Tabelle1

Assetliste für AR-Welt:                                          X = unfertig, o = fertig

| Name | Typ | Zustand | Datei | Ersteller |
|---|---|---|---|---|
| Waldhütte | Animation | x | Blender | HP |
| Bäume(Varaiationen + abgeholzt) | Animation | x | Blender | HP |
| Axt | Animation | x | Blender | HP |
| Tiere(ggf. Fuchs, Hirsch, Wolf,Vogel) | Animation | x | Blender | HP |
| Wolfsgeheul | Sound | x | Audio-File | Internet |
| Pflanzen | Animation | x | Blender | HP |
| Waldboden | Animation | x | Blender | HP |
| | | | | |
| Berge | Animation | x | Blender | HP |
| Adler | Animation | x | Blender | HP |
| Adlergeräusch | Sound | x | Blender | Internet |
| | | | | |
| Fluss | Animation | x | Blender | HP |
| Steg | Animation | x | Blender | HP |
| Boot | Animation | x | Blender | HP |
| Brücke | Animation | x | Blender | HP |
| Wasserrauschen | Sound | x | Audio-File | Internet |
| Haus 1 | Animation | x | Blender | HP |
| Haus 2 | Animation | x | Blender | HP |
| Rathaus | Animation | x | Blender | HP |
| Kirche | Animation | x | Blender | HP |
| Kirchglocken | Sound | x | Audio-File | Internet |
| Menschliche Stimme | Sound | x | Audio-File | Internet |
| | | | | |
| Brunnen | Animation | x | Blender | HP |
| Zäune | Animation | x | Blender | HP |
| Wege | Animation | x | Blender | HP |