

# „Walls and Towers“ Model Pack






Image	Name	Polygons	Materials
	balcony_1	LOD0: 432 tris LOD1: 208 tris	3
	balcony_2	LOD0: 1,410 tris LOD1: 944 tris	2
	ballustrade_1	LOD0: 2,286 tris LOD1: 993 tris	2
	banner	LOD0: 120 tris	1
	bridge_04_small	LOD0: 3,348 tris LOD1: 768 tris	1
	bridge2	LOD0: 1,188 tris	3








Image	Name	Polygons	Materials
	cannon	LOD0: 1,006 tris	2
	castle_gate_1	LOD0: 4,464 tris LOD1: 2,614 tris LOD2: 532	3
	castle_stair_1	LOD0: 544 tris	2
	ladder	LOD0: 120 tris	1
	torbogen	LOD0: 3,672 tris LOD1: 180 tris	3
	tower_4	LOD0: 3,996 tris LOD1: 1,176 tris	5
	tower_4_render	LOD0: 9,060 tris	5













Image	Name	Polygons	Materials
	tower1	LOD0: 1,144 tris LOD1: 538 tris LOD2: 44 tris	2
	tower2	LOD0: 947 tris LOD1: 462 tris LOD2: 82 tris	2
	tower3	LOD0: 1,352 tris LOD1: 624 tris LOD2: 336 tris	2
	wall_4	LOD0: 2,728 tris LOD1: 1,672 tris	4
	wall_corner	LOD0: 4,524 tris LOD1: 1,384 tris LOD2: 247 tris	5
	wall_stairs	LOD0: 738 tris	3
	wall_wood_1	LOD0: 3,380 tris LOD1: 2,032 tris LOD2: 108 tris	2

Image	Name	Polygons	Materials
	wall1	LOD0: 638 tris LOD1: 197 tris LOD2: 57 tris	2
	wall2	LOD0: 304 tris	1
	wall3	LOD0: 686 tris	1
	wall3_broken	LOD0: 1,598 tris LOD1: 472 tris	1
	watch1	LOD0: 4,708 tris LOD1: 1,564 tris	4

This pack contains 49 models (including all LOD stages), 26 unique models (as you can see from the table above).

Additional textures for normal, spec and height maps are included (up to 1024px). Many objects share the same textures to save texture memory.

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