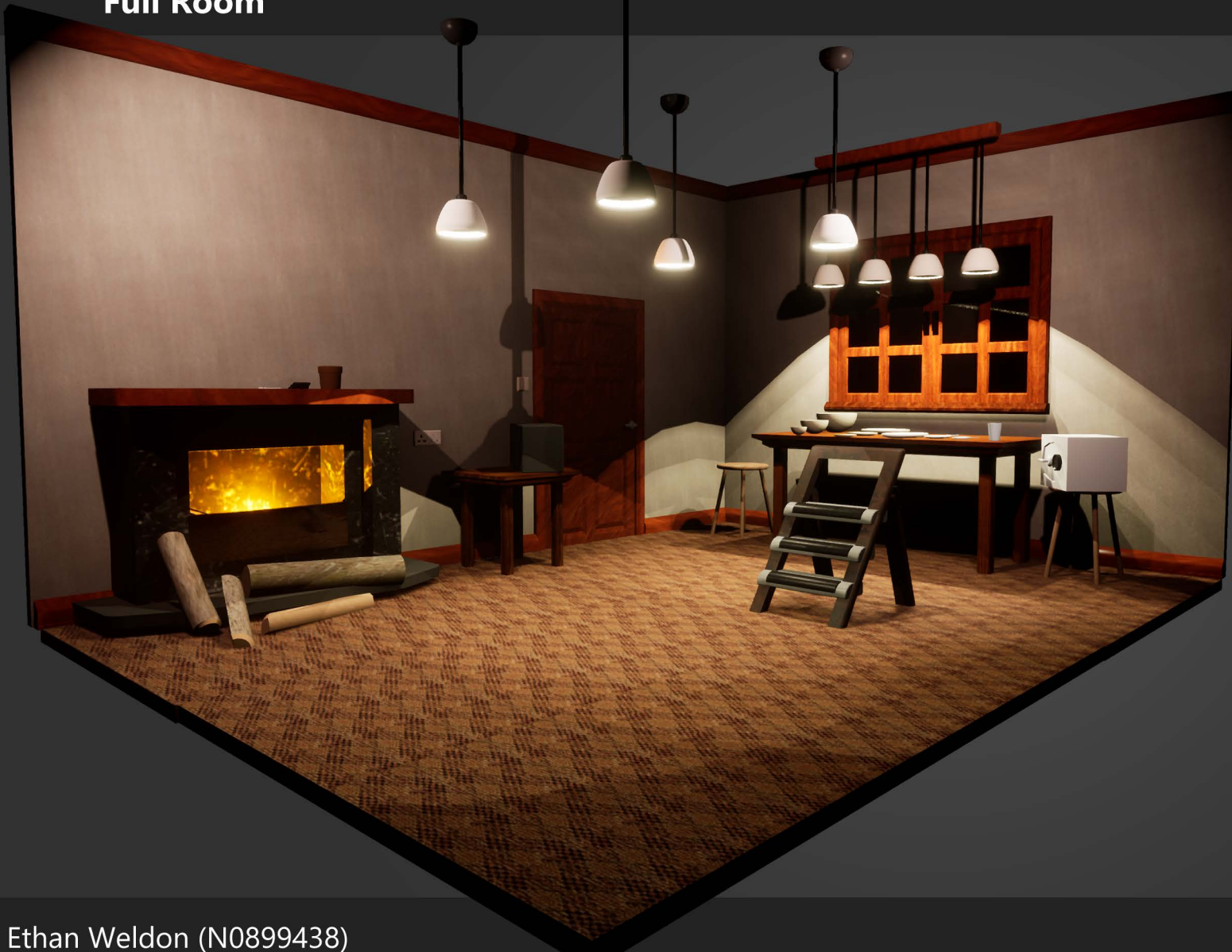


# Adv. Asset Production - Asset Pack: Rustic Room

Full Room



# Adv. Asset Production - Asset Pack: Rustic Room

## Full Room



# Adv. Asset Production - Asset Pack: Rustic Room

## Single Light

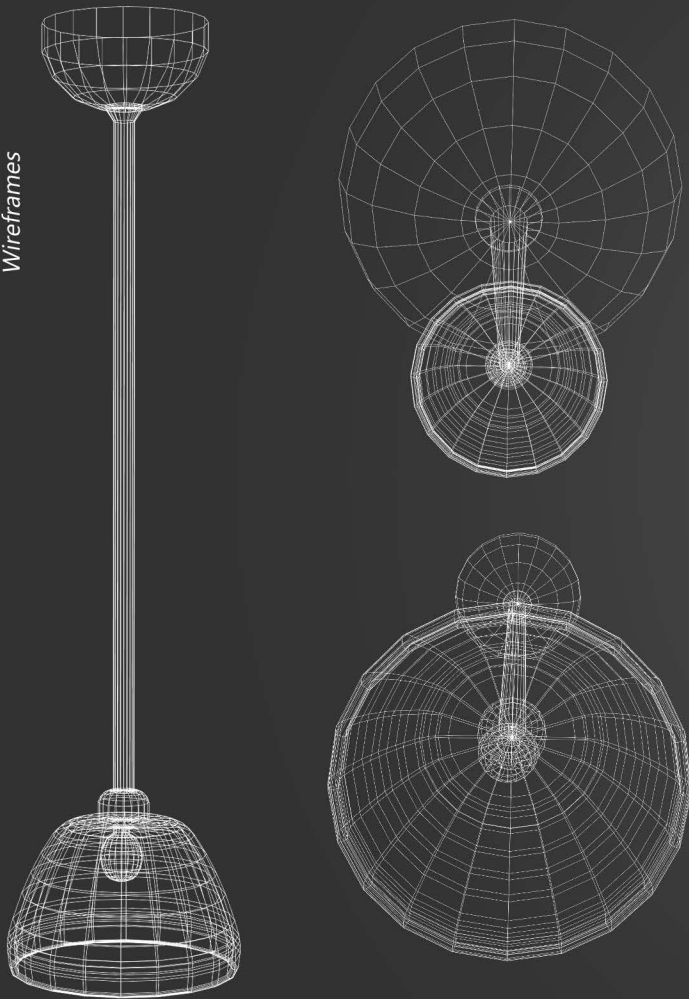
Poly count: 1070  
Texture Size: 1024x1024



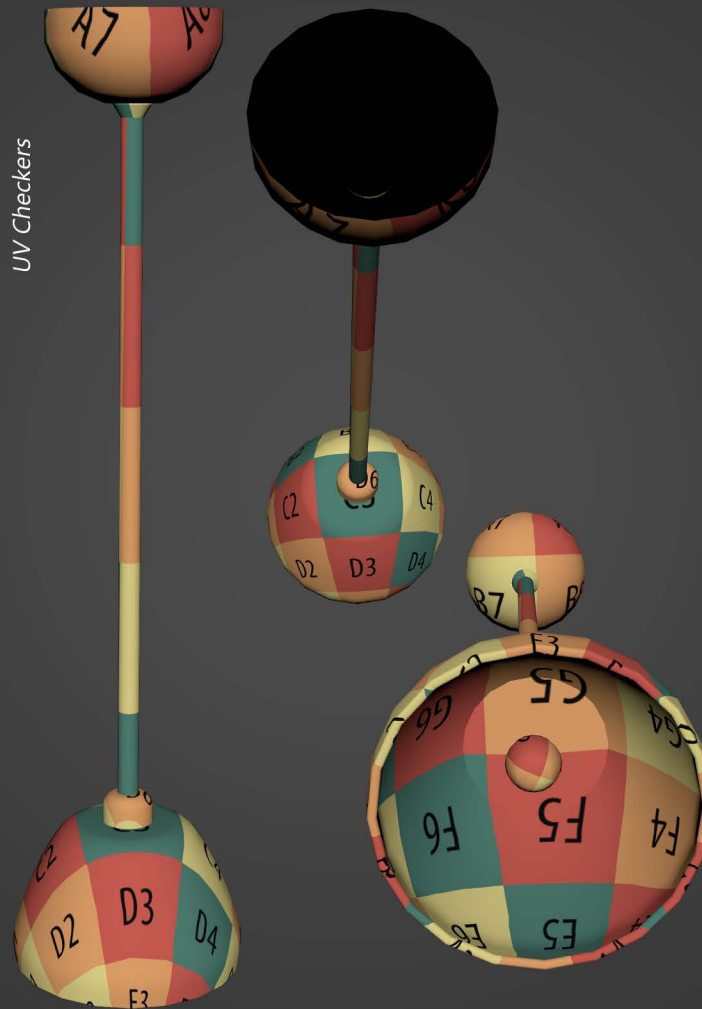
# Adv. Asset Production - Asset Pack: Rustic Room

## Single Light

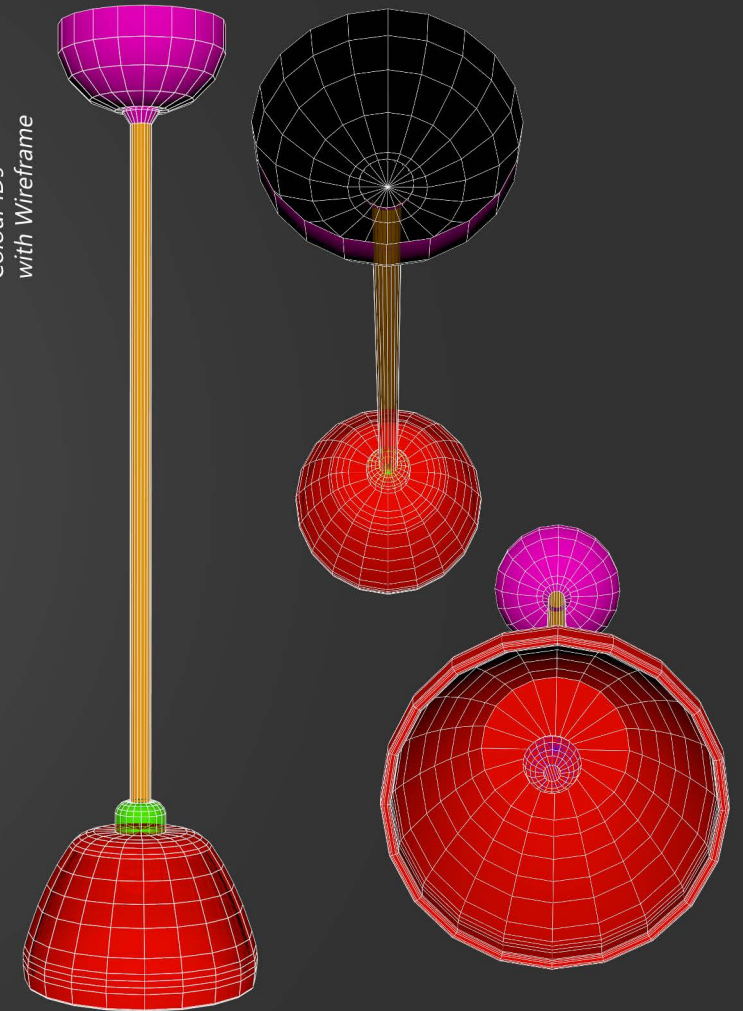
Wireframes



UV Checkers



Colour IDs with Wireframe



# Adv. Asset Production - Asset Pack: Rustic Room

Multi Light



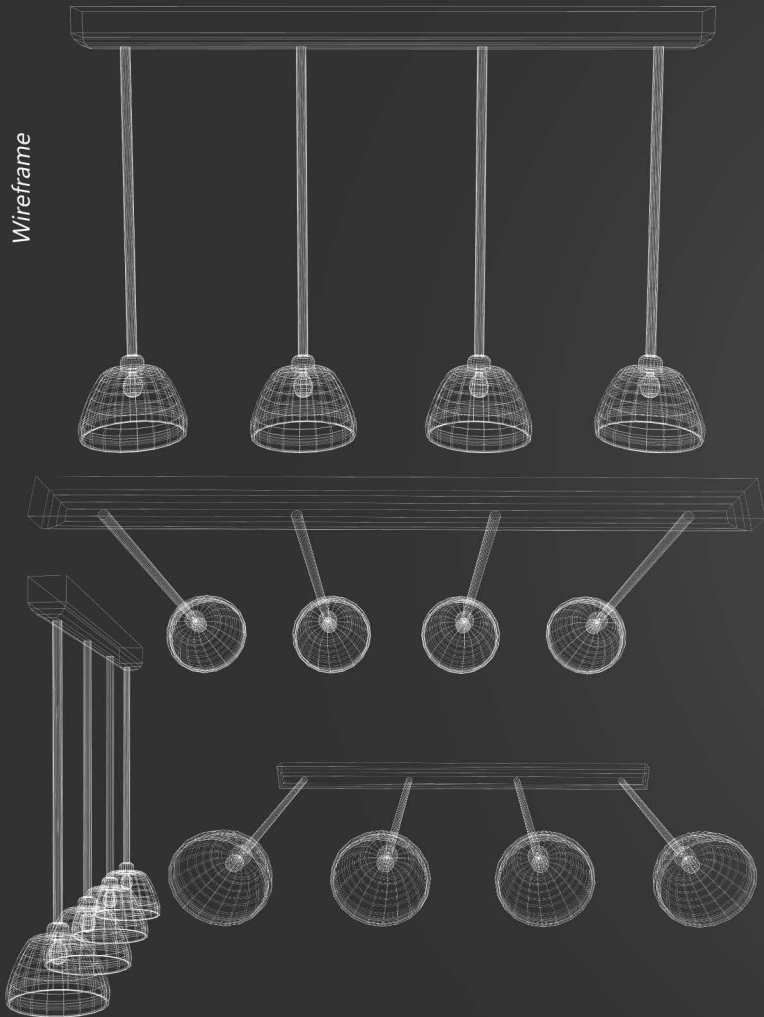
Poly Count: 3738  
Texture Size: 1024x1024



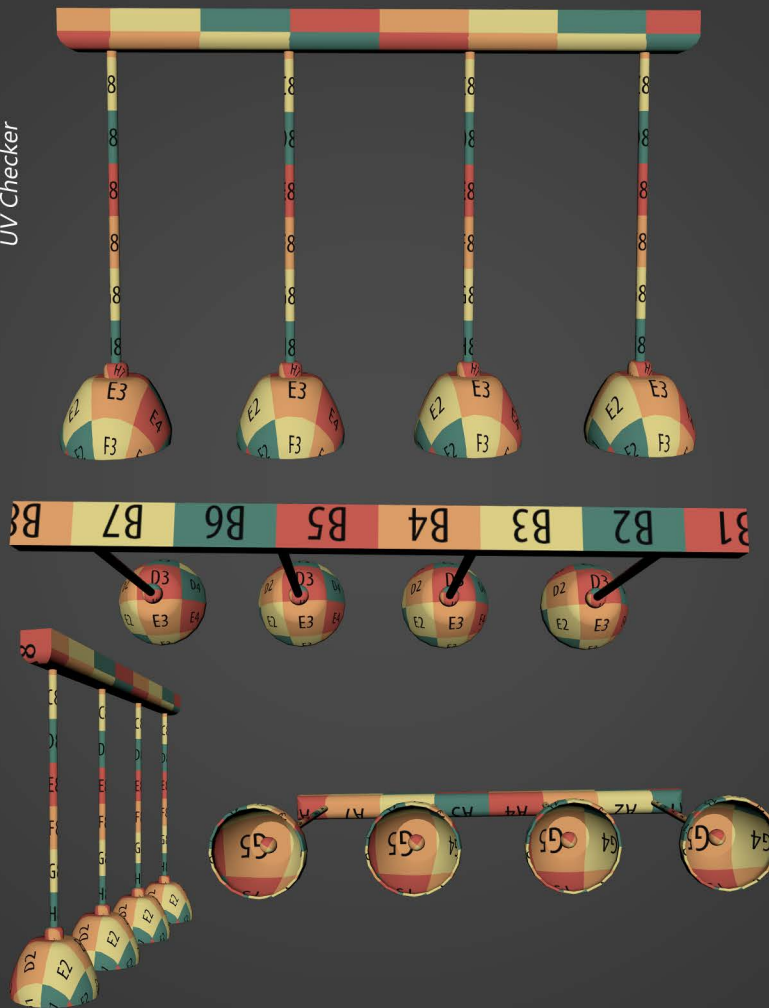
# Adv. Asset Production - Asset Pack: Rustic Room

Multi Light

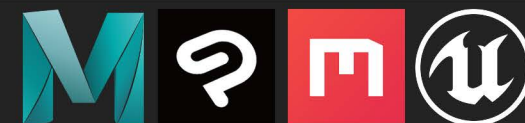
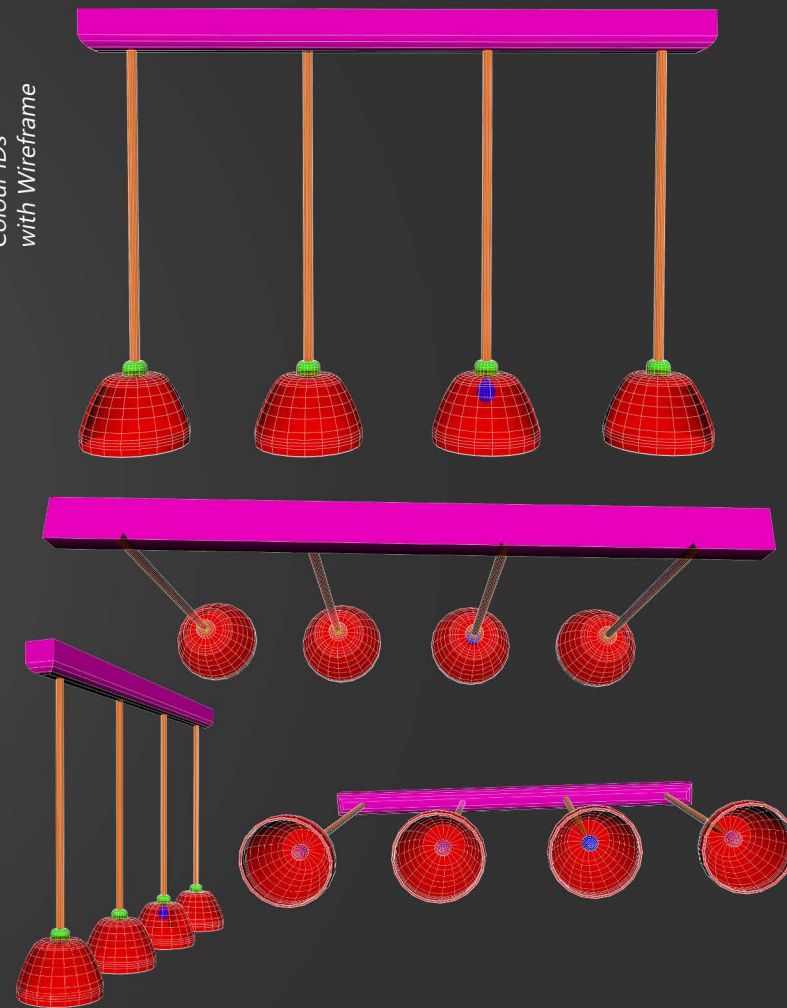
Wireframe



UV Checker



Colour IDs  
with Wireframe



# Adv. Asset Production - Asset Pack: Rustic Room

## Archway

Poly Count: 68  
Texture Size: 1024x1024

Colour ID Map

Diffuse Map

Normal Map

Specular Map

Roughness Map

Ambient Occlusion



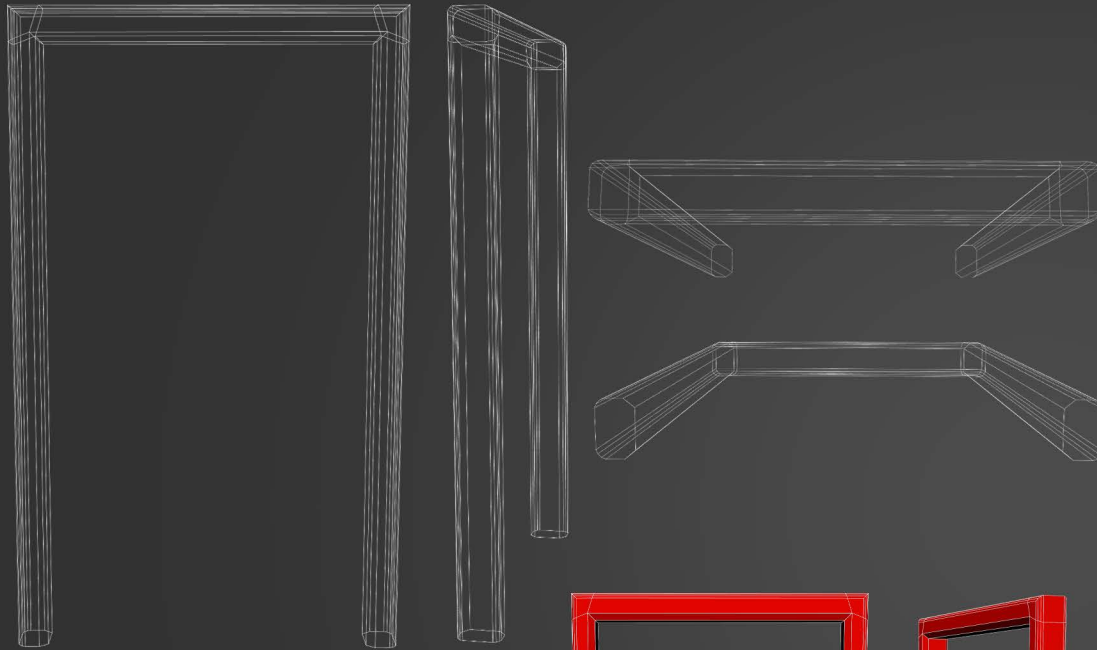
Ethan Weldon (N0899438)  
ethanweldonbusiness@gmail.com | N0899348@my.ntu.ac.uk



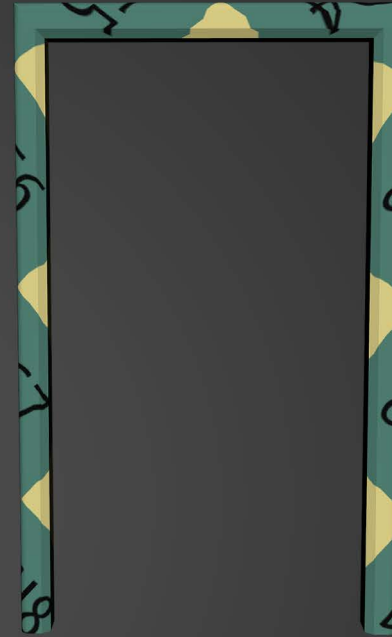
# Adv. Asset Production - Asset Pack: Rustic Room

## Archway

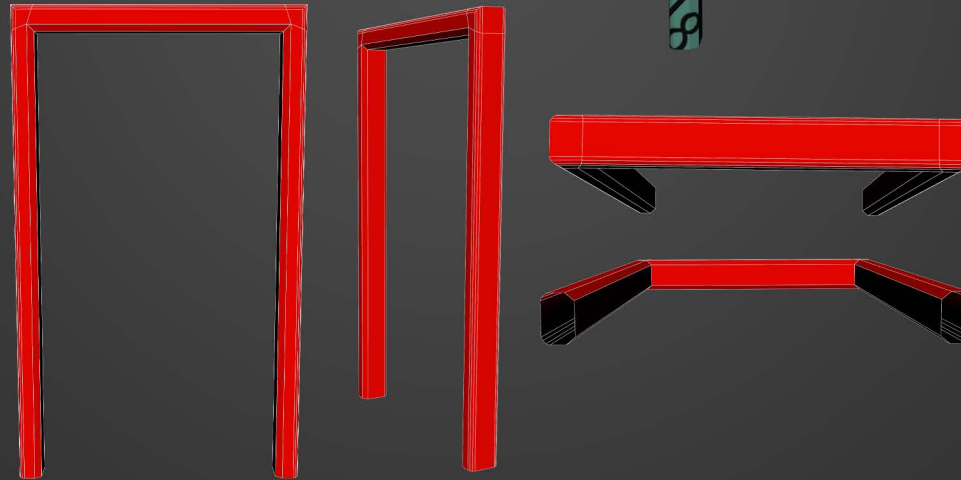
Wireframe



UV Checker



Colour IDs  
with Wireframe





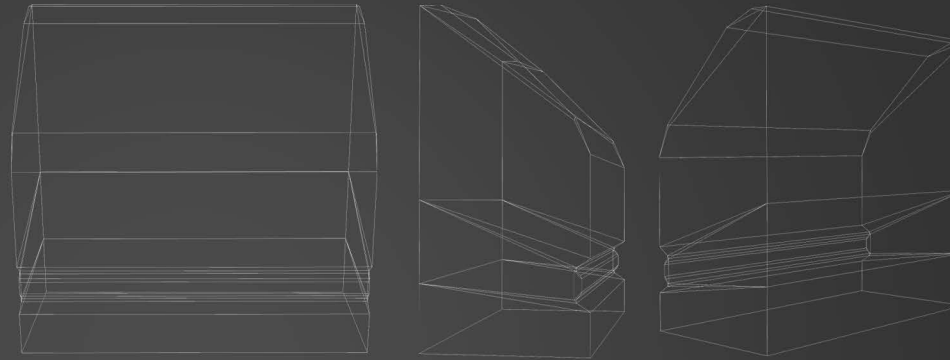
# Adv. Asset Production - Asset Pack: Rustic Room

## Skirting Board

Full Render



Wireframes



Poly Count: 49  
Texture Size: 1024x1024

Colour ID Map



Diffuse Map

Normal Map

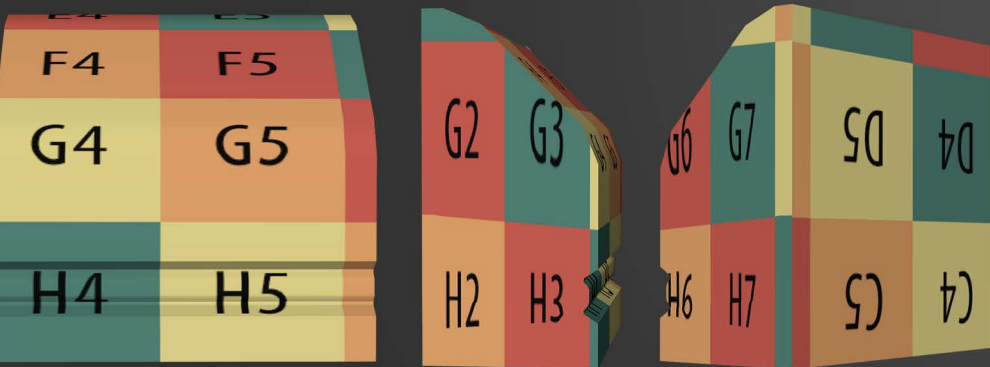
Specular Map



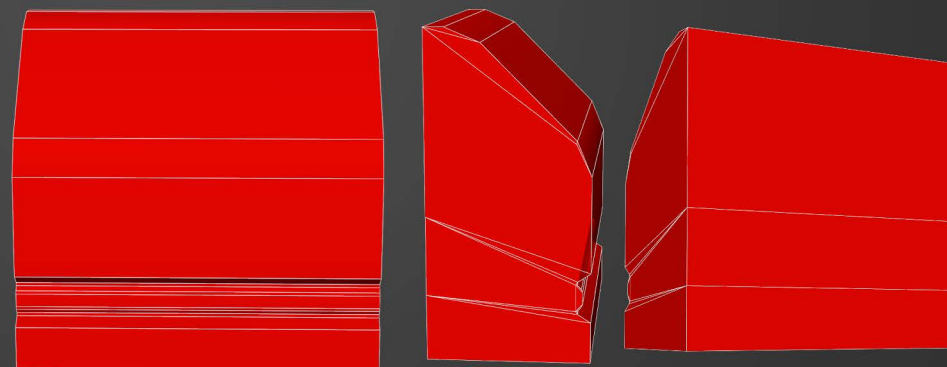
Roughness Map

Ambient Occlusion

UV Checkers



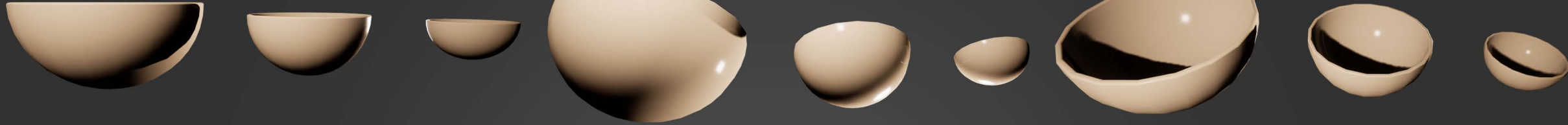
Colour ID  
with Wireframes



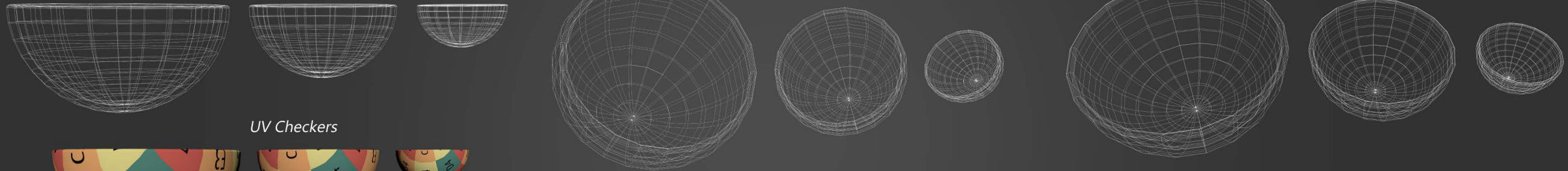
# Adv. Asset Production - Asset Pack: Rustic Room

## Bowls

Full Render



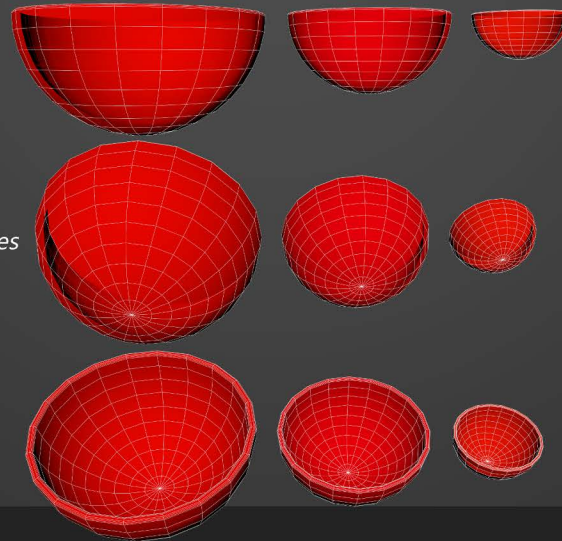
Wireframes



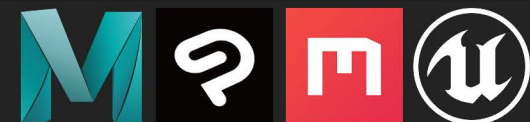
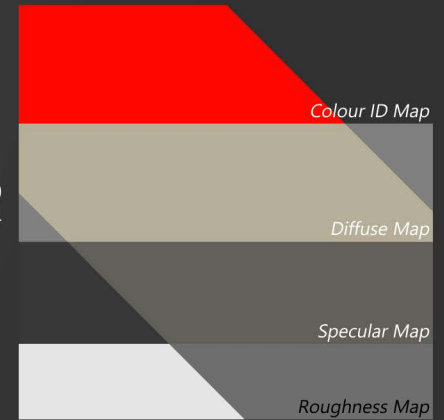
UV Checkers



Colour ID  
with Wireframes



Poly Count: 540  
Texture Size: 1024x1024



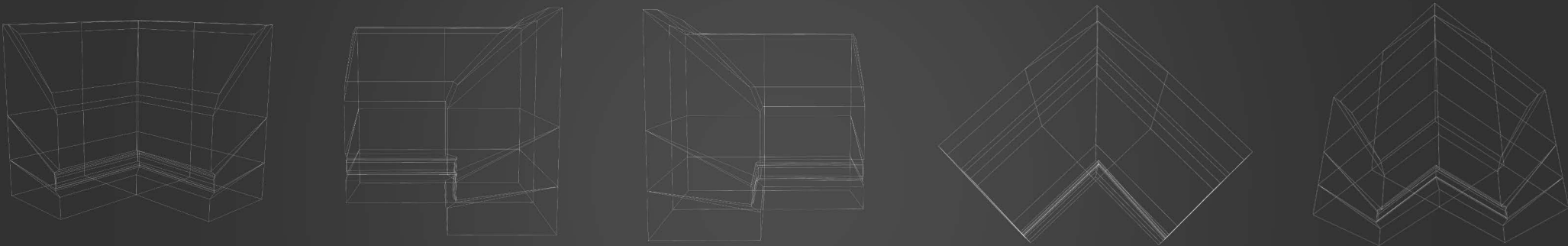
# Adv. Asset Production - Asset Pack: Rustic Room

## Skirting Board - Corner Piece

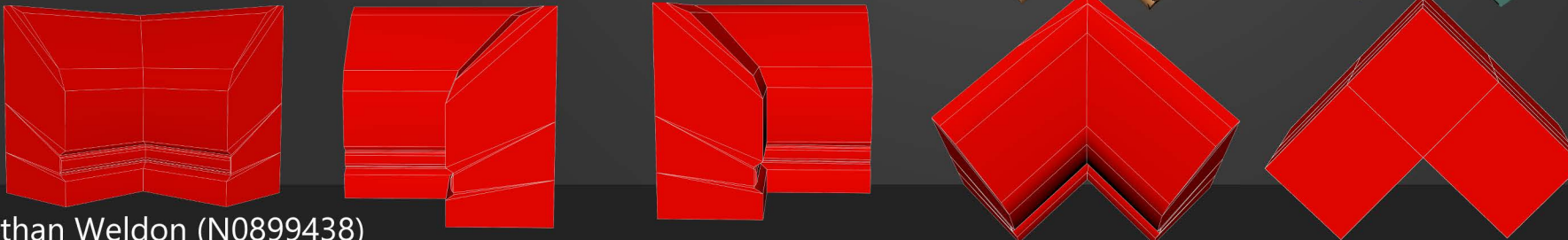
Full Render



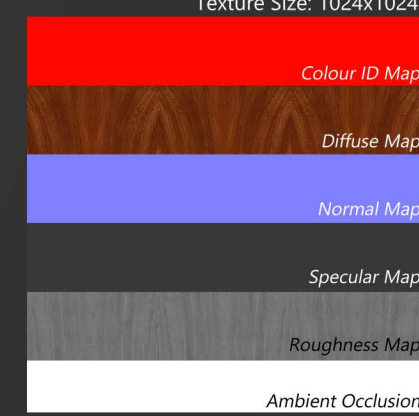
Wireframes



UV Checkers

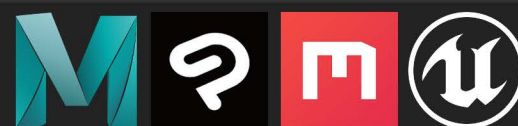


Poly Count: 69  
Texture Size: 1024x1024



Colour ID  
with Wireframes

Ethan Weldon (N0899438)  
ethanweldonbusiness@gmail.com | N0899348@my.ntu.ac.uk



# Adv. Asset Production - Asset Pack: Rustic Room

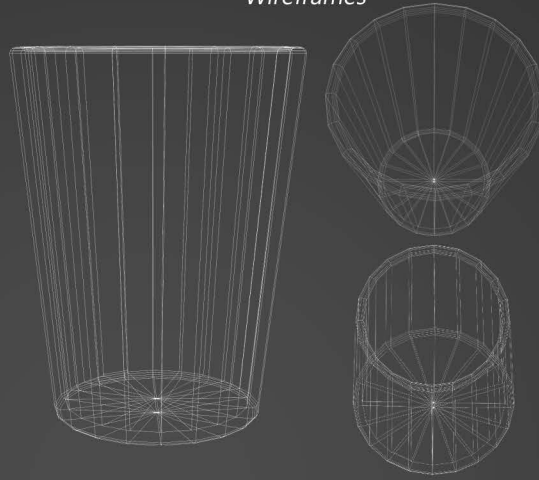
## Cup



Full Render



Wireframes



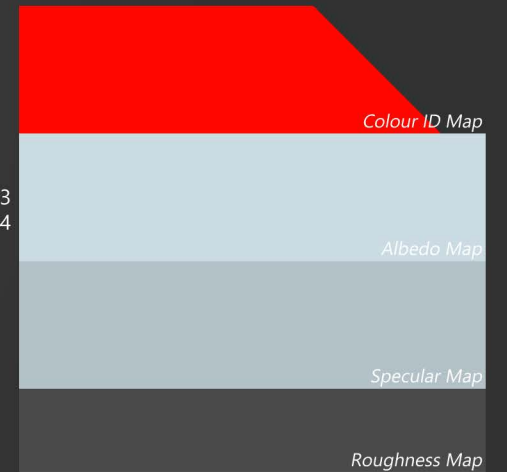
Colour ID  
with Wireframes



UV Checkers

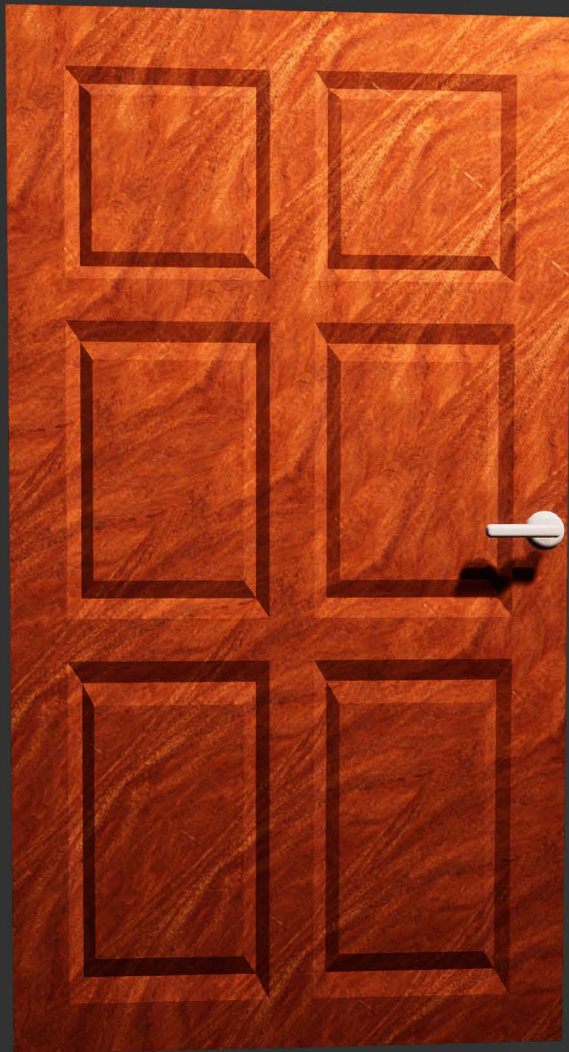


Poly Count: 293  
Texture Size: 1024x1024

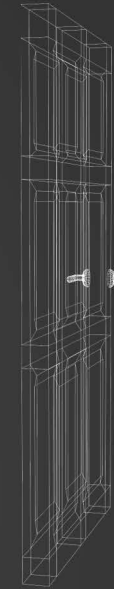
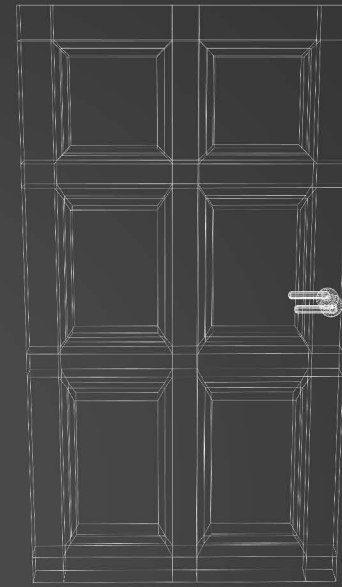
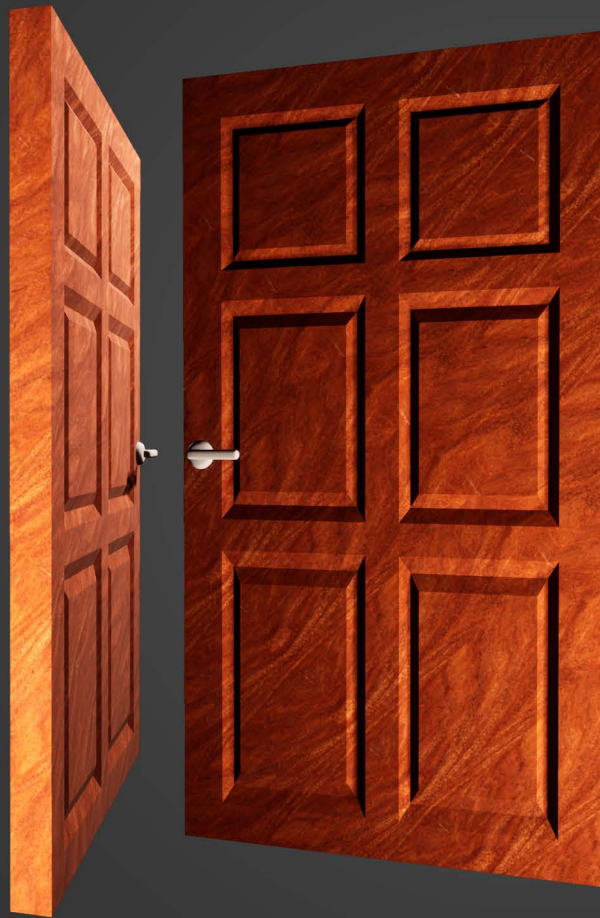


# Adv. Asset Production - Asset Pack: Rustic Room

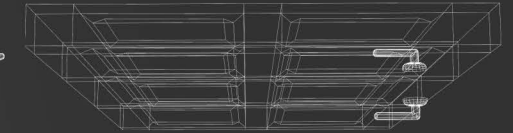
## Door



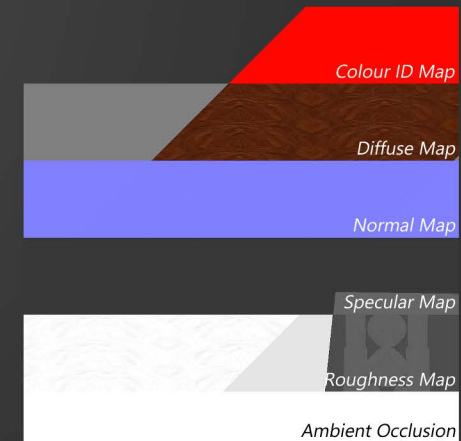
Full Render



Wireframes



Poly Count: 608  
Texture Size: 2048x2048



Colour ID Map

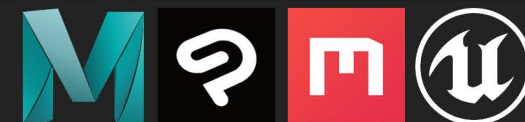
Diffuse Map

Normal Map

Specular Map

Roughness Map

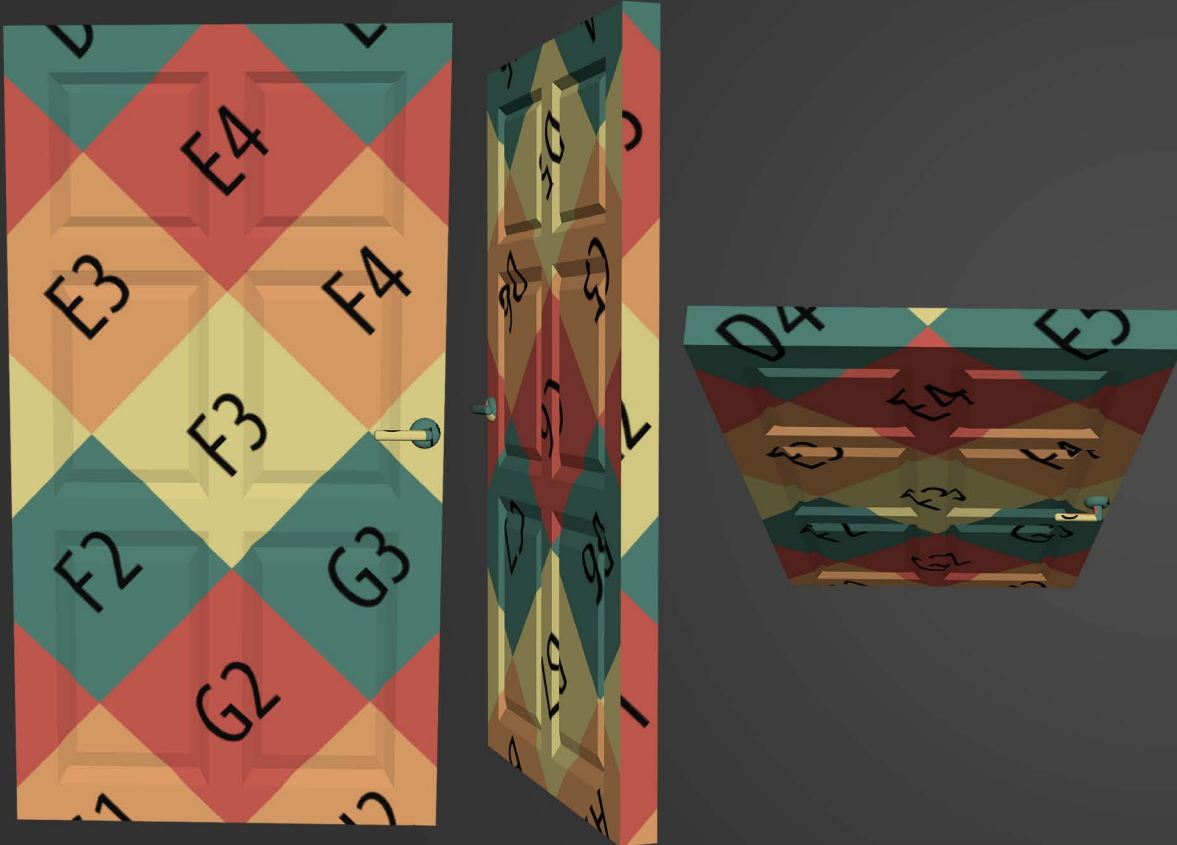
Ambient Occlusion



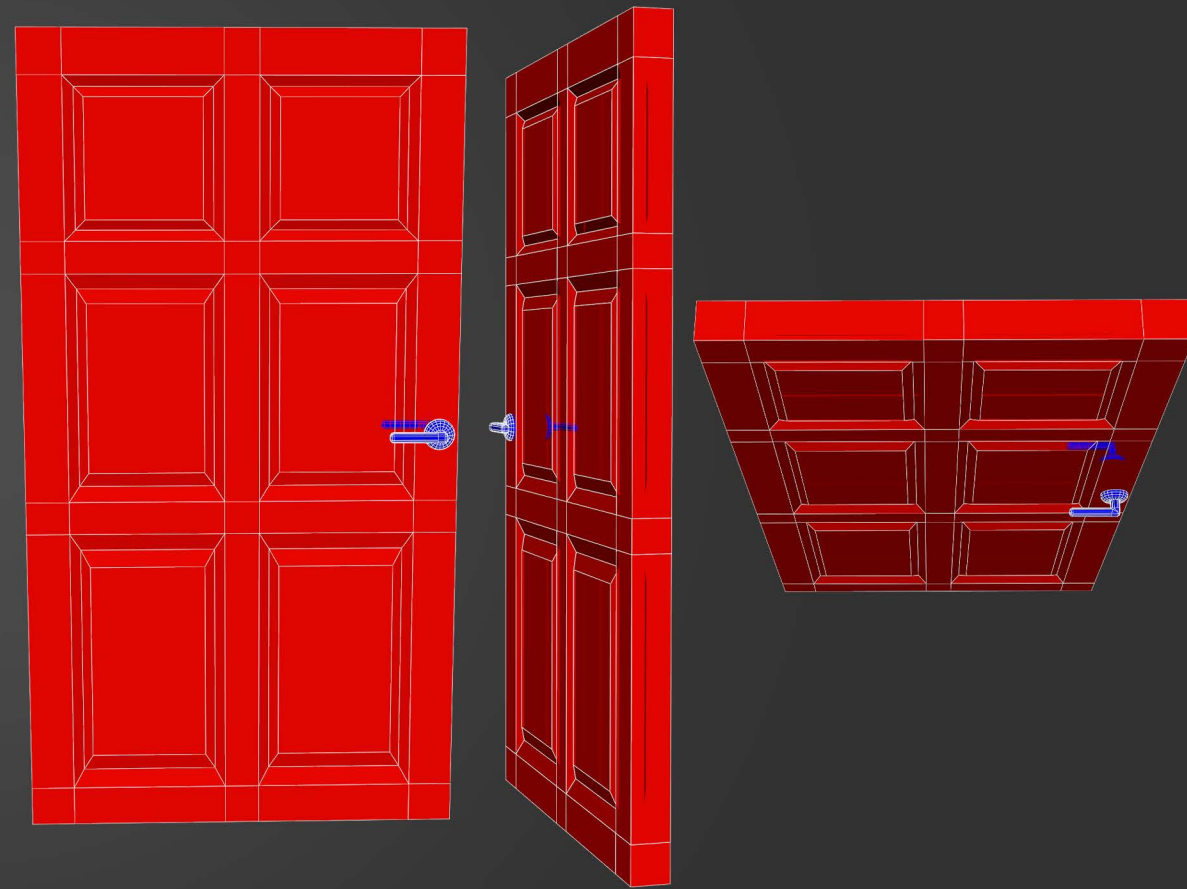
# Adv. Asset Production - Asset Pack: Rustic Room

## Door

UV Checkers



Colour ID  
with Wireframes

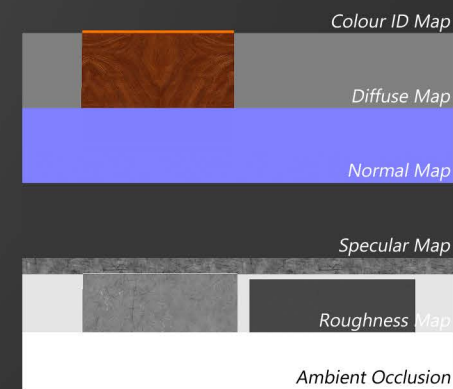


# Adv. Asset Production - Asset Pack: Rustic Room

## Fireplace



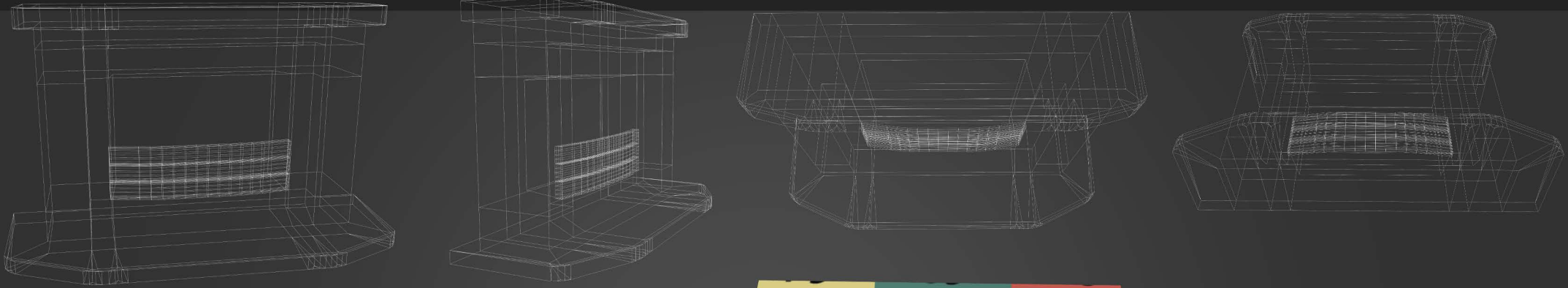
Poly Count: 1034  
Texture Size: 2048x2048



# Adv. Asset Production - Asset Pack: Rustic Room

## Fireplace

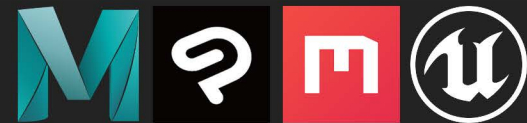
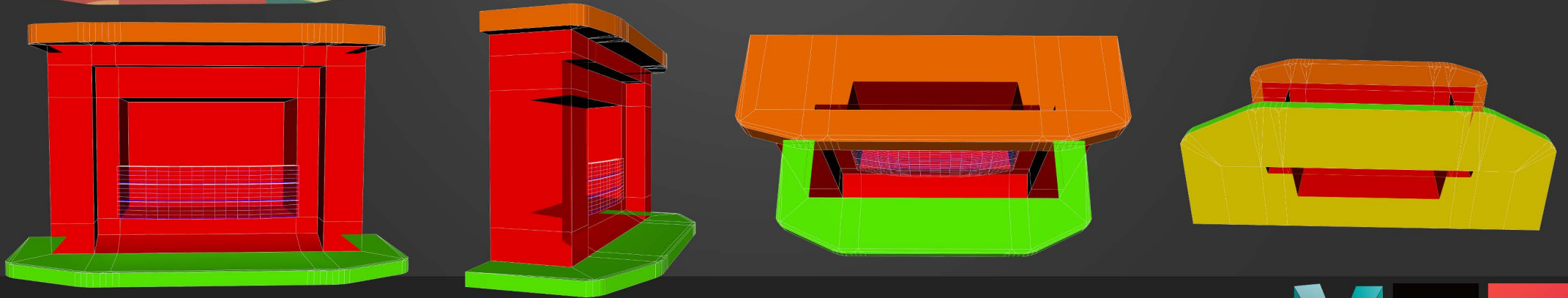
Wireframes



UV Checkers



Colour IDs  
with Wireframe





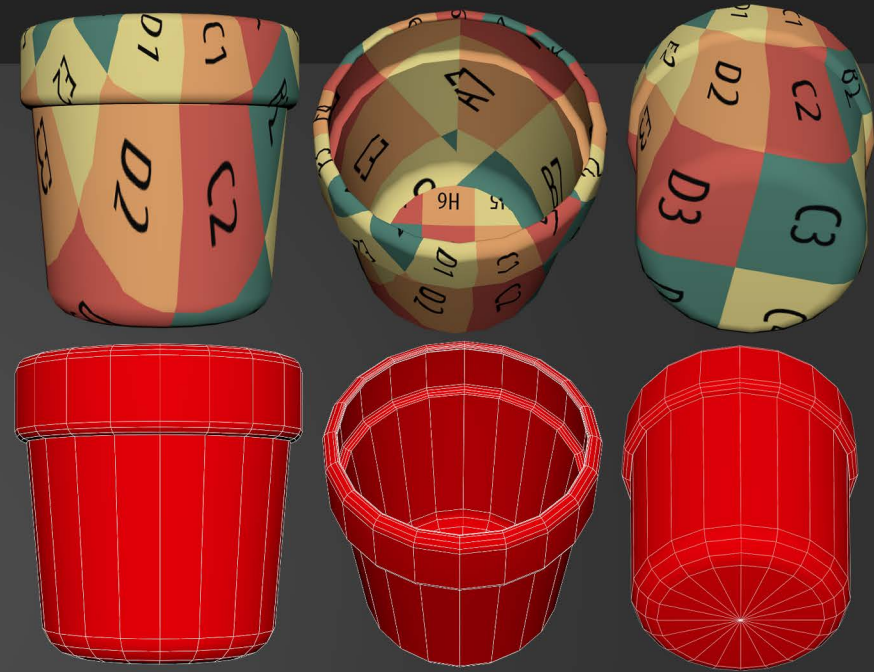
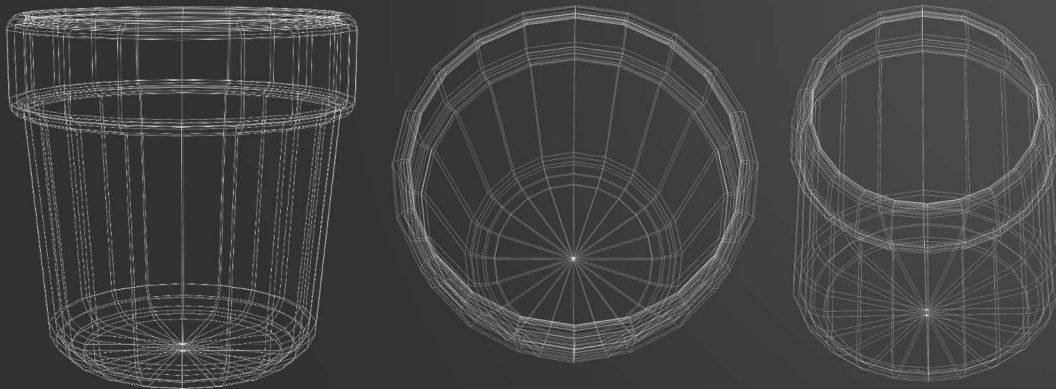
# Adv. Asset Production - Asset Pack: Rustic Room

## Flowerpot

Full Render



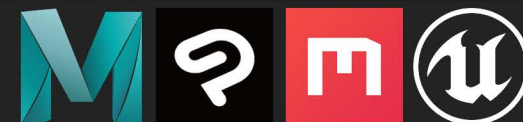
Wireframe



UV Checkers

Colour IDs  
& Wireframes

Poly Count: 700  
Texture Size: 1024x1024



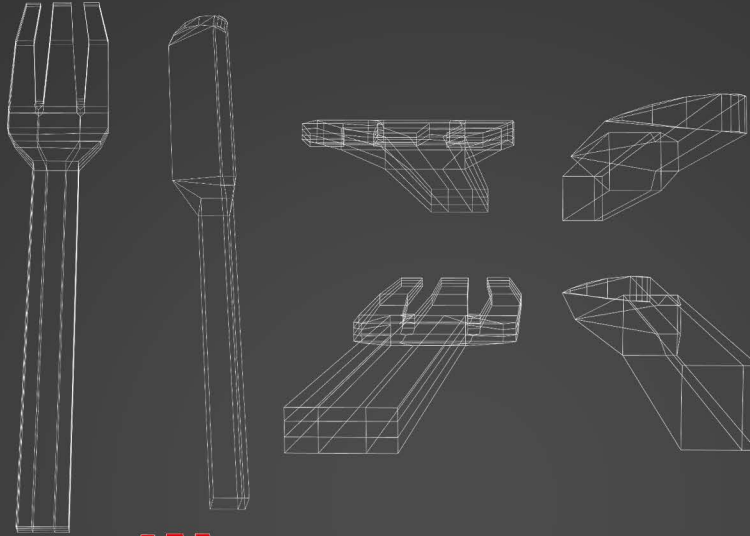
# Adv. Asset Production - Asset Pack: Rustic Room

## Knife and Fork

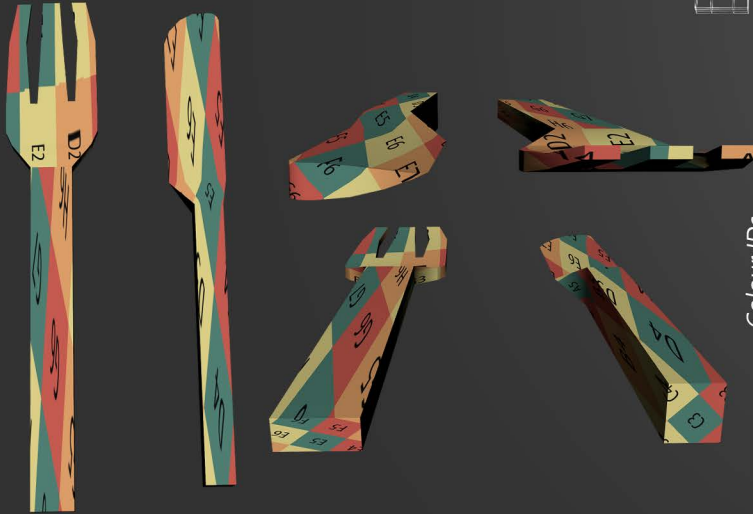
Full Render



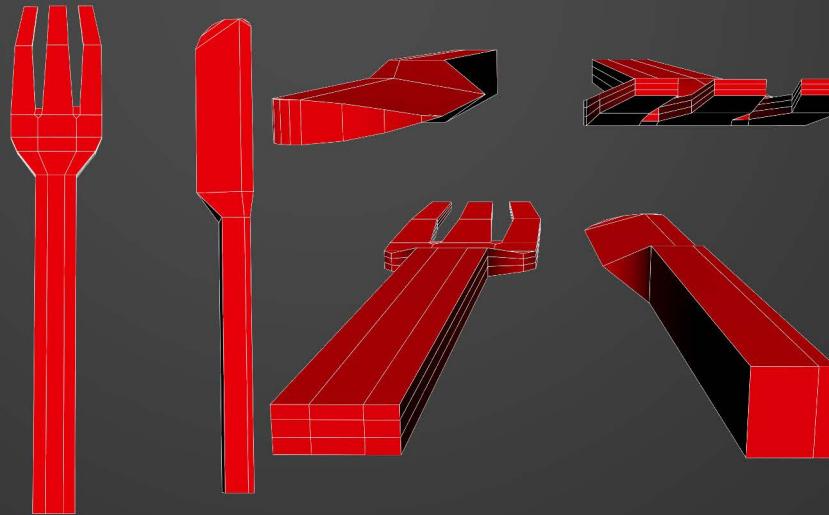
Wireframe



UV Checkers



Colour IDs  
& Wireframes



Poly Count: 128 + 35  
Texture Size (Shared): 1024x1024



# Adv. Asset Production - Asset Pack: Rustic Room

## Hinge

Full Render

UV Checkers

Poly Count: 458  
Texture Size 1024x1024

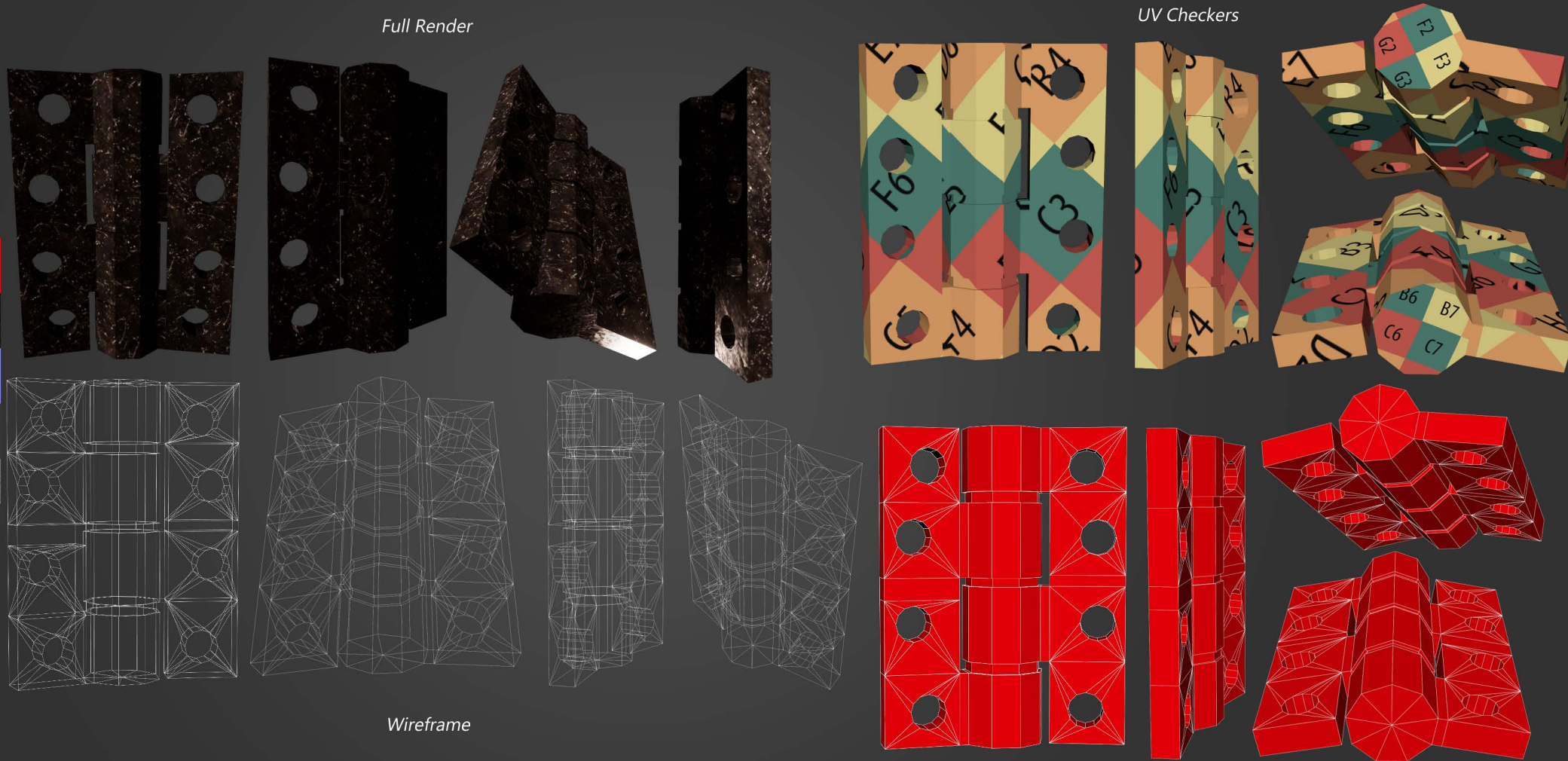
Colour ID Map

Diffuse Map

Normal Map

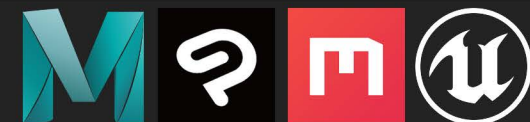
Specular Map

Roughness Map



Wireframe

Colour IDs  
& Wireframes



# Adv. Asset Production - Asset Pack: Rustic Room

Key

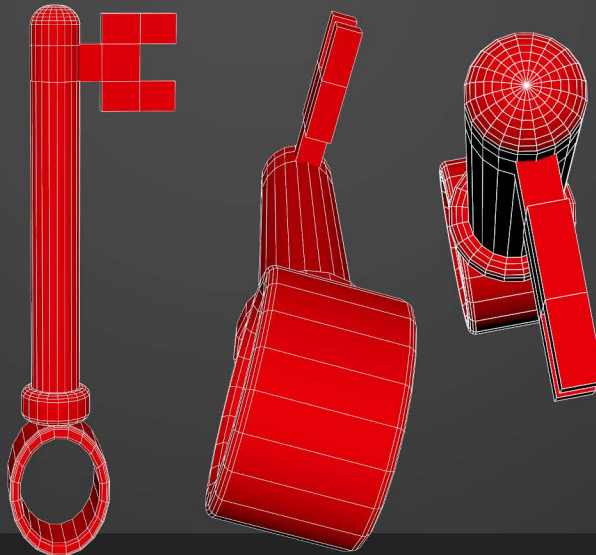
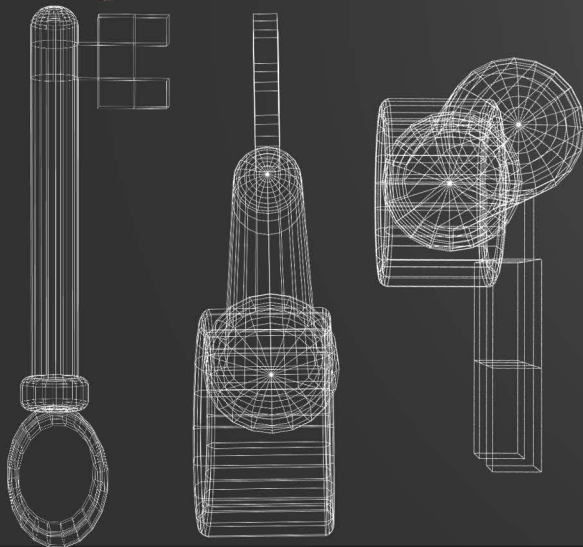


Full Render



UV Checkers

Wireframe



Colour IDs  
& Wireframes

Poly Count: 683  
Texture Size: 1024x1024



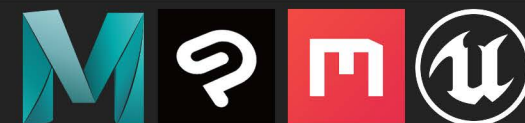
Colour ID Map

Albedo Map

Normal Map

Specular Map

Roughness Map



# Adv. Asset Production - Asset Pack: Rustic Room

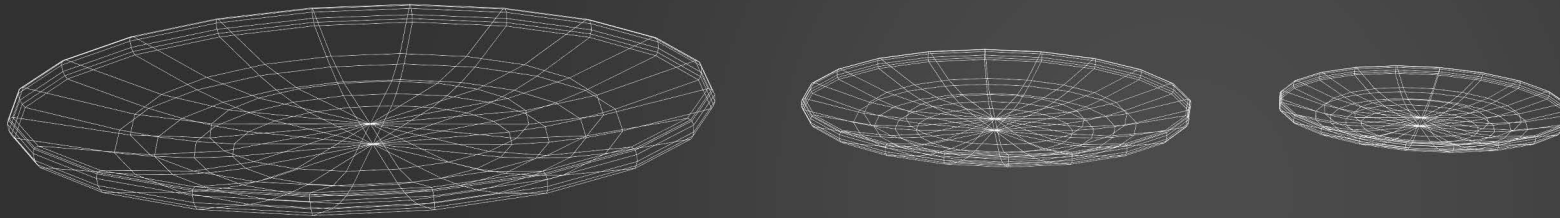
## Oval Plates

Full Render

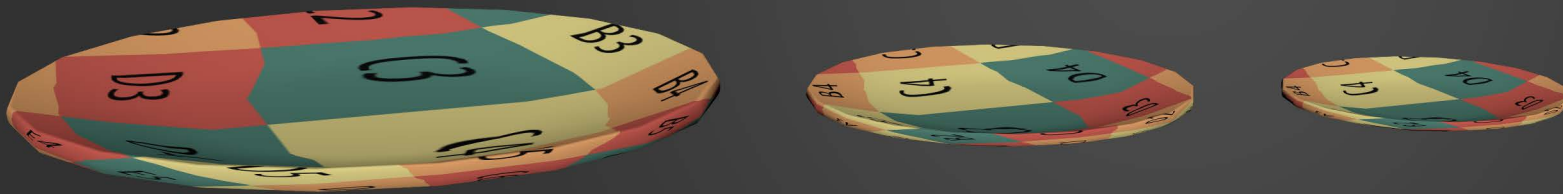


Poly Count: 280  
Texture Size: 1024x1024

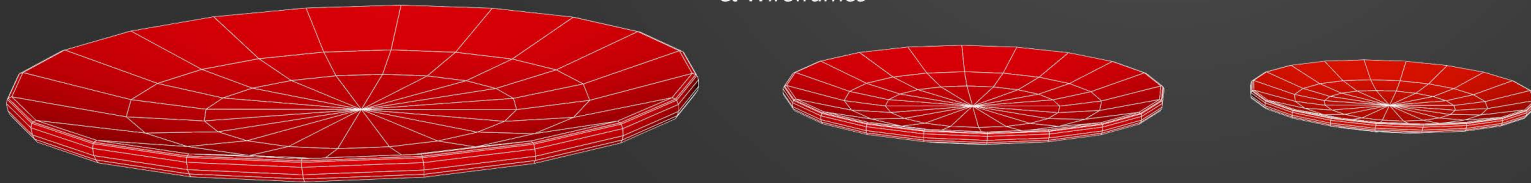
Wireframe



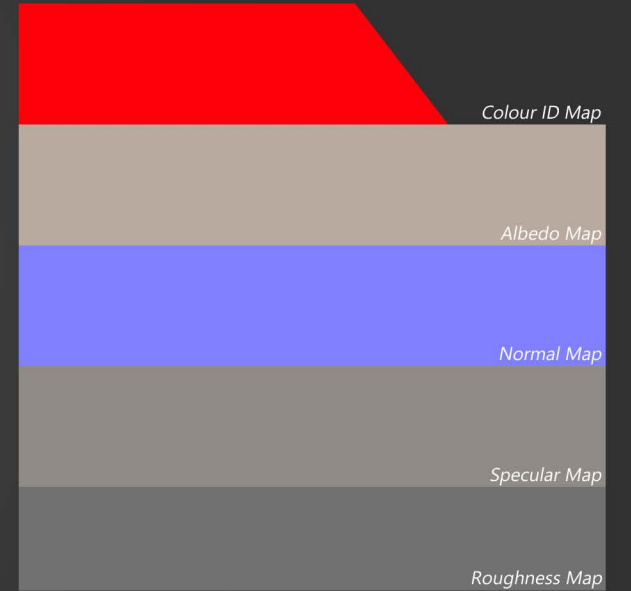
UV Checkers



Colour IDs  
& Wireframes



Colour ID Map



Albedo Map

Normal Map

Specular Map

Roughness Map

# Adv. Asset Production - Asset Pack: Rustic Room

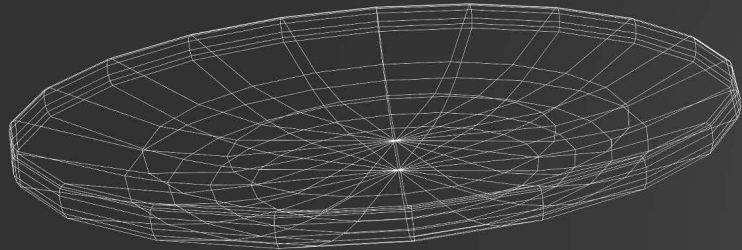
## Plates



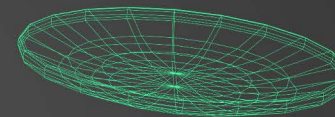
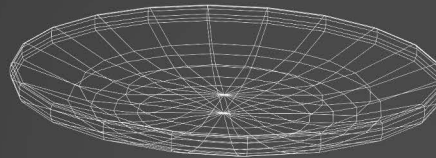
Full Render



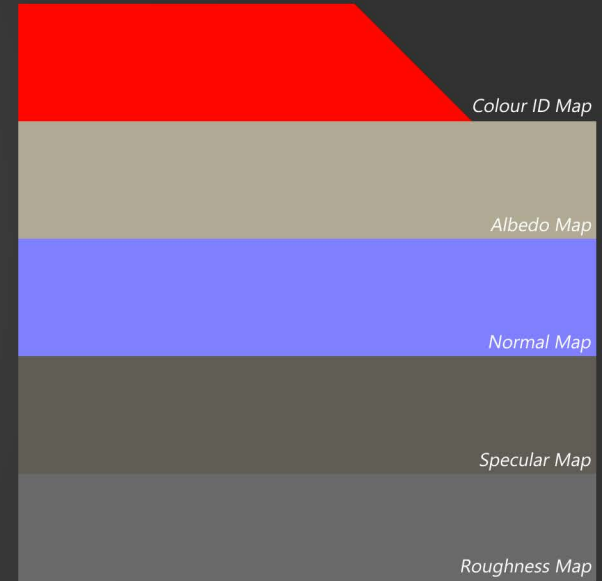
Poly Count: 280  
Texture Size: 1024x1024



Wireframe



Colour ID Map



Albedo Map

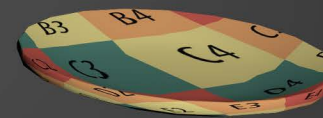
Normal Map

Specular Map

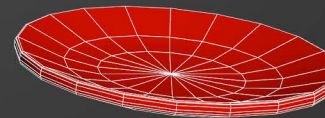
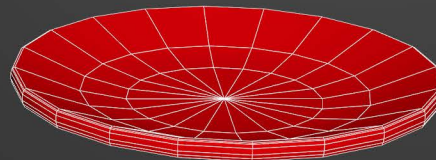
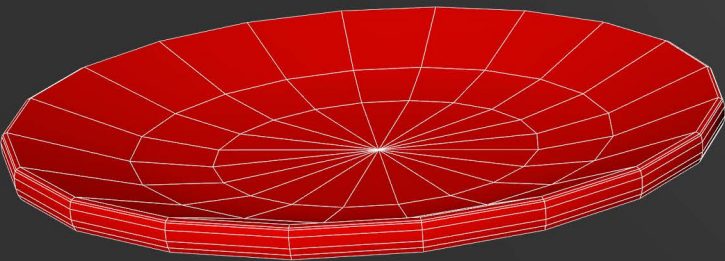
Roughness Map



UV Checkers

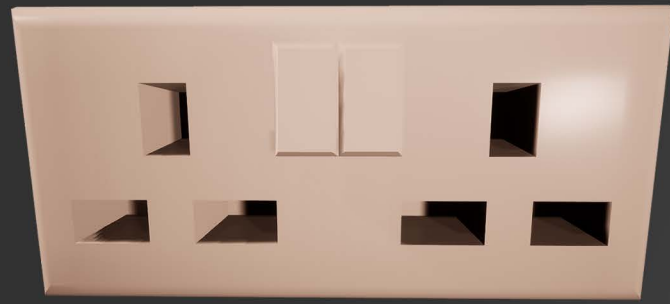


Colour IDs  
& Wireframes

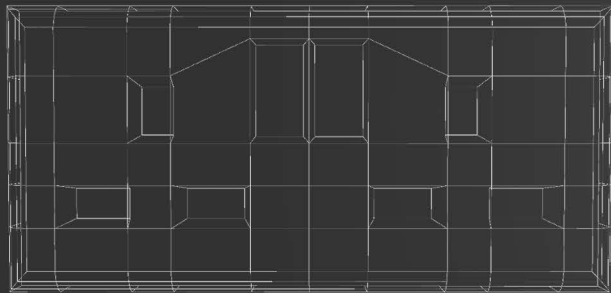
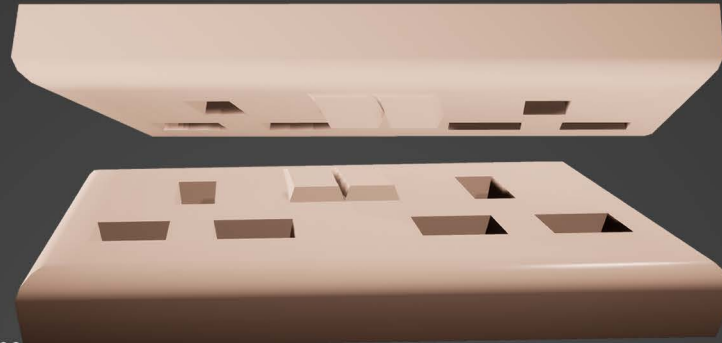


# Adv. Asset Production - Asset Pack: Rustic Room

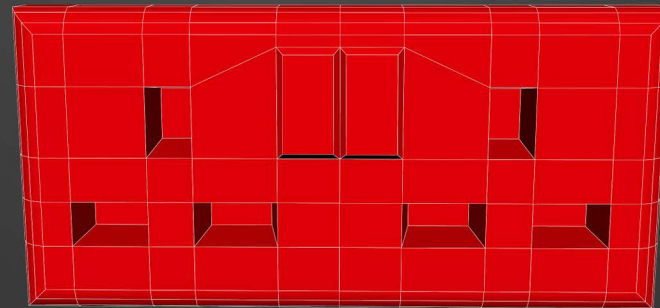
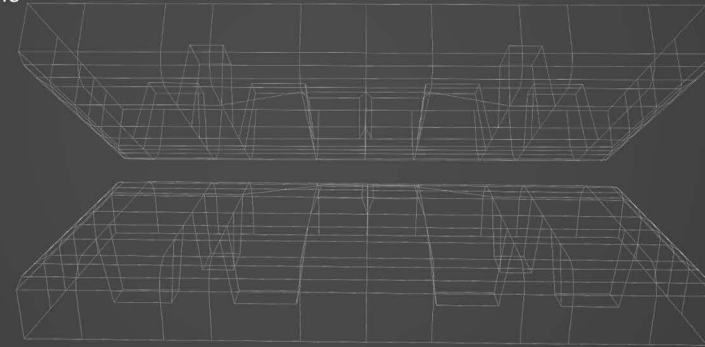
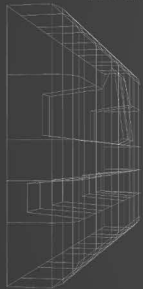
## Plugset



Full Render



Wireframe



Colour IDs  
& Wireframes

Poly Count: 202  
Texture Size: 1024x1024



Colour ID Map

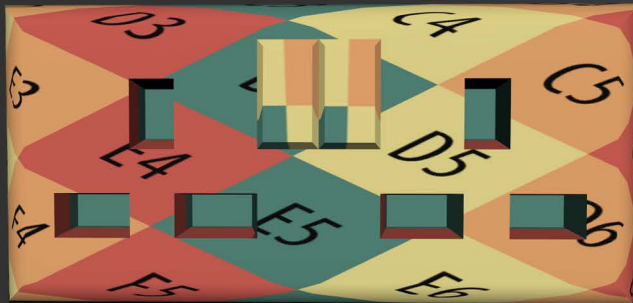
Albedo Map

Normal Map

Specular Map

Roughness Map

UV Checkers



# Adv. Asset Production - Asset Pack: Rustic Room

## Rectangle Table



Poly Count: 82  
Texture Size: 1024x1024

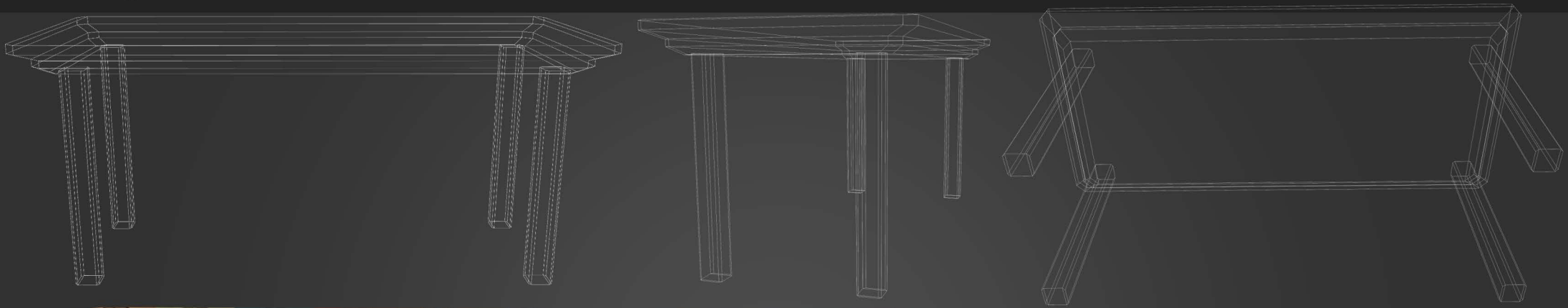




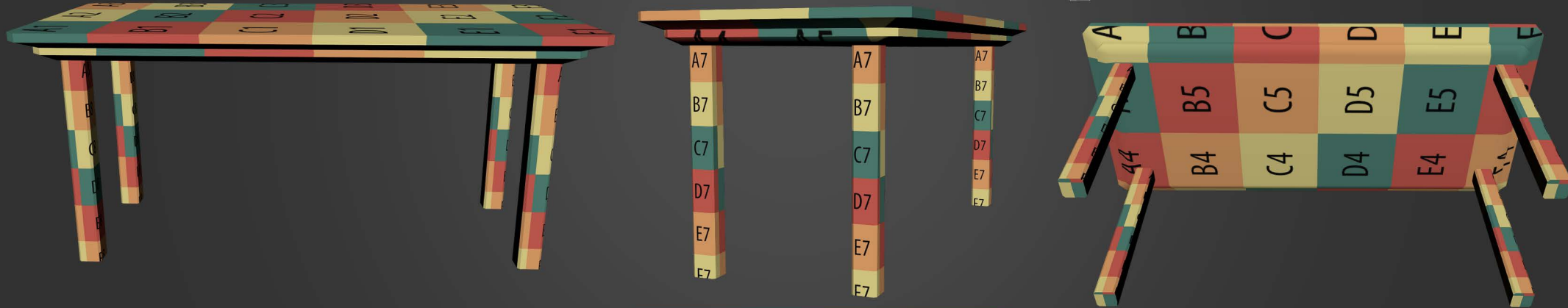
# Adv. Asset Production - Asset Pack: Rustic Room

## Rectangle Table

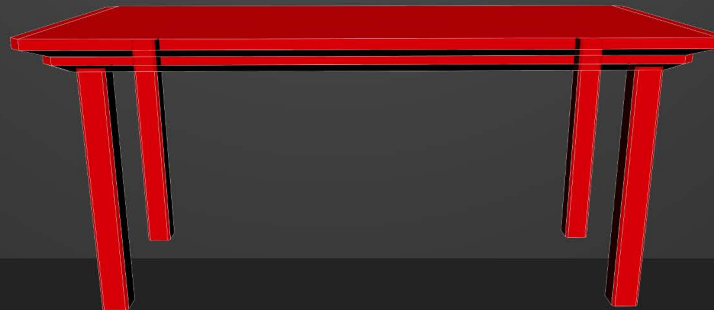
Wireframe



UV Checkers



Colour IDs  
& Wireframes



# Adv. Asset Production - Asset Pack: Rustic Room

## Cylindrical Table



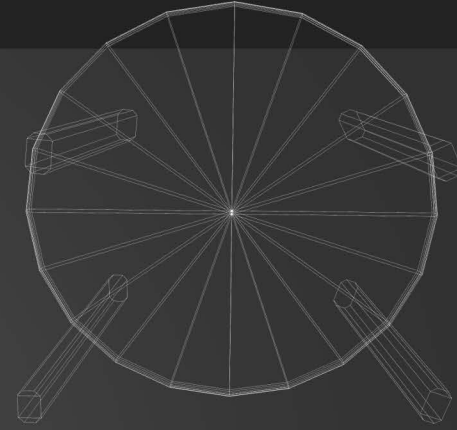
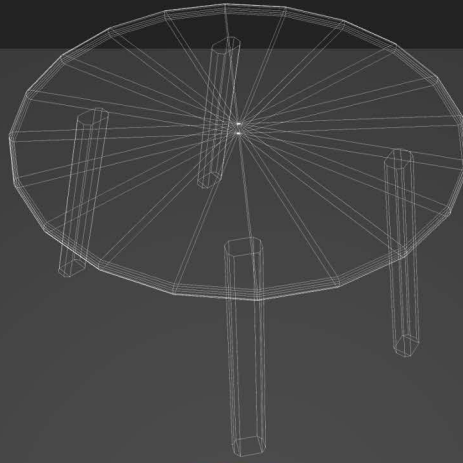
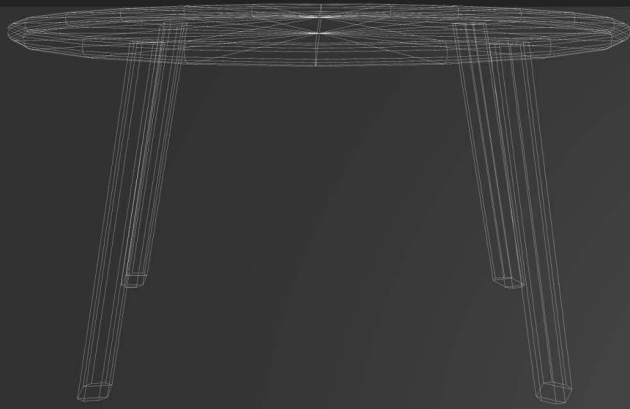
Poly Count: 224  
Texture Size: 1024x1024



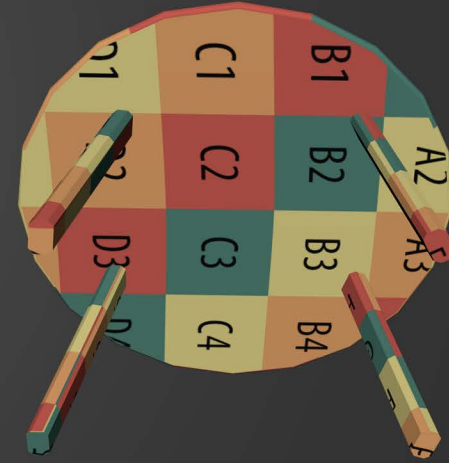
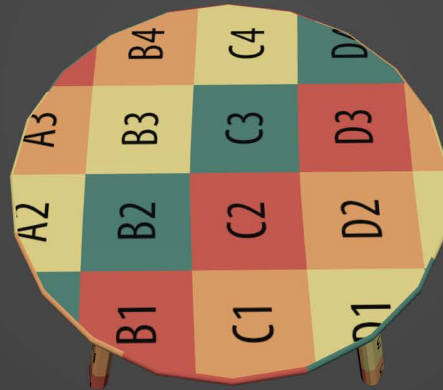
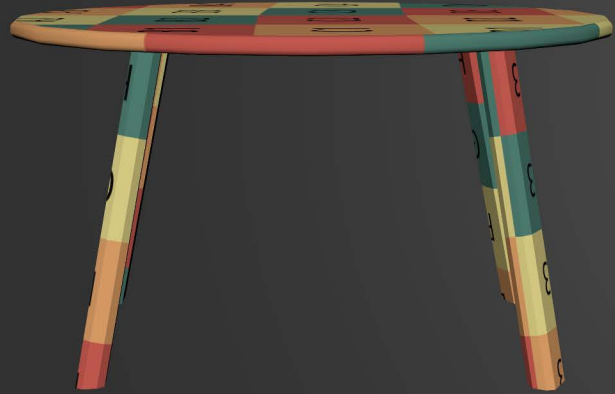
# Adv. Asset Production - Asset Pack: Rustic Room

## Cylindrical Table

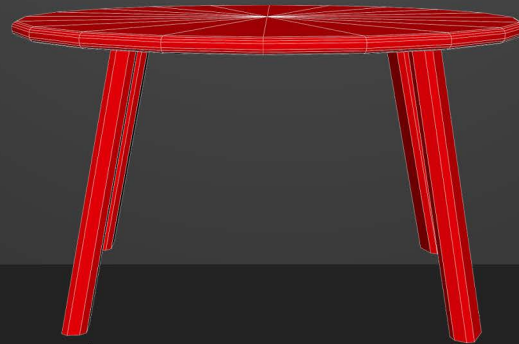
Wireframe



UV Checkers

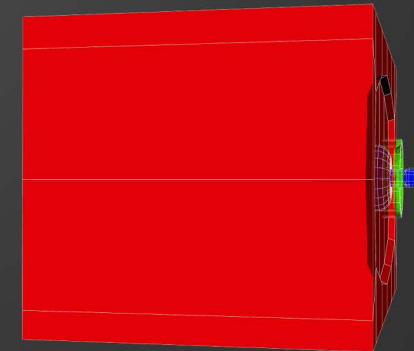
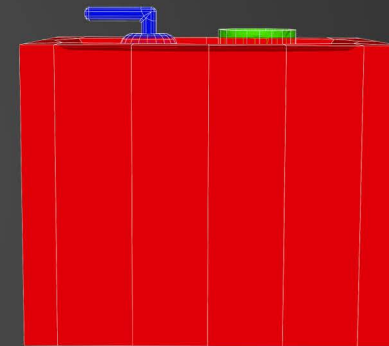
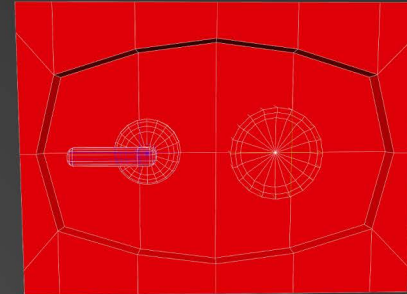
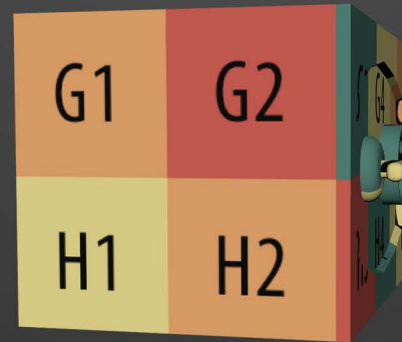
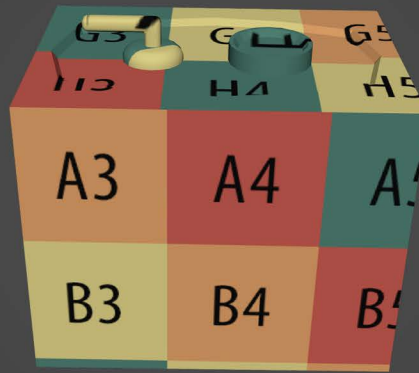
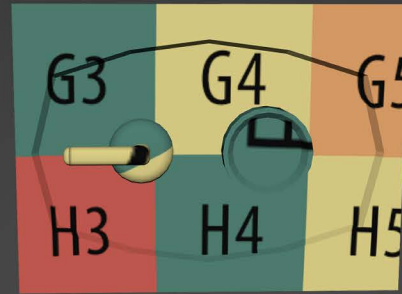
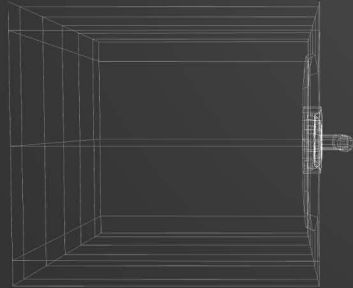
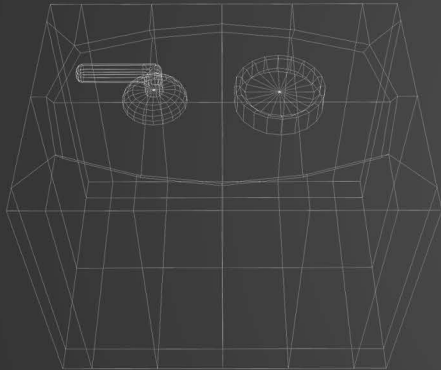
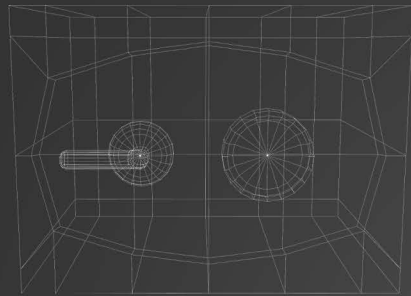
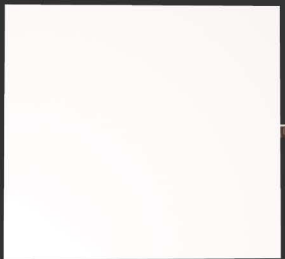
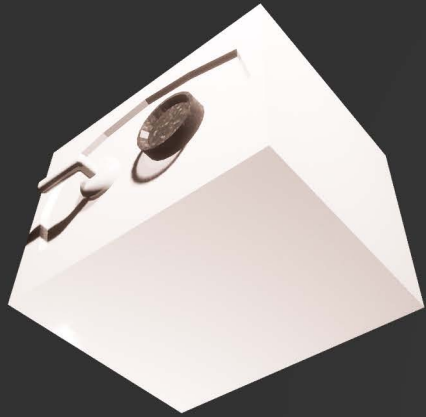


Colour IDs  
& Wireframes

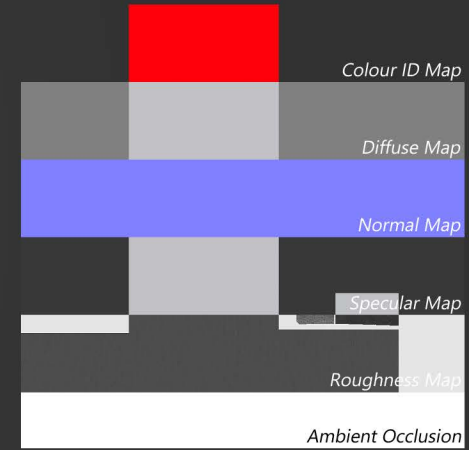


# Adv. Asset Production - Asset Pack: Rustic Room

Safe



Poly Count: 371  
Texture Size: 1024x1024



# Adv. Asset Production - Asset Pack: Rustic Room

## Square Table



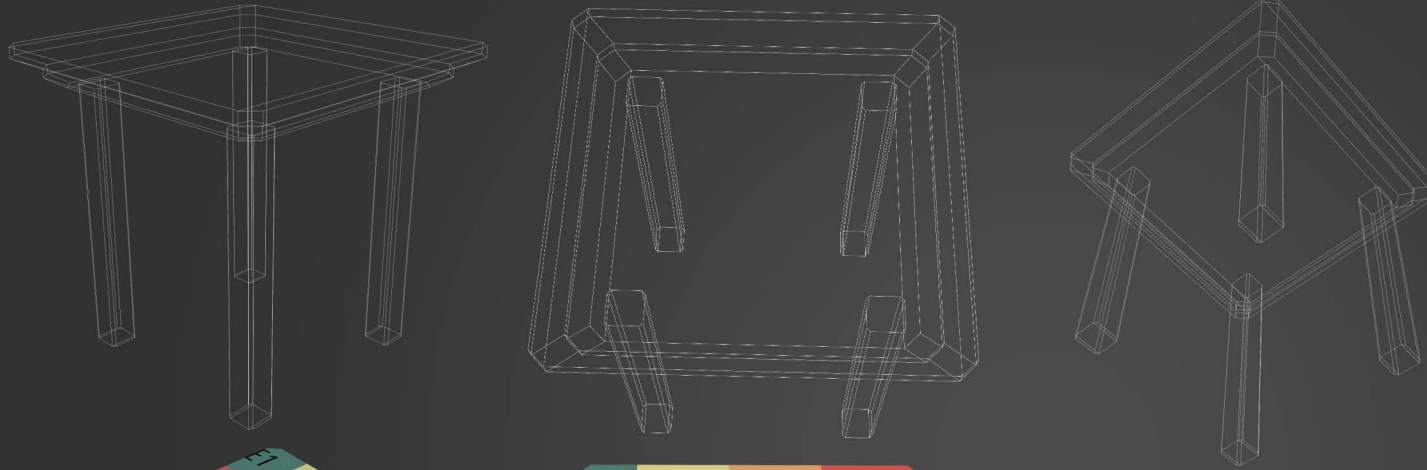
Poly Count: 82  
Texture Size: 1024x1024



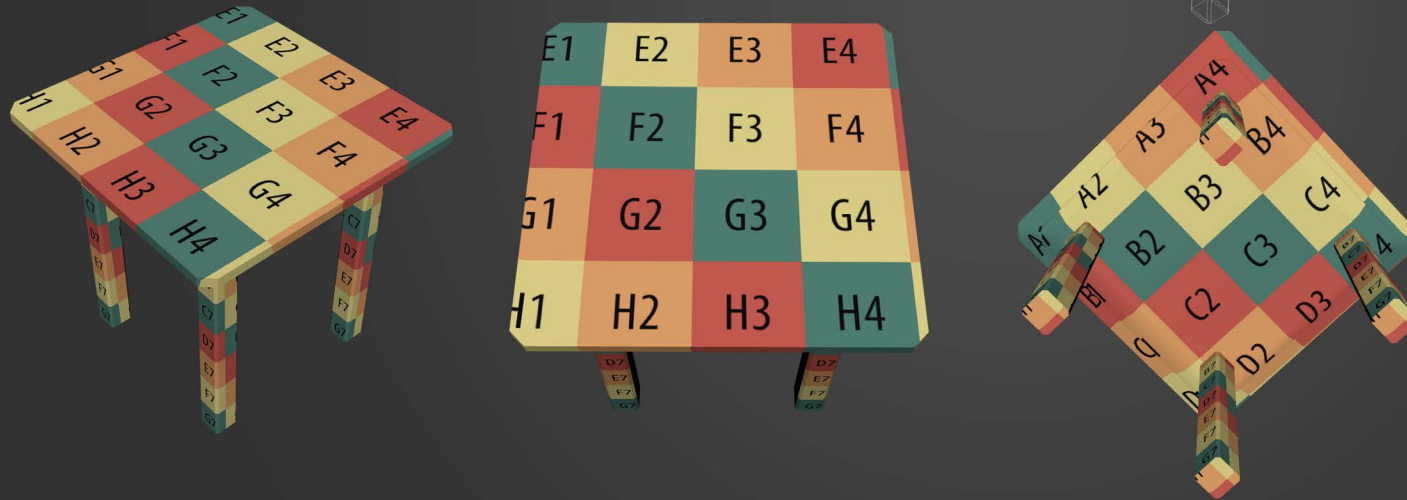
# Adv. Asset Production - Asset Pack: Rustic Room

## Square Table

Wireframe



UV Checkers



Colour IDs  
& Wireframes

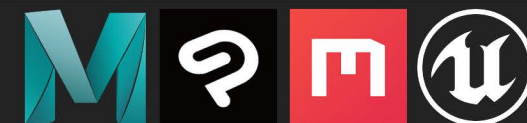
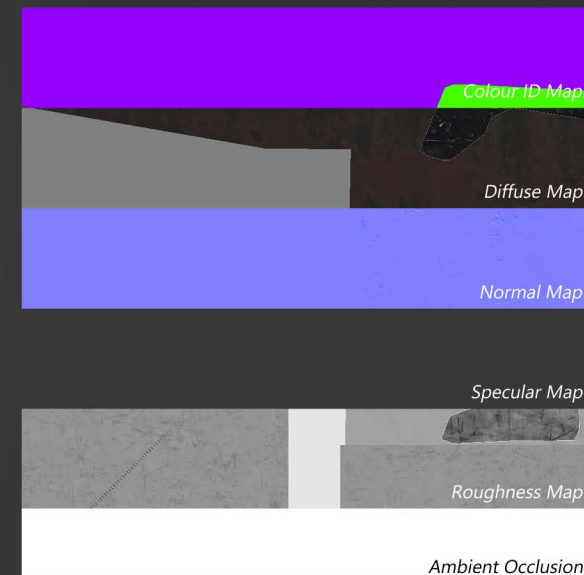


# Adv. Asset Production - Asset Pack: Rustic Room

## Stepladder



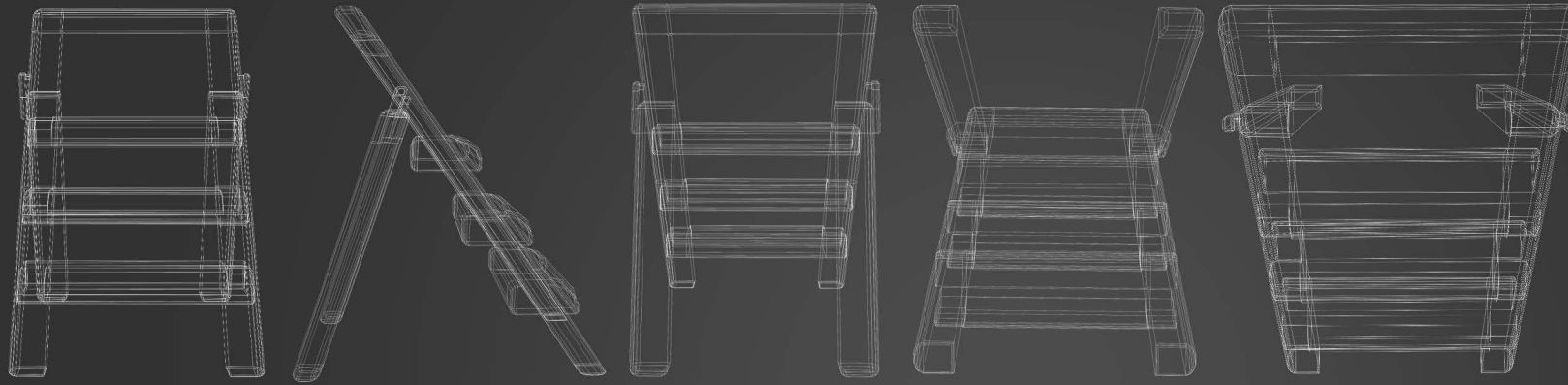
Poly Count: 824  
Texture Size: 2048x1048



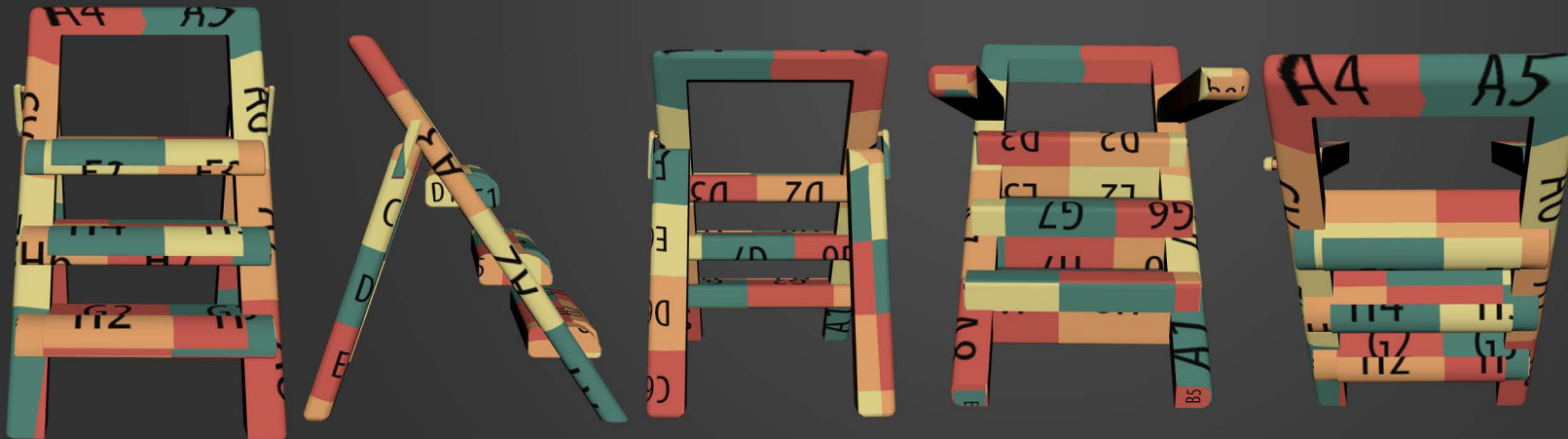
# Adv. Asset Production - Asset Pack: Rustic Room

## Stepladder

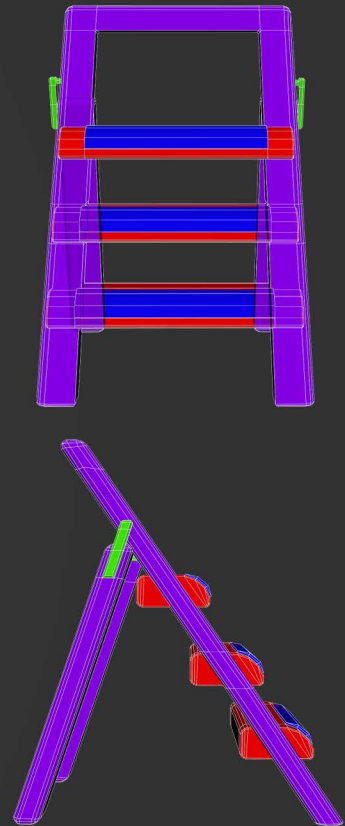
Wireframe



UV Checkers



Colour IDs  
& Wireframes



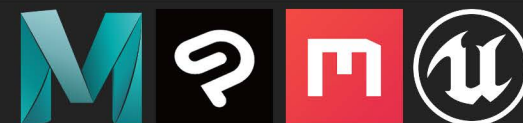


# Adv. Asset Production - Asset Pack: Rustic Room

## Stool



Poly Count: 340  
Texture Size: 1024x1024

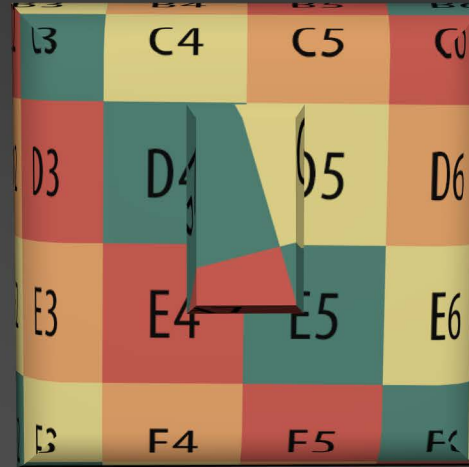


# Adv. Asset Production - Asset Pack: Rustic Room

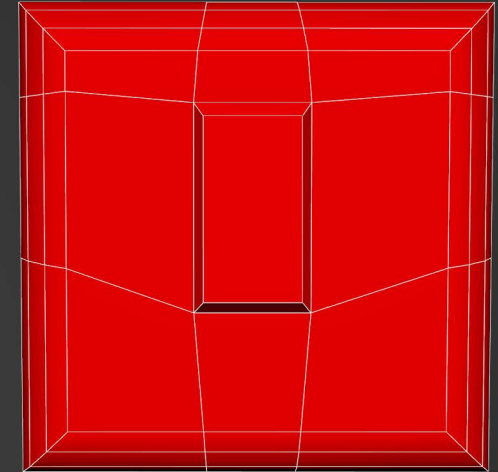
Switch



Full Render

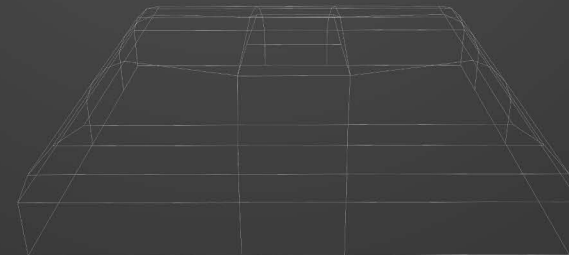
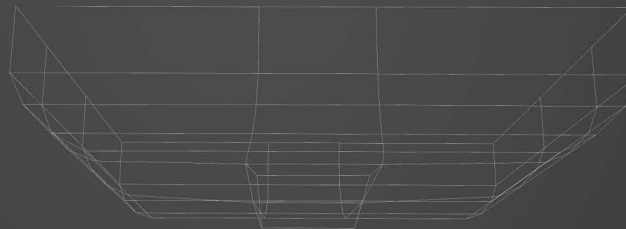
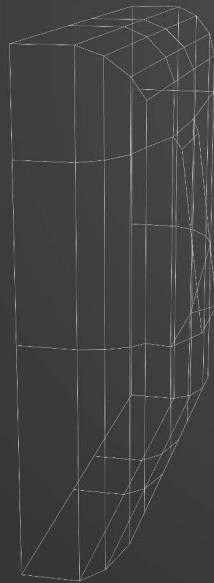
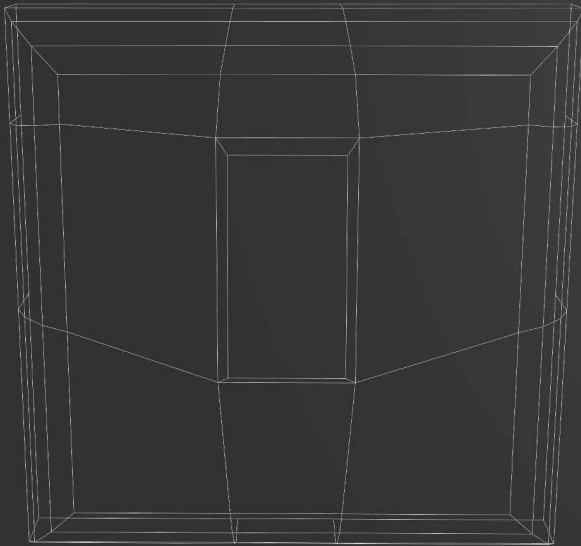


UV Checker

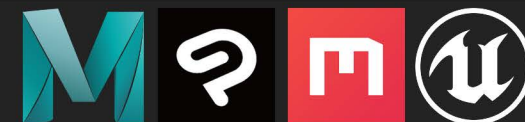


Colour ID

Wireframe



Poly Count: 61  
Texture Size: 1024x 1024



# Adv. Asset Production - Asset Pack: Rustic Room

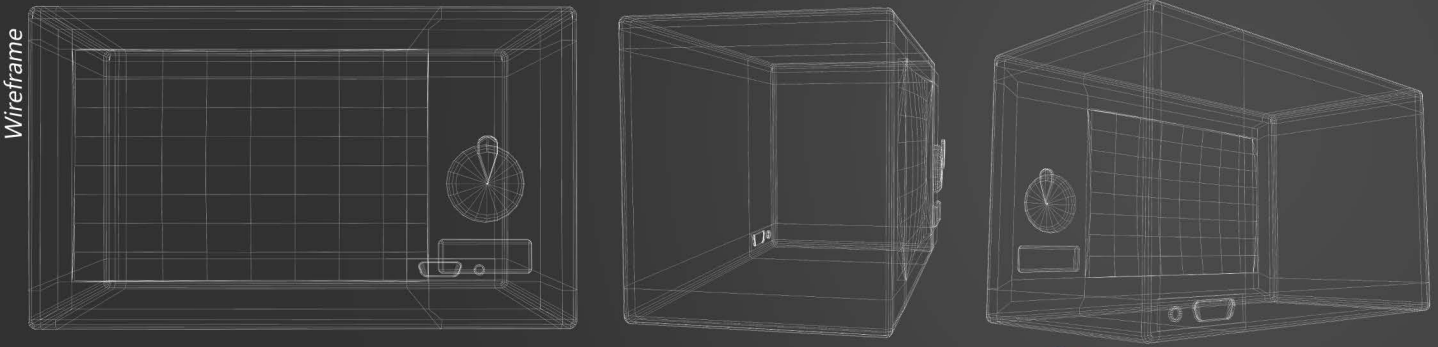
TV

Full Renders



Colour ID Map

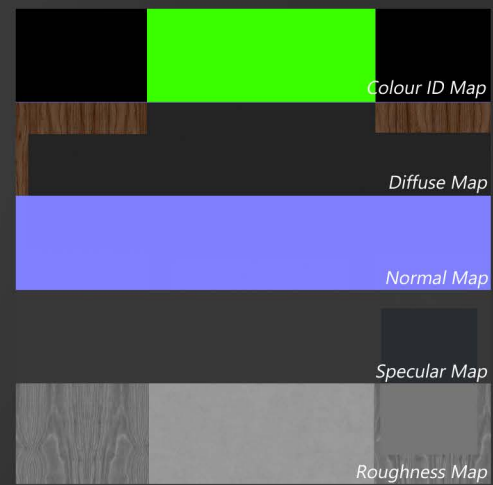
Wireframe



UV Checker



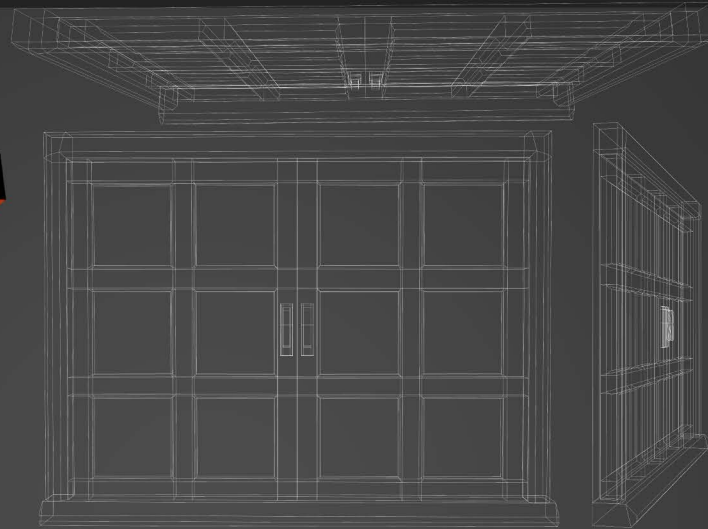
Poly Count: 793  
Texture Size: 2048x2048



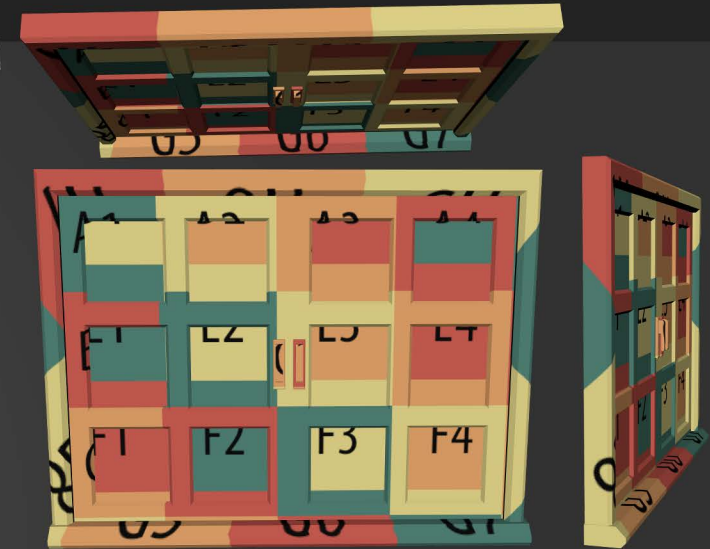
# Adv. Asset Production - Asset Pack: Rustic Room

## Window

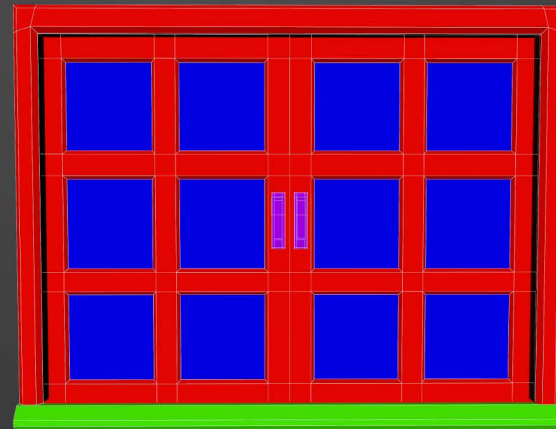
Full Render



Wireframe



UV Checkers



Colour ID

Poly Count: 418  
Texture Size: 1024x1024



Colour ID Map

Albedo Map

Normal Map

Specular Map

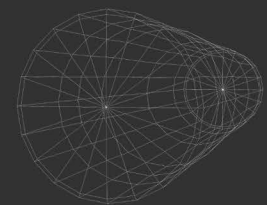
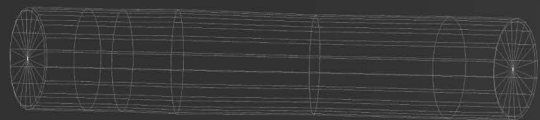
Roughness Map

# Adv. Asset Production - Asset Pack: Rustic Room

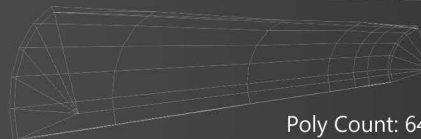
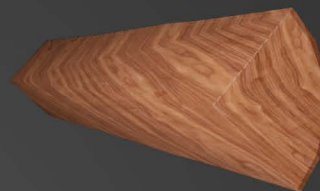
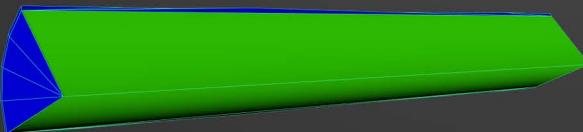
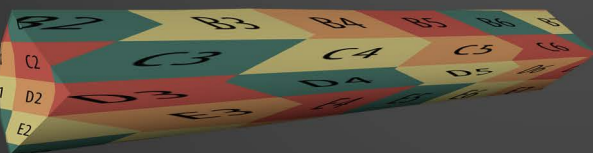
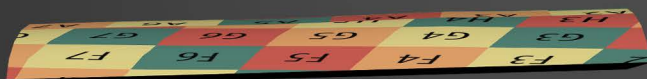
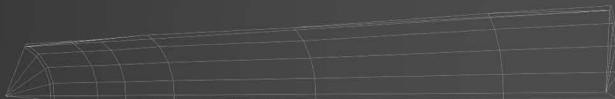
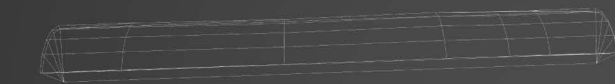
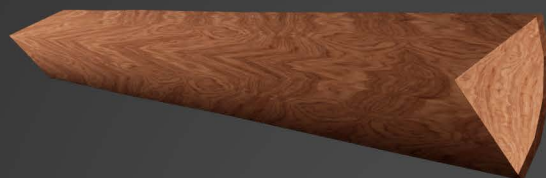
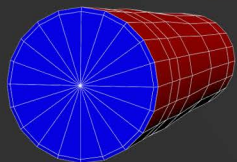
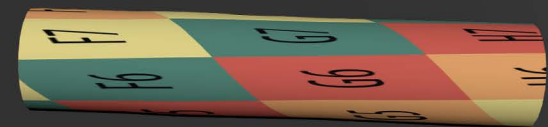
## Wood A + Cuts



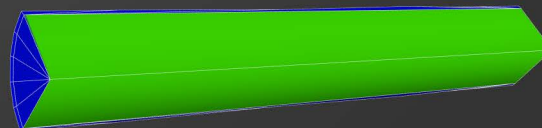
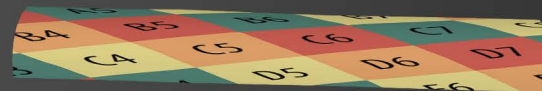
Poly Count: 200  
Texture Size: 1024x1024



Poly Count: 54  
Texture Size: 1024x1024



Poly Count: 64  
Texture Size: 1024x1024



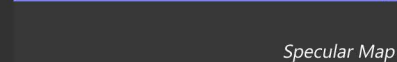
Wood A - Colour Map



Diffuse Map



Normal Map



Specular Map



Roughness Map



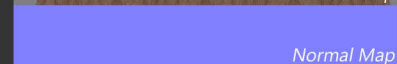
Ambient Occlusion



Cut A - Colour Map



Diffuse Map



Normal Map



Specular Map



Roughness Map



Ambient Occlusion



Cut B - Colour Map



Diffuse Map



Normal Map



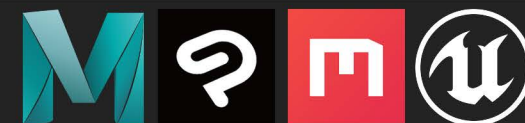
Specular Map



Roughness Map



Ambient Occlusion

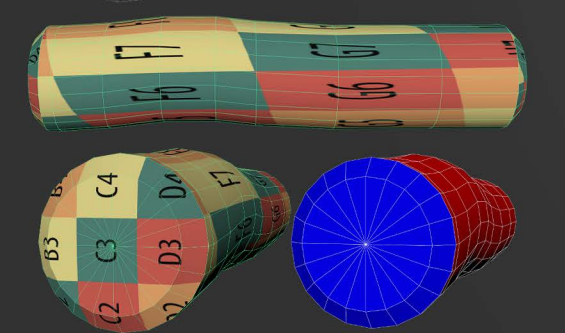
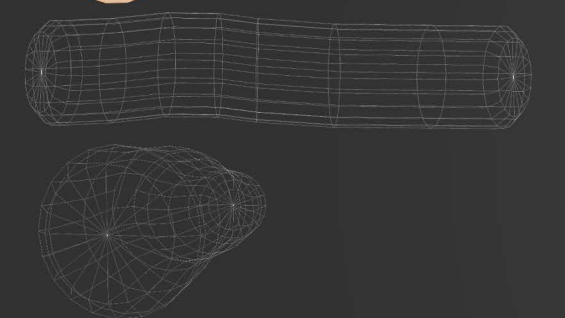


# Adv. Asset Production - Asset Pack: Rustic Room

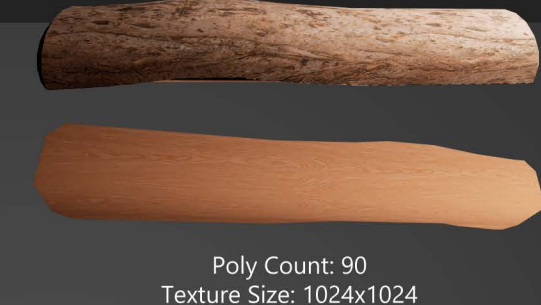
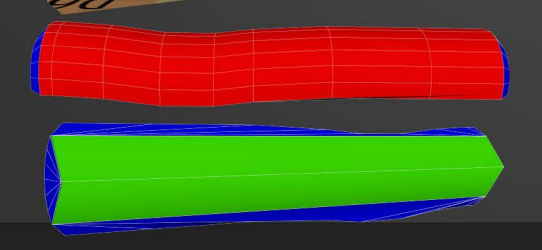
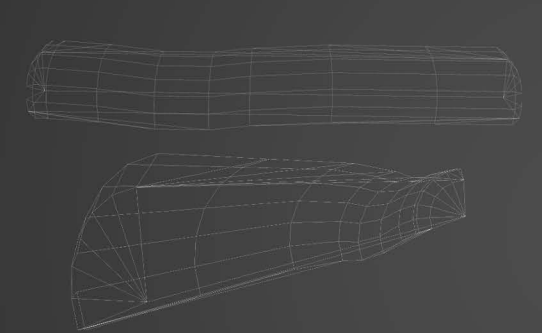
## Wood B + Cuts



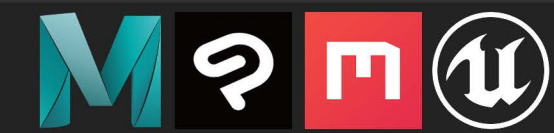
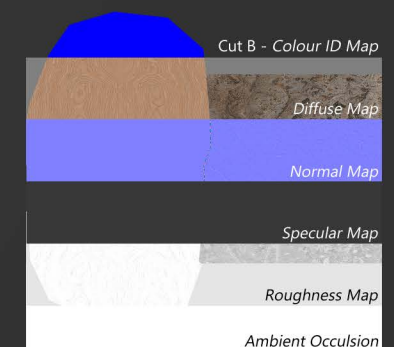
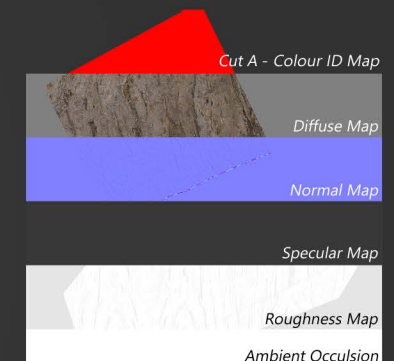
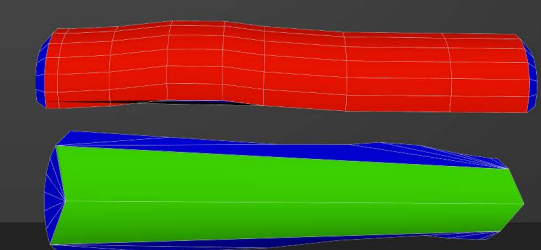
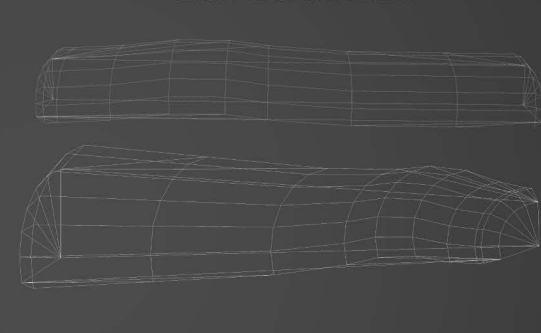
Poly Count: 240  
Texture Size: 1024x1024



Poly Count: 90  
Texture Size: 1024x1024

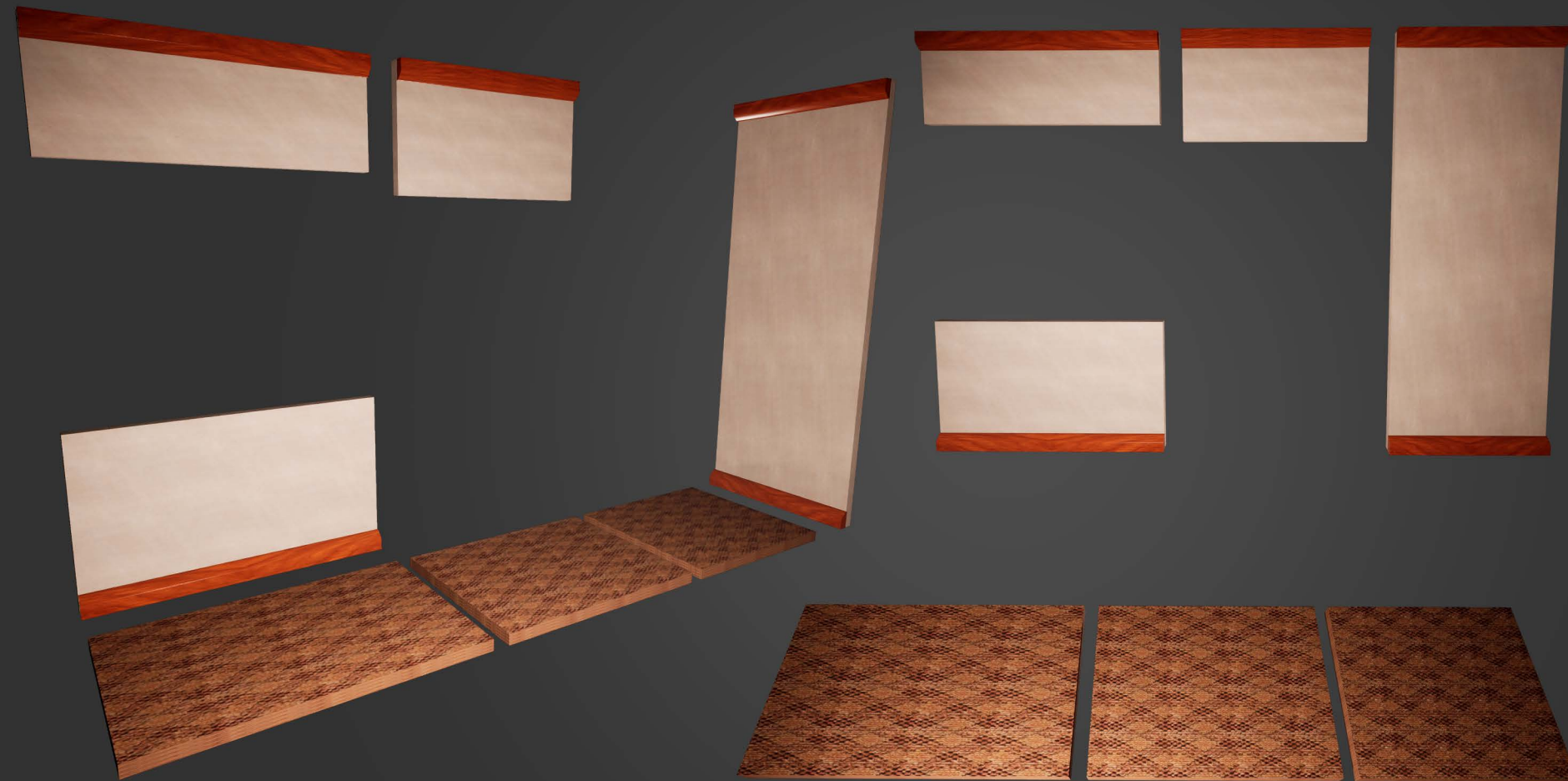


Poly Count: 90  
Texture Size: 1024x1024



# Adv. Asset Production - Asset Pack: Rustic Room

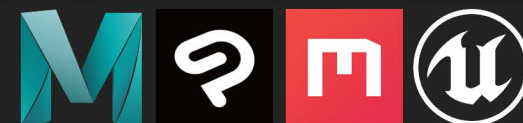
Walls and Floors \* with Skirting Boards



Poly Count: Each 6  
Texture Size: 1024x1024



\*UVs Different for Door Wall  
and Window Wall. Textures are the same



# Adv. Asset Production - Asset Pack: Rustic Room

## Walls and Floors

