

# „Industrial 3“ Model Pack

Image	Name	Triangles LOD 0-2	Materials
	container_house	LOD 0: 1,962 LOD 1: 1,214 LOD 2: 724	LOD 0: 7 LOD 1: 7 LOD 2: 3
	crane	LOD 0: 2,720 LOD 1: 1,962 LOD 2: 960	LOD 0: 8 LOD 1: 6 LOD 2: 3
	ind3_balcony	LOD 0: 364 LOD 1: 6	LOD 0: 2 LOD 1: 1
	ind3_barrel1, ind3_barrel2, ind3_barrel3	LOD 0: 968 LOD 1: 16	LOD 0: 2 LOD 1: 1
	ind3_building1	LOD 0: 13,392 LOD 1: 7,656 LOD 2: 2,914	LOD 0: 14 LOD 1: 12 LOD 2: 5
	ind3_building2	LOD 0: 12,025 LOD 1: 5,699 LOD 2: 1,083	LOD 0: 11 LOD 1: 10 LOD 2: 6




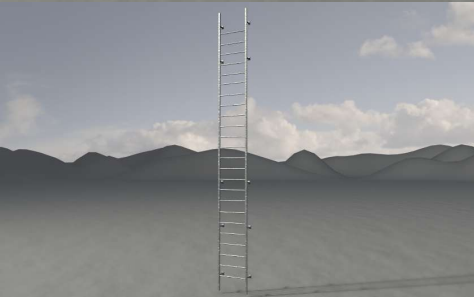









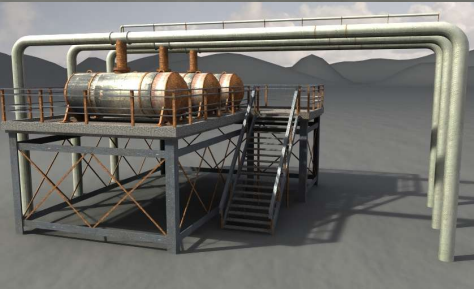
Image	Name	Triangles LOD 0-2	Materials
	ind3_building3	LOD 0: 3,994 LOD 1: 2,784 LOD 2: 186	LOD 0: 7 LOD 1: 6 LOD 2: 3
	ind3_building4	LOD 0: 3,969 LOD 1: 1,825	LOD 0: 9 LOD 1: 4
	ind3_electricbox	LOD 0: 438 LOD 1: 310 LOD 2: 12	LOD 0: 2 LOD 1: 2 LOD 2: 1
	ind3_ladder	LOD 0: 1,104 LOD 1: 744 LOD 2: 352	LOD 0: 1 LOD 1: 1 LOD 2: 1
	ind3_openhall	LOD 0: 2,396 LOD 1: 1,820 LOD 2: 1,688	LOD 0: 8 LOD 1: 5 LOD 2: 3
	ind3_platform	LOD 0: 2,119 LOD 1: 1,770 LOD 2: 702	LOD 0: 4 LOD 1: 4 LOD 2: 1
	ind3_stairs	LOD 0: 648 LOD 1: 546 LOD 2: 324	LOD 0: 2 LOD 1: 2 LOD 2: 1

Image	Name	Triangles LOD 0-2	Materials
	ind3_stairs1	LOD 0: 1,198 LOD 1: 866 LOD 2: 333	LOD 0: 2 LOD 1: 2 LOD 2: 1
	ind3_stairs2	LOD 0: 2,878 LOD 1: 2,116 LOD 2: 530	LOD 0: 2 LOD 1: 2 LOD 2: 1
	ladder_cage	LOD 0: 992 LOD 1: 546 LOD 2: 270	LOD 0: 2 LOD 1: 1 LOD 2: 1
	platform_big	LOD 0: 10,796 LOD 1: 7,712 LOD 2: 2,542 LOD 3: 794	LOD 0: 4 LOD 1: 4 LOD 2: 2 LOD 3: 1
	platform_high	LOD 0: 7,928 LOD 1: 4,888 LOD 2: 3,434 LOD 3: 1,951	LOD 0: 3 LOD 1: 4 LOD 2: 3 LOD 2: 1
	roof_small_broken	LOD 0: 312	LOD 0: 2
	tankplatform	LOD 0: 11,774 LOD 1: 8,858 LOD 2: 4,795 LOD 3: 732	LOD 0: 6 LOD 1: 5 LOD 2: 3 LOD 2: 3

This pack contains 62 models (including all LOD stages), 23 unique models (as you can see from the table above). The pack is a remake of our old industrial 3 pack. To gain better and consistent quality of meshes and textures we created them from scratch. The new pack has 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 3 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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