

8.1 Asset List

Completed Assetes

Scripts - Walk, Find route

Buildings - BA, CS, GT

To Complete Assets

Models - Permanent Fixtures

- 3 Variants of Rectangle benches
- Glass Panel Dividers
- 3 Variants of Wooden Doors
- 3 Variants of Metal Doors
- Room Markers
- Overhead Direction Panels
- Fire Hydrants and housing, Fire Alarms
- 3 Variants of railing
- Sky-Lights
- AED packs and housing
- 3 Variants of Drinking Fountains
- Bathroom Entrances
- 3 Variants of Elevators
- Wall TV's
- Info Stands
- Automatic door opener

Models - Non-Permanent Fixtures

- 3 Variants of soft square chairs
- 3 Variants of Recycle Bins
- 3 Variants of Trash Bins
- Side Table
- Local Paper dispensers
- 3 Variants of fake indoor plants
- Clock
- Display Cabinet
- 3 Variants of L-shaped desks

Models - Non-Confirmative Items (Stretch goals, see page 7)

- All busts, All UVU statues
- Roof Pipes
- Variants of Trees and other Plants

Models - All included buildings

- {CB, FL, LA,} SB, SL, PS, SC, LC, SA, WB {} – High Priority Buildings

(Building models include all static non-installed aspects of a building. I.e. Support beams, walls, roofs, floor etc.)

Textures

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- Grass
- Wall cement
- Path cement

- Brick
- Painted wall
- Painted metal
- Colored metal
- Wood
- Carpet tile
- Floor tile
- Foliage
- Bark
- Tall grass
- Wood chips
- Glass
- Chair cloth
- Banner cloth
- UVU green

Scripts

- Run
- Interact with button
- Teleport
- Interact with UI

SFX

- Tree rustle
- Wind
- User steps
- Bird chirps

- Ambience

Interface

- Call-out panels (Accessibility, Emergency tools, Room labels, Direction heads-up)
- Info Panels
- Directional guidance Overlay
- UVU fonts