




„Industrial 4“ Model Pack

Image	Name	Triangles LOD 0-2	Materials
	antenna_tower	LOD 0: 2,620 LOD 1: 1,868 LOD 2: 572	LOD 0: 2 LOD 1: 2 LOD 2: 2
	cooling_tower	LOD 0: 3,160 LOD 1: 244	LOD 0: 8 LOD 1: 3
	dirt_house	LOD 0: 2,560 LOD 1: 1,016	LOD 0: 8 LOD 1: 2
	electric_box03	LOD 0: 676 LOD 1: 134	LOD 0: 4 LOD 1: 3
	electrical_box03	LOD 0: 220	LOD 0: 4
	fuse_boxes	LOD 0: 1,124 LOD 1: 364	LOD 0: 4 LOD 1: 2

Image	Name	Triangles LOD 0-2	Materials
	ind4_building1	LOD 0: 7,854 LOD 1: 5,066 LOD 2: 3,514	LOD 0: 10 LOD 1: 8 LOD 2: 6
	ind4_hall2	LOD 0: 6,194 LOD 1: 3,666 LOD 2: 1,044	LOD 0: 13 LOD 1: 13 LOD 2: 6
	ind4_hall3	LOD 0: 6,009 LOD 1: 3,305 LOD 2: 1,181	LOD 0: 13 LOD 1: 11 LOD 2: 4
	ind4_hall4	LOD 0: 2,979 LOD 1: 2,325 LOD 2: 883	LOD 0: 11 LOD 1: 11 LOD 2: 7
	ind4_hall5	LOD 0: 3,926 LOD 1: 2,914 LOD 2: 1,442	LOD 0: 12 LOD 1: 11 LOD 2: 5
	ind4_oiltanks	LOD 0: 4,436 LOD 1: 3,872 LOD 2: 1,776	LOD 0: 5 LOD 1: 4 LOD 2: 3

Image	Name	Triangles LOD 0-2	Materials
	ind4_roundhall	LOD 0: 2,762 LOD 1: 538	LOD 0: 8 LOD 1: 5
	ind4_pipes	LOD 0: 1,148	LOD 0: 1
	ind4_pipes_rusty	LOD 0: 1,148	LOD 0: 1
	ind4_smallhouse	LOD 0: 1,344 LOD 1: 170	LOD 0: 7 LOD 1: 4
	pipe_long, pipe_medium, pipe_short, pipe_curve1, pipe_curve2, pipe_T, pipe_valve, pipe_fix, pipe_connector	LOD0: 316; LOD1: 44 LOD0: 316; LOD1: 44 LOD0: 316; LOD1: 44 LOD0: 508; LOD1: 92 LOD0: 780; LOD1: 116 LOD0: 632; LOD1: 88 LOD0: 1,012; LOD1: 132 LOD0: 332; LOD1: 0 LOD0: 292; LOD1: 20	1
	pipe_wall	LOD 0: 7,784 LOD 1: 2,336 LOD 2: 888 LOD 3: 128	LOD 0: 2 LOD 1: 1 LOD 2: 1 LOD 3: 1

Image	Name	Triangles LOD 0-2	Materials
	sign01	LOD 0: 256	LOD 0: 2
	smoke_tower01	LOD 0: 1,840 LOD 1: 560	LOD 0: 2 LOD 1: 2
	tank_sphere	LOD 0: 5,996 LOD 1: 2,572 LOD 2: 1,372	LOD 0: 2 LOD 1: 2 LOD 2: 2
	tyre	LOD 0: 1,004 LOD 1: 44	LOD 0: 1 LOD 1: 1
	tyre2	LOD 0: 768 LOD 1: 140	LOD 0: 1 LOD 1: 1

This pack contains 69 models (including all LOD stages), 31 unique models (as you can see from the table above). The pack is a remake of our old industrial 4 pack. To gain better and consistent quality of meshes and textures we created them from scratch. The new pack provides more models, is more optimized, more consistent and uses less materials.

Additional textures for normal, height, spec and opacity maps are included (up to 1024px). Many objects share the same textures to save texture memory. Compared to the old industrial 4 pack these textures are more detailed and tile better. Most of the textures are the same like in our other industrial packs. So you can combine them easily without wasting texture memory.

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Texturing: Frank

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