# Mad Laboratory Models Vol01

## (A version for unity game engine)

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## model01

| Level of detail | Tris | Vertices |
|---|---|---|
| LOD0 | 8762 | 4808 |
| LOD1 | 3770 | 2230 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

# model02

| Level of detail | Tris | Vertices |
|---|---|---|
| LOD0 | 33296 | 17234 |
| LOD1 | 15250 | 8031 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

## model03

| Level of detail | Tris | Vertices |
| --- | --- | --- |
| LOD0 | 15028 | 7659 |
| LOD1 | 6323 | 3257 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

# model04

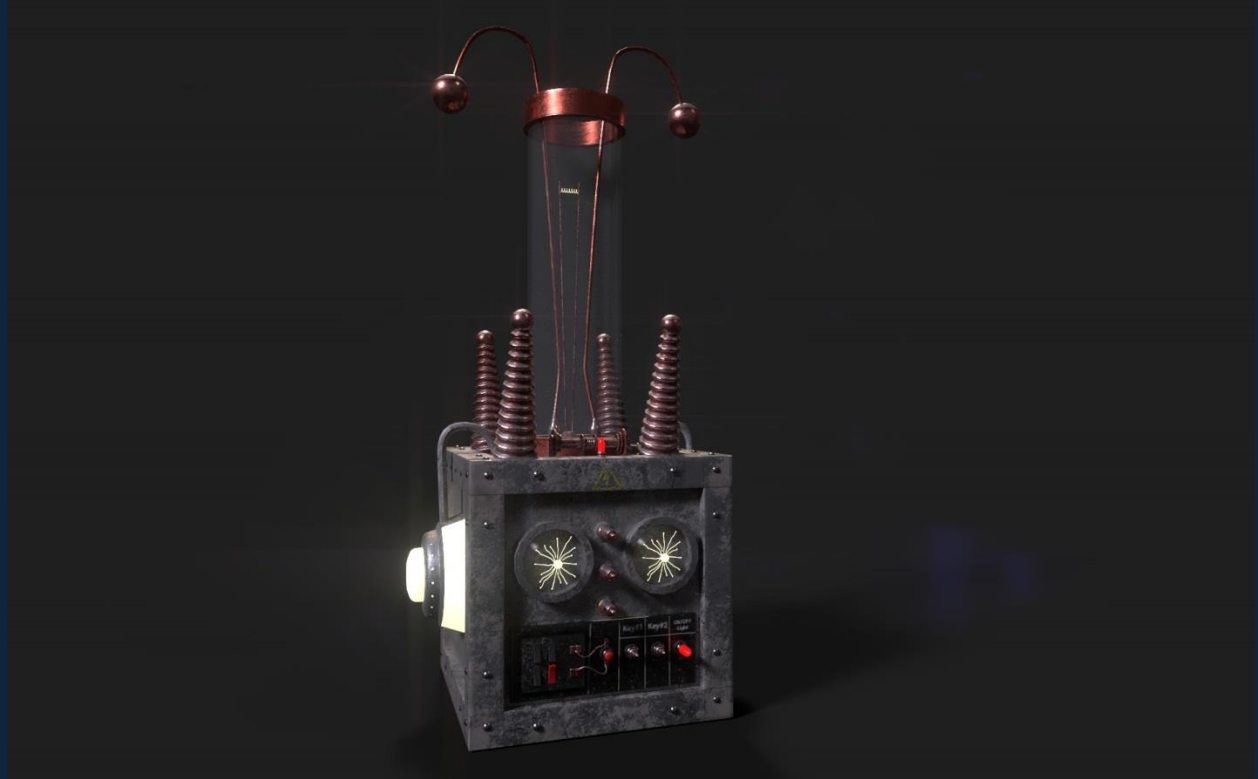| Level of detail | Tris | Vertices |
|---|---|---|
| LOD0 | 38500 | 20482 |
| LOD1 | 15237 | 8620 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

# model05

| Level of detail | Tris | Vertices |
|---|---|---|
| LOD0 | 33461 | 16231 |
| LOD1 | 13848 | 7149 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

## model06

| Level of detail | Tris | Vertices |
| --- | --- | --- |
| LOD0 | 33751 | 17287 |
| LOD1 | 11518 | 6040 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

## model07

| Level of detail | Tris | Vertices |
|---|---|---|
| LOD0 | 3746 | 2059 |
| LOD1 | 1014 | 617 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

# model08

| Level of detail | Tris | Vertices |
|---|---|---|
| LOD0 | 31306 | 15860 |
| LOD1 | 9199 | 4757 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

# model09

| Level of detail | Tris | Vertices |
|---|---|---|
| LOD0 | 14512 | 7459 |
| LOD1 | 4192 | 2237 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

# model10

| Level of detail | Tris | Vertices |
| --- | --- | --- |
| LOD0 | 18674 | 9533 |
| LOD1 | 9316 | 4833 |

- Models with LOD0 has quad poly and more detail for close distances . because of quad structure it can be edited easily
- Models with LOD1 has triangle poly and less detail for far distances .

Mad Laboratory Models Pack For UNITY
New objects added for Halloween Release

In new release of Mad Laboratory models pack some new models added to previous ones :
- 21 new fbx lowpoly objects
- High quality materials and textures for objects

Now this asset supports HDRP in unity