

INSTRUCTIONS

There is a Base Color, Normal, Metallic and Roughness map for each prop.

We recommend the use of Autodesk interactive shader mode to apply textures to materials.

Each prop has 3 color variations and some of them share textures with others.

Example:

The "Furniture textures" apply on the Chest of drawers and also the Wardrobe.

Note:

One of the models (WoodFence3), also has extra normal map detail, for each color variation.