

# „Medieval Slum 2“ Construction Kit

Image	Name	Triangles (Lod 0-3)	Materials
	3rdfloor	450; 410; 174; 40	1
	3rdfloor_broken	1526; 402	1
	balcony	320; 275; 102	1
	brokenScabbard	192; 96; 16	1
	brokenSword	204; 122; 52	1
	canopy	124; 108; 8	1







Image	Name	Triangles (Lod 0-3)	Materials
	cornerhouse01	8484; 5954; 1754; 866	1
	cornerhouse02	7398; 5740; 1086; 858	1
	crane	564; 432; 144; 72	1
	dormer01	100; 76; 22	1
	dormer02	148; 104; 28	1
	emblem01	620; 260; 60	1

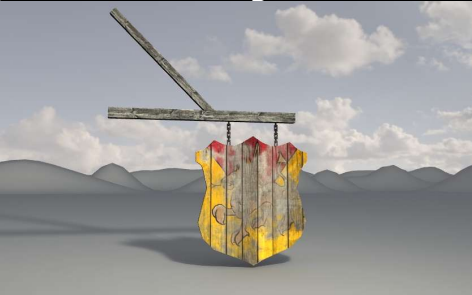










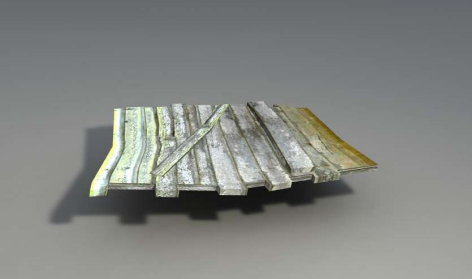
Image	Name	Triangles (Lod 0-3)	Materials
	emblem02	620; 260; 60	1
	emblem03	620; 260; 60	1
	haywagon	1468; 1236; 152	1
	haywagon_damaged	1402; 1162; 164	1
	house_broken	5522; 3789; 292	1
	oriel01	128; 92; 32	1

Image	Name	Triangles (Lod 0-3)	Materials
	oriel02	120; 92; 32	1
	torch	404; 308; 128	1
	tower	5954; 2186; 322; 160	1
	veranda	1756; 1420; 304	1
	well	560; 368; 180; 60	1
	well_cover	180; 32; 12	1

This pack contains 77 models (including alls LOD-stages, 24 unique models). Additional textures for normal, height and spec maps are included.

This pack is an extension of our first medieval slum pack. Some construction elements are the same. Textures from first pack can be used as a replacement for more variation. UV-maps of houses of both packs share the same layout.

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