

RMP – The real medieval Project

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The real medieval project – what is it?

The real medieval project (RMP) takes the approach that all models are historically correct and refer to authentic sources - or are inspired by them.

This requires comprehensive research and exchange with different specialist areas: museums, universities, historians, art historians and much more.

The RMP wants to provide numerous resources for your projects: buildings, tools, characters, animals, weapons, everyday objects, musical instruments, books - and much more.

Some models are available free of charge - so you can get an initial overview of the quality and structure.

The houses are backdrops - which, in contrast to the paid models, are not animated and cannot be entered.

Which versions are there?

Basic 1:

Free houses for free use in your Unity projects. The usage license only prohibits the sale of these models.

Example: simply medieval houses

Models: 3 different house types (roof shape, half-timbering, number of windows and other details)

Textures: the models can be combined as desired with 5 different textures, which are created as a trim sheet. All houses use a texture for the actual building! This is available in the free version as a 2k version. These textures represent different states of preservation of the buildings: from new to old.

Mesh: The mesh of the houses (models 01.01 – 01.03) consists of 14-24k triangles. A compromise between performance and qualitative presentation.

Basic 2:

The simplest, paid version. The simplest, paid version. The same statements apply as for Basic 1 version.

What is different?

All doors and windows are open. The house can be entered, and it is fully furnished: tables, chairs, fireplace, utensils, food, light, tools and so on.

However, these items cannot be interacted with and there are no animations. All objects are connected to the house and form a model.