Texture Map ---> Mesh Assets

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cutlery ---> plate01, plate02, spoon

vinepots ---> vine, pot01, pot02

bookshelves ---> bookcase01, bookcase02\*

beehive ---> beehive

Mirror ---> mirror\*\*

\*There's two sets of map for the bookcases, to maybe give variety to the different boss scenarios

\*\*the Mirror asset has two maps, one for the reflectiveness. Reflection probes will need to be set up in-engine for it to, well, be reflective :)