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| **Scene Name: Forest Cabin** | | | | **Date: 07/13/2018** |  |  |  |
| **# Object** | | **Category** | **Comments** | | **WB** | **HD** | **T** |
| 1 | Skybox | Skybox | | Library |  |  |  |
| 2 | Terrain | Terrain | | Create in Unity |  |  |  |
| 3 | Barrels | Prop | |  |  |  |  |
| 4 | Axe | Prop | |  |  |  |  |
| 5 | Logs | Prop | |  |  |  |  |
| 6 | Tree Stump | Prop | | Stump for Axe |  |  |  |
| 7 | Tree Stump 2 | Environment Decoration | | For general population |  |  |  |
| 8 | Large Oak Tree 1 | Focal Object | | Main entrance tree left |  |  |  |
| 9 | Large Oak Tree 2 | Focal Object | | Main entrance tree right |  |  |  |
| 10 | Tree type 1 | Environment decoration | | Create Variation |  |  |  |
| 11 | Tree type 2 | Environment decoration | | Create Variation |  |  |  |
| 12 | Tree type 3 | Environment decoration | | Create Variation |  |  |  |
| 13 | Dead Tree | Environment decoration | |  |  |  |  |
| 14 | Fallen Tree | Environment decoration | |  |  |  |  |
| 15 | Grass type 1 (Short) | Billboard | | Create Variation |  |  |  |
| 16 | Grass type 2 (Medium) | Billboard | | Create Variation |  |  |  |
| 17 | Grass type 3 (Long) | Billboard | | Create Variation |  |  |  |
| 18 | Fern plant | Environment ground plant | | Create Variation (different sizes) |  |  |  |
| 19 | Flower plant | Environment ground plant | | TBC: to break up the ground |  |  |  |
| 20 | Crawling Ivy | Environment decoration | | Create Variation |  |  |  |
| 21 | Bush type 1 | Environment decoration | | TBD: Create Variation |  |  |  |
| 22 | Bush type 2 | Environment decoration | | TBD: Create Variation |  |  |  |
| 23 | Bush type 3 | Environment decoration | | TBD: Create Variation |  |  |  |
| 24 | Forest floor sticks/ clutter | Environment decoration | | TBD: Create Variation |  |  |  |
| 25 | Small scatter rocks | Environment decoration | |  |  |  |  |
| 26 | Step, slab rocks | Prop | | Create variation: Placed in scene according to animation |  |  |  |
| 27 | Small rocks | Environment decoration | | Create Variation (Mossy) |  |  |  |
| 28 | Medium rocks | Environment decoration | | Create Variation (Mossy) |  |  |  |
| 29 | Large rocks | Environment decoration | | Create Variation (Mossy) |  |  |  |
| 30 | Cliff edge | Environment decoration | | Boundary Object |  |  |  |
| 31 | Hut (Door) | Prop - Animated | | (plus Animation) |  |  |  |
| 32 | Hut (main) | Focal Object | |  |  |  |  |
| 33 | Hut (roof) | Focal Object | |  |  |  |  |
| 34 | Hut (Chimney) | Focal Object | |  |  |  |  |
| 35 | Hut (Steps, hand rail and porch) | Focal Object | |  |  |  |  |
|  | Hut (Hanging trinkets) | Focal Object | | Create Variation (animation or physics) |  |  |  |
| 36 | Fire | Particle | | For Barrel |  |  |  |
| 37 | Smoke | Particle | | Barrel + Chimney |  |  |  |
| 38 | Mist (not fog) | Particle | | Rolling across the scene |  |  |  |
| 39 | Air | Particle | | General |  |  |  |