**Asset List**

**Colin Hite**

**Completed Assets**

* **Scripts** – Walk, Run, Find Route, Elevator
* **Buildings** – CS Building
* **Models** – Variant of Wooden Door (Modular), Variant of Railing (Modular), Cylindrical Desk, 2 Variants of Lighting, Pipes (Large Modular Variant), Elevator Lock, Exit Sign, Fire Alarm, Pipe securing device, 3 Variants of Recycle Bins, 3 Variants of Trash Bins, Staircase (CS-Building), White wall brick

**Models – Permanent Fixtures**

* 3 Variants of Rectangle benches
* Glass Panel Dividers
* 2 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 Elevators
* Wall TV’s
* Info Stands
* Automatic door opener

**Models-Nonpermanent Fixtures**

* 3 Variants of soft square chairs
* Side Table
* Local paper dispensers
* 3 Variants of indoor plants
* Wall Clock
* Display Cabinet
* 3 Variations of L-Shaped desks

**Models – stretch goals**

* Busts
* Trophies
* Roof Pipes (Non-essential pipes)
* Variants of trees and other plants

**Models of Buildings**

* CB, FL, LA

**Textures**

* Wall cement
* Path cement
* Brick
* Painted wall
* Painted metal
* Colored metal
* Wood
* Carpet tile
* Floor tile
* Foliage
* Glass
* Chair cloth
* Banner cloth
* UVU Green

**Scripts**

* Interact with button
* Teleport
* Interact with UI

**SFX**

* Tree rustle
* Wind
* User steps
* Bird chirps
* Ambience
* Light conversation
* Machine settling noises
* Vending machine noises
* Air-conditioning noises
* Water fountain noises

**Interface**

* Call-out Panels (Accessibility, Emergency tools, Room Labels, Direction heads-up)
* Info Panels
* Directional guidance Overlay
* UVU Fonts