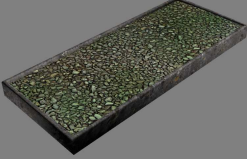

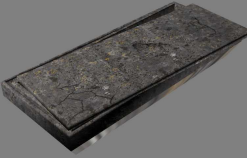
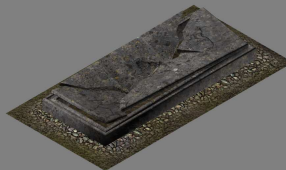
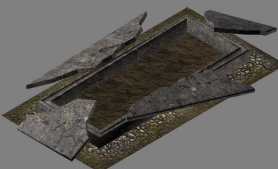




Graveyard Pack v1.0 Content List

Image	Filename	Verts/Tris	Material
	grave1; grave1_LOD1; grave1_LOD2;	50/82; 30/46; 20/28;	1 – grave
	grave2; grave2_LOD1; grave2_LOD2;	60/116; 36/68; 24/44;	1 – grave
	grave3; grave3_LOD1; grave3_LOD2;	104/200; 64/120; 44/80;	1 – grave2
	grave4; grave4_LOD1; grave4_LOD2;	237/436; 176/318; 137/240;	1 – grave2
	grave5; grave5_LOD1; grave5_LOD2;	237/436; 176/318; 137/240;	1 – grave2
	gravestone1; gravestone1_LOD1; gravestone1_LOD2;	46/88; 28/52; 10/16;	1 – gravestone1
	gravestone2; gravestone2_LOD1; gravestone2_LOD2;	46/88; 28/52; 10/16;	1 – gravestone2

Graveyard Pack v1.0 Content List

Image	Filename	Verts/Tris	Material
	gravestone3; gravestone3_LOD1; gravestone3_LOD2;	74/144; 52/100; 34/64;	1 – gravestone3
	gravestone_broken; gravestone_broken_LOD1; gravestone_broken_LOD2;	70/132; 54/100; 36/64;	1 – gravestone2
	bench_stone; bench_stone_LOD1; bench_stone_LOD2;	1728/3348; 832/1612; 472/892;	1 – bench_stone
	wall; wall_LOD1; wall_LOD2;	166/328; 20/36; 8/12;	1 – wall
	pillar; pillar_LOD1; pillar_LOD2;	64/124; 20/36; 8/12;	1 – wall
	base;	8/8;	1 – grave2

This pack contains 13 models in 5 different file-formats (Autodesk FBX, MilkShape MS3D, OpenCollada DAE, WaveFront OBJ/MTL and Unwrap3D U3D).

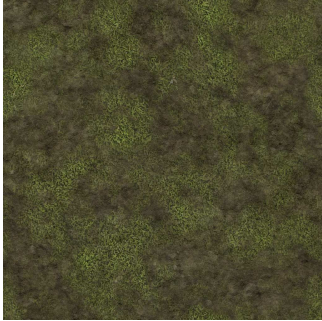
Textures for diffuse, normal and spec maps are included (in PNG format).

Base model can be used together with grave1, grave2 and grave3 model.

Graveyard Pack v1.0 Content List

All model units are in meters except for the Autodesk FBX format, which is in centimetres (to support Unreal, which requires centimetres instead of meters).

Also included are 2 textures: grass_tile and gravel_tile (PNG format, diffusemap, normalmap and specularmap), for use as terrain materials.



grass_tile



gravel_tile

The Graveyard Pack contains copyrighted material.



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