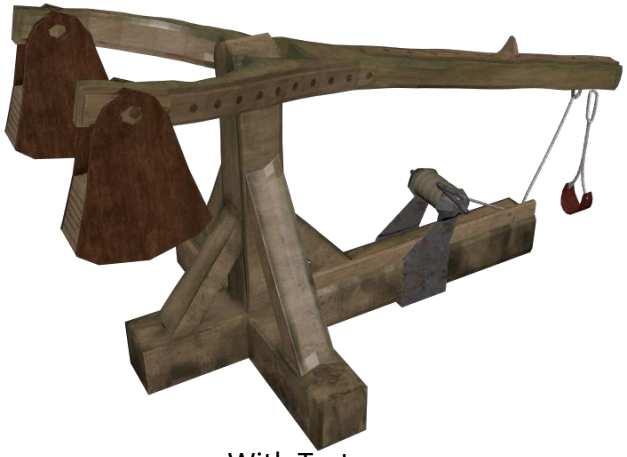
**Creation Date:** 14-10-2020



Wireframe



Plain shade



With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 40858* | *mesh: 41016* | *tris: 81524* | *UVs: 64998* |
| *MID* | | | |
| *vertx: 20342* | *mesh: 20413* | *tris: 40551* | *UVs: 36382* |
| *LOW* | | | |
| *vertx: 10381* | *mesh: 10424* | *tris: 20671* | *UVs: 21436* |

//TEXTURES\\

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

//Asset Name\\

Couillard

*Description: This model is designed to replicate a couillard used in the 15th century in Europe.*
*A trebuchet. A type of catapult that was used as a siege engine in the Middle Ages.*
*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.*

# Cannon 1

**Asset ID:** 13014

**Creation Date:** 14-10-2020

Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 15592* | *mesh: 15582* | *tris: 31148* | *UVs: 18105* |
| *MID* | | | |
| *vertx: 5456* | *mesh: 5486* | *tris: 10876* | *UVs: 7588* |
| *LOW* | | | |
| *vertx: 1384* | *mesh: 1374* | *tris: 2732* | *UVs: 2212* |

//TEXTURES\\

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

//Asset Name\\

Cannon 1

*Description: This model is designed to replicate a cannon used in the 15th century in Europe.*

*By the 1500s, cannon were made in a great variety of lengths and bore diameters, but the general rule was that the longer the barrel, the longer the range. Some cannon made during this time had barrels exceeding 10 ft (3.0 m) in length, and could weigh up to 20,000 pounds (9,100 kg).*

*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.

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.

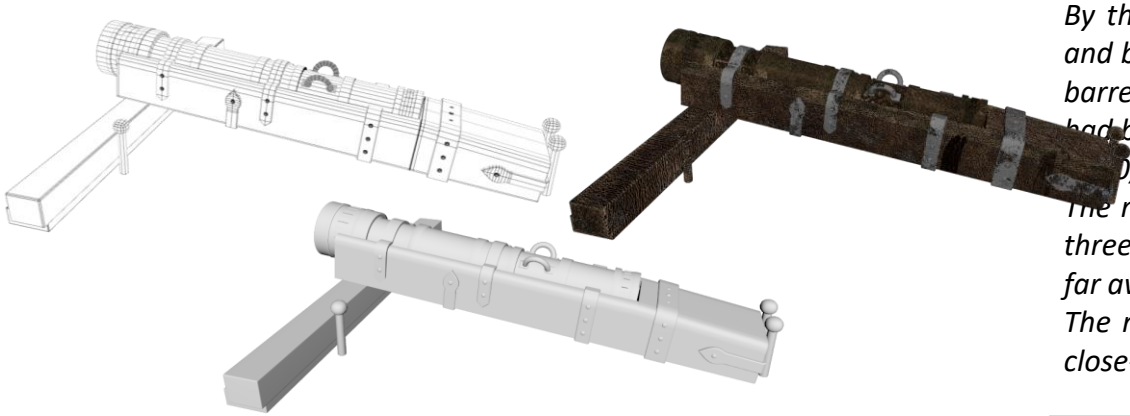
Model does not include any backgrounds or scenes used in preview images.

The lighting of the 3D scenes can be freely adjusted.

# Cannon 2

**Asset ID:** 13015

**Creation Date:** 14-10-2020



Wireframe Plain shade With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 20569* | *mesh: 19996* | *tris: 39992* | *UVs: 22060* |
| *MID* | | | |
| *vertx: 7127* | *mesh: 6909* | *tris: 13632* | *UVs: 8057* |
| *LOW* | | | |
| *vertx: 6675* | *mesh: 6428* | *tris: 12732* | *UVs: 7454* |

//TEXTURES\\

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

//Asset Name\\

Cannon 2

*Description: This model is designed to replicate a cannon used in the 15th century in Europe.*

*By the 1500s, cannon were made in a great variety of lengths and bore diameters, but the general rule was that the longer the barrel, the longer the range. Some cannon made during this time had barrels exceeding 10 ft (3.0 m) in length, and could weigh up 20,000 pounds (9,100 kg).*

*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.

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.

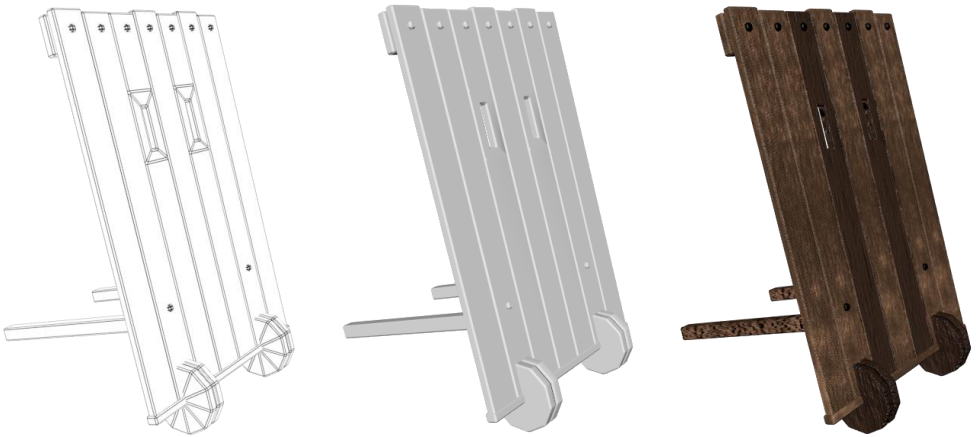
Model does not include any backgrounds or scenes used in preview images.

The lighting of the 3D scenes can be freely adjusted.

# Mantelet

**Asset ID:** 13016

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 3558* | *mesh: 3538* | *tris: 7036* | *UVs: 5000* |
| *MID* | | | |
| *vertx: 1568* | *mesh: 1608* | *tris: 3056* | *UVs: 2712* |
| *LOW* | | | |
| *vertx: 422* | *mesh: 402* | *tris: 764* | *UVs: 952* |

//TEXTURES\\

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

//Asset Name\\

Mantelet

*Description: This model is designed to replicate a Mantelet used in the 15th century in Europe.*
*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\\

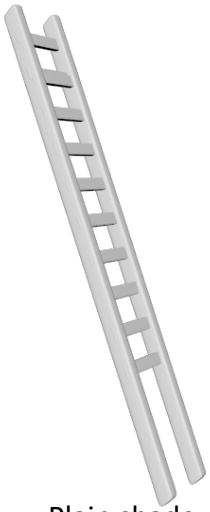
High quality polygonal model, correctly scaled for an accurate representation of the original object.
Models resolutions are optimized for polygon efficiency. (In Maya, the Smooth Mesh function can be used to increase mesh resolution if necessary.)
Model is fully textured with all materials applied.
All textures and materials are included and mapped in every format.
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.

# Dirty Ladder

**Asset ID:** 13017

**Creation Date:** 14-10-2020

Wireframe



Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 13818* | *mesh: 13792* | *tris: 27584* | *UVs: 15662* |
| *MID* | | | |
| *vertx: 3474* | *mesh: 3448* | *tris: 6896* | *UVs: 4422* |
| *LOW* | | | |
| *vertx: 888* | *mesh: 862* | *tris: 1724* | *UVs: 1388* |

//TEXTURES\\

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

//Asset Name\\

Dirty Ladder

*Description: This model simulates a usual wood ladder that has been used in long-term in Tin mine. This model can be widely applied to various usages, and users can change the texture to suit different scenes. In Tim mine production period, miners stood on ladder and transported to mine. The miners apparently favoured them over climbing long ladders – part of this is due to the fact that their pay was not calculated until they reached the face, and the man engine got them in and out of the mines more quickly.*

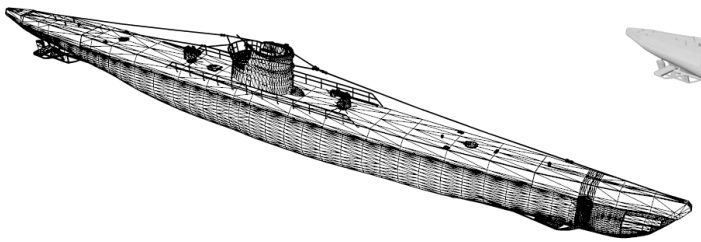
//Features\\

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.
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.

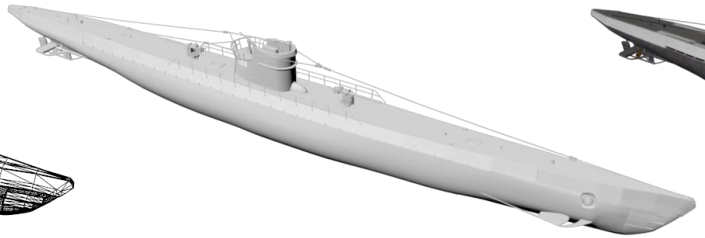
# Submarine U171

**Asset ID:** 13018

**Creation Date:** 27-08-2020



Wireframe



Plain shade

With Texture

| //LODs Available\\ | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 54748* | *mesh: 51423* | *tris: 100874* | *UVs: 71003* |
| *MID* | | | |
| *vertx: 28401* | *mesh: 54397* | *tris: 26539* | *UVs: 41175* |
| *LOW* | | | |
| *vertx: 10335* | *mesh: 9541* | *tris: 18657* | *UVs: 15281* |
| //TEXTURES\\ | | | |
| Maps: ALBEDO, NORMAL, ROUGH;<br>Format: TGA<br>Resolution: 8192 * 8192 pixels | | | |

//Asset Name\\

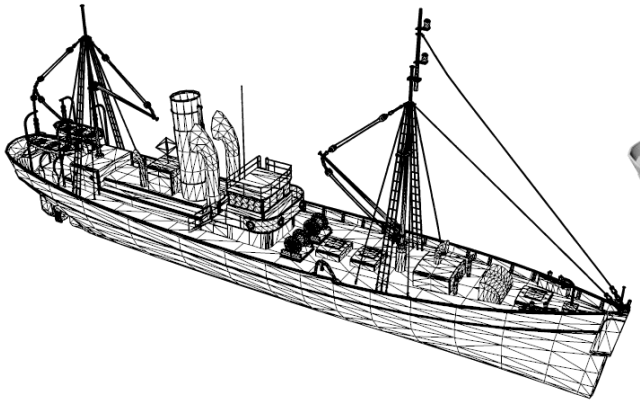
Submarine U171

*Description: This model is shell of Submarine. German submarine U-171 was a Type IXC U-boat of Nazi Germany's Kriegsmarine built for service during World War II. It was sent to patrol in the Gulf of Mexico and was sunk by a naval mine in the Bay of Biscay 115 days into its first, and only patrol whilst returning to Lorient in occupied France, with the loss of 22 of its complement of 54. This model copys the structure of the original submarine modelaccording to the scale and it shows in detail shells, telescope and observation tower on the deck. Plus, it was reproduced with the vivid texture of this submarine.*

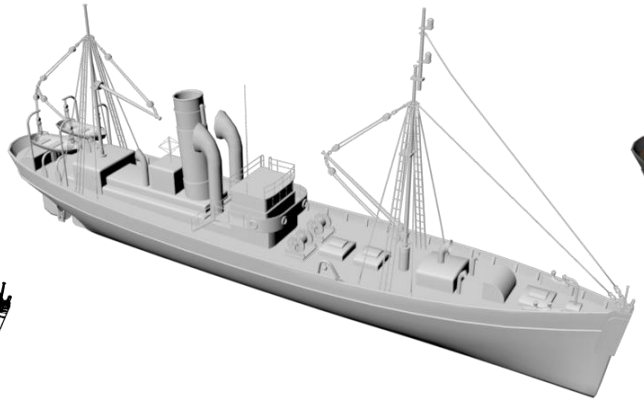
# A Tench Trawler

**Asset ID:** 13019

**Creation Date:** 27-08-2020



Wireframe



Plain shade

With Texture

| //LODs Available\\ | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 206208* | *mesh: 198774* | *tris: 397120* | *UVs: 265337* |
| *MID* | | | |
| *vertx: 121957* | *mesh: 115271* | *tris: 230130* | *UVs: 163098* |
| *LOW* | | | |
| *vertx: 63630* | *mesh: 58662* | *tris: 116910* | *UVs: 96140* |

//TEXTURES\\

Maps: Albedo, Rough, Normal and Metal;
Format: TGA
Resolution: 8192 * 8192 pixels

//Asset Name\\

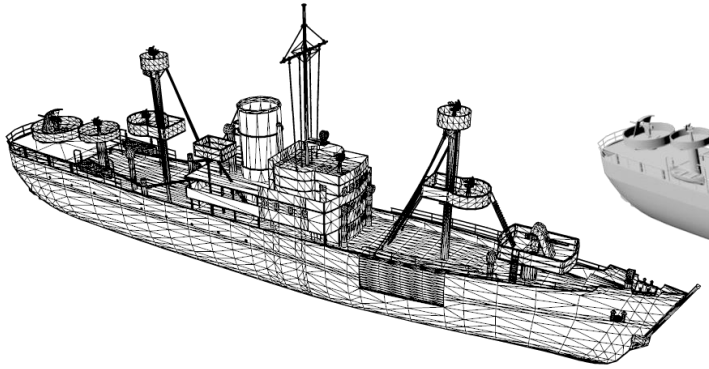
Tench Trawler

*Description: This model is a tench trawler of last century, which is driven by steam, which reproduces a tench trawler followed its original scale. To display tench ttrawler precisely, it perfectly copies lifting equipment, motorized work boats, ventilators and mooring equipment, even the radio antennas, radar antennas and signal light on mast. 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.*

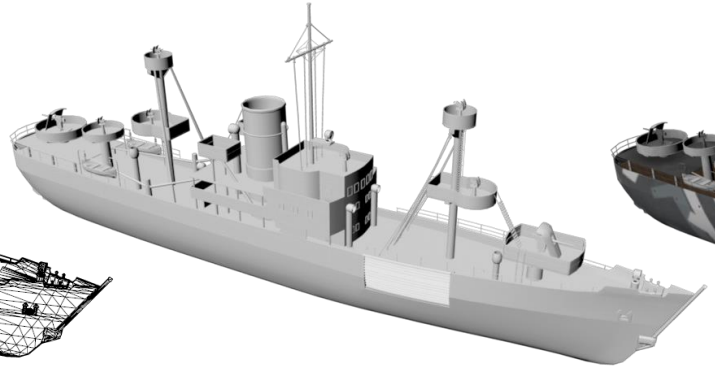
# Sperrbrecher 134

**Asset ID:** 13020

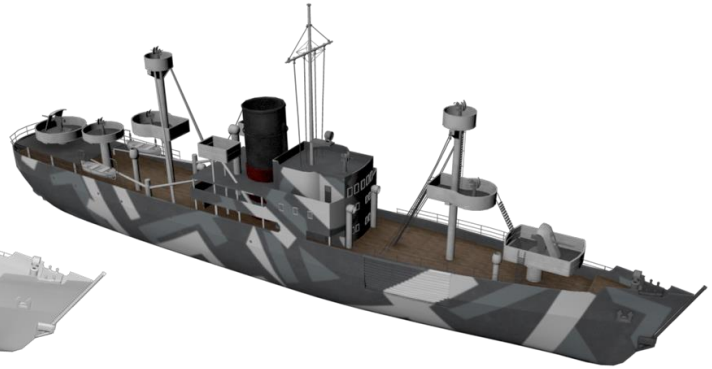
**Creation Date:** 26-08-2020



Wireframe



Plain shade



With Texture

| //LODs Available\\ | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 213123* | *mesh: 206599* | *tris: 412106* | *UVs: 286018* |
| *MID* | | | |
| *vertx: 125280* | *mesh: 119811* | *tris: 238522* | *UVs: 186544* |
| *LOW* | | | |
| *vertx: 79850* | *mesh: 74774* | *tris: 148540* | *UVs: 129056* |
| //TEXTURES\\ | | | |
| Maps: Albedo, Normal and Metal; | | | |
| Format: TGA | | | |
| Resolution: 8192 * 8192 pixels | | | |

//Asset Name\\

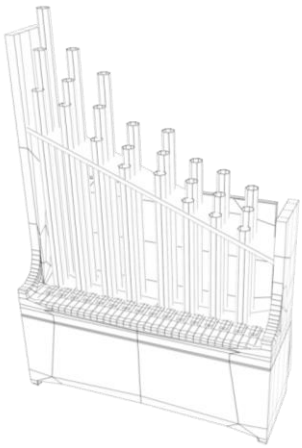
Sperrbrecher 134

*Description: This model reproduced Sperrbrecher 134. The ship is equipped with anti-aircraft guns and radar detectors. The U-boat submarines leave the naval base of Lorient, the Sperrbrecher 134 opening the way for them to the island of Groix. A long pole, through which electric current transits, is installed at the front of the ship to blow up the mines. It waits for them there until the end of their mission. 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.*

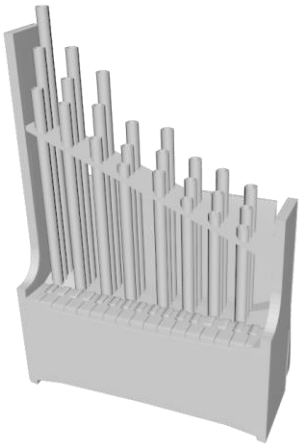
# Portative

**Asset ID:** 13021

**Creation Date:** 14-10-2020



Wireframe



Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 8572* | *mesh: 6188* | *tris: 11704* | *UVs: 9869* |
| *MID* | | | |
| *vertx: 2759* | *mesh: 2803* | *tris: 5278* | *UVs: 5105* |
| *LOW* | | | |
| *vertx: 1492* | *mesh: 1534* | *tris: 2744* | *UVs: 3137* |

//TEXTURES\\

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

//Asset Name\\

Portative

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

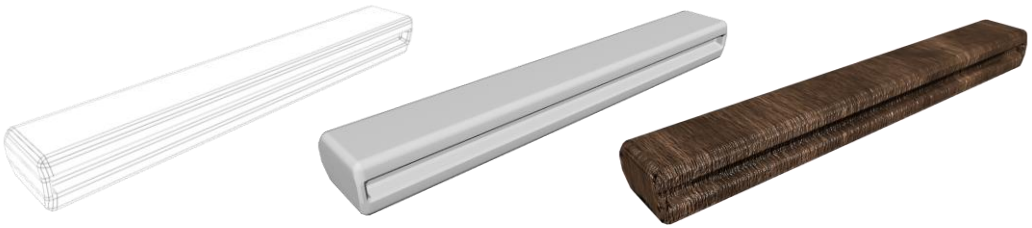
//Features\\

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.
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.

# Mouth Organ

**Asset ID:** 13022

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 440* | *mesh: 444* | *tris: 876* | *UVs: 592* |
| *MID* | | | |
| *vertx: 196* | *mesh: 198* | *tris: 388* | *UVs: 332* |
| *LOW* | | | |
| *vertx: 48* | *mesh: 52* | *tris: 92* | *UVs: 104* |

//TEXTURES\\

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

//Asset Name\\

Mouth Organ

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

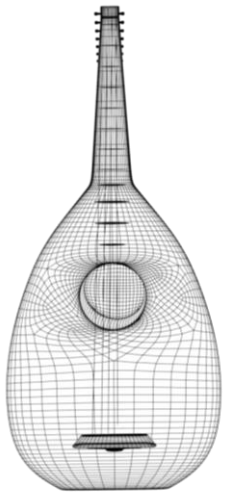
//Features\\

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.
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.

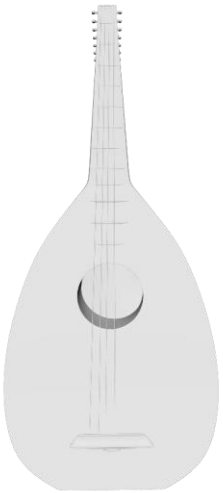
# Guiterne

**Asset ID:** 13023

**Creation Date:** 14-10-2020



Wireframe



Plain shade

With Texture

//LODs Available\\

*HI*

| | | | |
|---|---|---|---|
| *vertx: 80886* | *mesh: 80792* | *tris: 161584* | *UVs: 96036* |

*MID*

| | | | |
|---|---|---|---|
| *vertx: 426* | *mesh: 408* | *tris: 816* | *UVs: 822* |

*LOW*

| | | | |
|---|---|---|---|
| *vertx: 2464* | *mesh: 2631* | *tris: 4740* | *UVs: 5242* |

//TEXTURES\\

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

//Asset Name\\

Guiterne

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

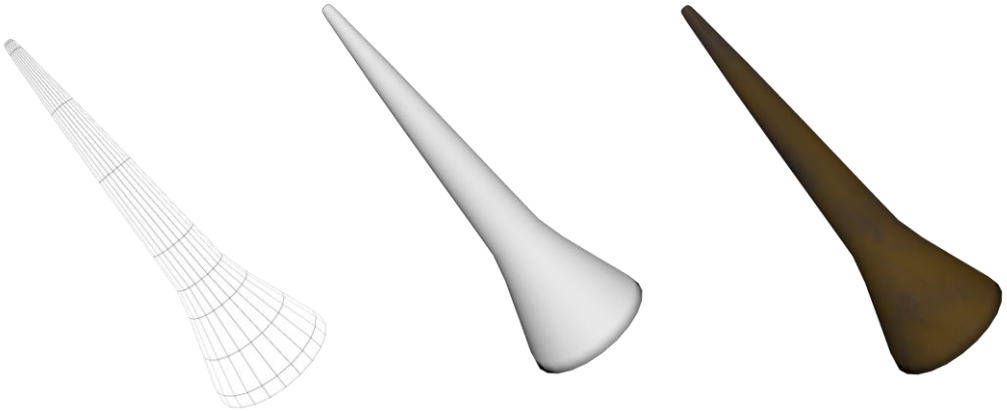
//Features\\

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.
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.

# Shawm

**Asset ID:** 13024

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 2112* | *mesh: 2112* | *tris: 4224* | *UVs: 2392* |
| *MID* | | | |
| *vertx: 528* | *mesh: 528* | *tris: 1056* | *UVs: 672* |
| *LOW* | | | |
| *vertx: 264* | *mesh: 264* | *tris: 528* | *UVs: 384* |

//TEXTURES\\

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

//Asset Name\\

Shawm

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

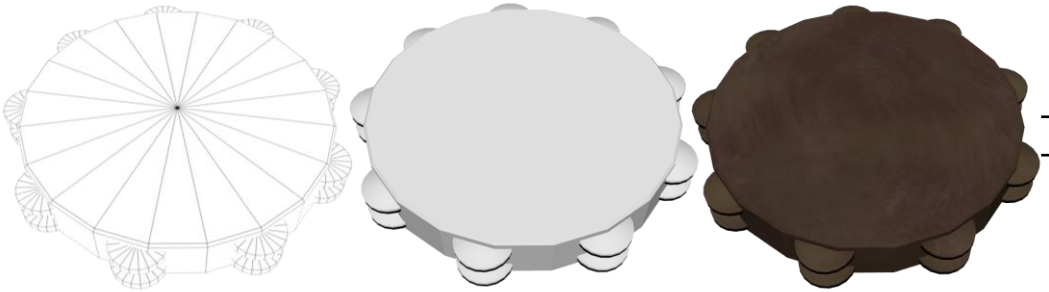
//Features\\

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.
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.

# Timbrel

**Asset ID:** 13025

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 794* | *mesh: 900* | *tris: 1440* | *UVs: 805* |
| *MID* | | | |
| *vertx: 514* | *mesh: 640* | *tris: 880* | *UVs: 517* |
| *LOW* | | | |
| *vertx: 294* | *mesh: 320* | *tris: 440* | *UVs: 295* |

//TEXTURES\\

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

//Asset Name\\

Timbrel

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

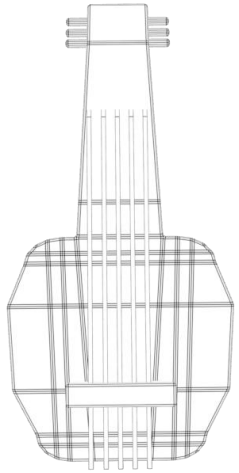
//Features\\

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.
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.

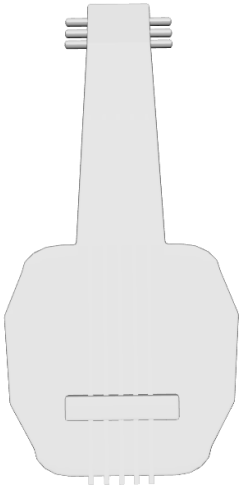
# Guitar

**Asset ID:** 13026

**Creation Date:** 14-10-2020



Wireframe



Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 1064* | *mesh: 1044* | *tris: 2088* | *UVs: 1638* |
| *MID* | | | |
| *vertx: 1646* | *mesh: 1624* | *tris: 3252* | *UVs: 2219* |
| *LOW* | | | |
| *vertx: 282* | *mesh: 260* | *tris: 524* | *UVs: 595* |

//TEXTURES\\

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

//Asset Name\\

Guitar

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

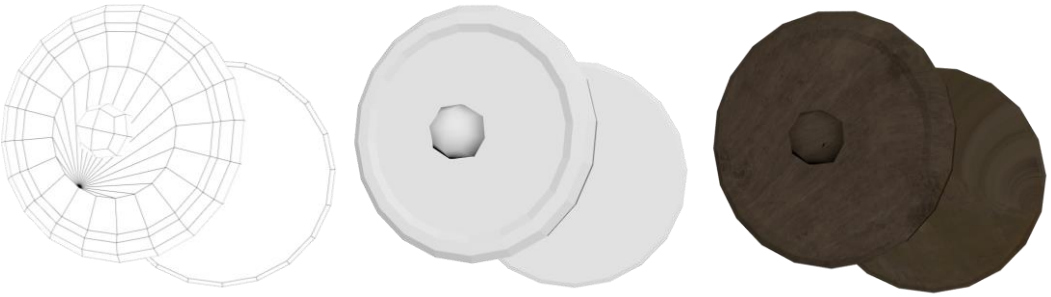
//Features\\

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.
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.

# Cymbals

**Asset ID:** 13027

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 1688* | *mesh: 1660* | *tris: 3320* | *UVs: 1685* |
| *MID* | | | |
| *vertx: 384* | *mesh: 378* | *tris: 752* | *UVs: 391* |
| *LOW* | | | |
| *vertx: 256* | *mesh: 254* | *tris: 484* | *UVs: 254* |

//TEXTURES\\

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

//Asset Name\\

Cymbals

*Description: This model is designed to replicate a Cymbal.*
*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.*

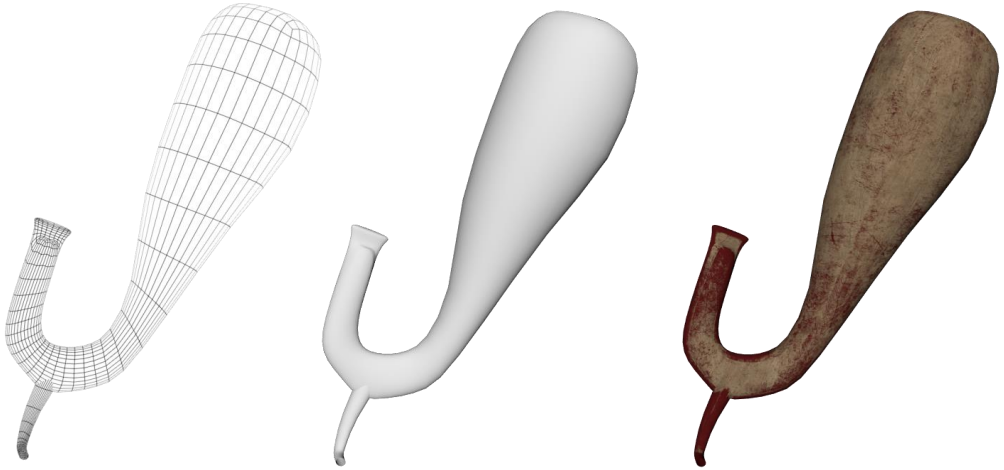
//Features\\

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.
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.

# Bagpipe

**Asset ID:** 13028

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 1966* | *mesh: 1632* | *tris: 3264* | *UVs: 2042* |
| *MID* | | | |
| *vertx: 426* | *mesh: 408* | *tris: 816* | *UVs: 822* |
| *LOW* | | | |
| *vertx: 208* | *mesh: 202* | *tris: 404* | *UVs: 332* |

//TEXTURES\\

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

//Asset Name\\

Bagpipe

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

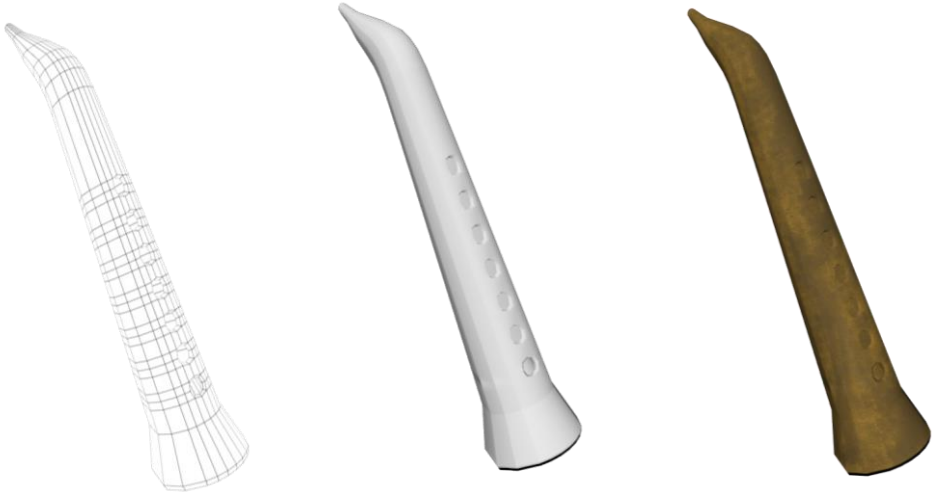
//Features\\

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.
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.

# Recorder

**Asset ID:** 13029

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 585* | *mesh: 548* | *tris: 1096* | *UVs: 861* |
| *MID* | | | |
| *vertx: 426* | *mesh: 408* | *tris: 816* | *UVs: 822* |
| *LOW* | | | |
| *vertx: 371* | *mesh: 348* | *tris: 668* | *UVs: 562* |

//TEXTURES\\

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

//Asset Name\\

Recorder

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

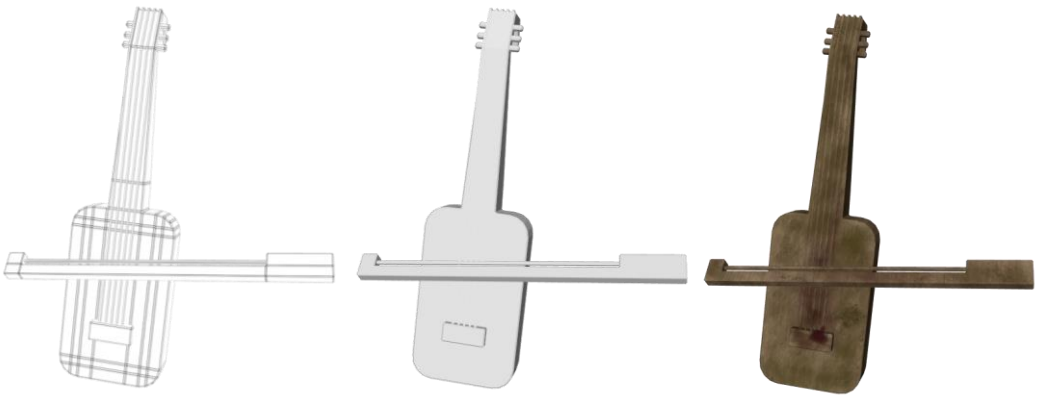
//Features\\

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.
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.

# Fiddle

**Asset ID:** 13030

**Creation Date:** 14-10-2020



Wireframe | Plain shade | With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 1546* | *mesh: 1533* | *tris: 3044* | *UVs: 2199* |
| *MID* | | | |
| *vertx: 744* | *mesh: 752* | *tris: 1440* | *UVs: 1282* |
| *LOW* | | | |
| *vertx: 260* | *mesh: 236* | *tris: 472* | *UVs: 590* |

//TEXTURES\\

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

//Asset Name\\

Fiddle

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

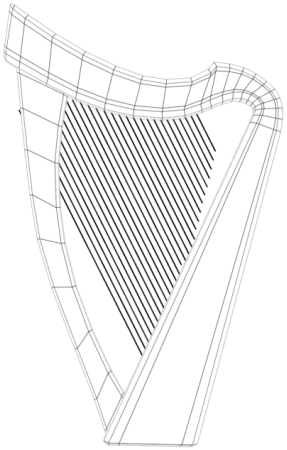
//Features\\

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.
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.

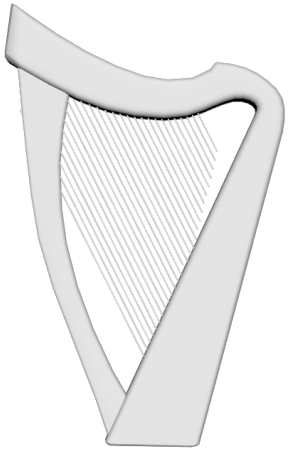
# Harp

**Asset ID:** 13031

**Creation Date:** 14-10-2020



Wireframe



Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 12918* | *mesh: 15336* | *tris: 25272* | *UVs: 20658* |
| *MID* | | | |
| *vertx: 1602* | *mesh: 1973* | *tris: 3016* | *UVs: 3276* |
| *LOW* | | | |
| *vertx: 764* | *mesh: 854* | *tris: 1340* | *UVs: 1827* |

//TEXTURES\\

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

//Asset Name\\

Harp

*Description: This model is designed to replicate a 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.*
*The model has a various textured, detail design that allows for close-up renders.*

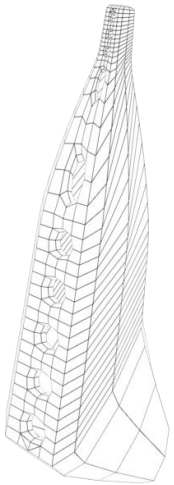
//Features\\

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.
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.

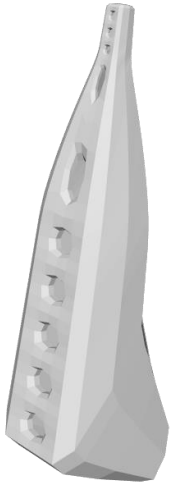
# Flute

**Asset ID:** 13032

**Creation Date:** 14-10-2020



Wireframe



Plain shade

With Texture

//LODs Available\\

| | | | |
|---|---|---|---|
| *HI* | | | |
| *vertx: 3439* | *mesh: 3352* | *tris: 6704* | *UVs: 3593* |
| *MID* | | | |
| *vertx: 875* | *mesh: 840* | *tris: 1672* | *UVs: 957* |
| *LOW* | | | |
| *vertx: 427* | *mesh: 412* | *tris: 780* | *UVs: 498* |

//TEXTURES\\

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

//Asset Name\\

Flute

*Description: This model is designed to replicate a 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.*
*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.
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.

# Partners Info

*Acknowledge:*
*The research leading to the development of this digital asset has been funded by European Regional Development Funds - VISTA AR project (the Interreg France (Channel) England) programme.*

INSÉRER LOGO

Une histoire, votre réalité augmentée