Summary

Low poly Roman villa pack.

Consists of three (3) different amphoras; three sources of light (3) and two (2) tables.

Props can be used in historically accurate scenes or any other game environment.

Roman furniture – villa pack

3D models and textures/materials are customizable and easy to use, suitable for various types of game environments and various Indie projects.

Props have been named in latin as they represent objects that have been existing in period of Roman principate.

PREFABS:
SM_amphora01
Amphora; Roman IV Century A.D.
aka Medium cylindrical (Keay XXV, 1-3),
Roman amphora found at Mediterranean and continental Europe.
Dimensions: approximately: 110cm height, 25 cm wide.
Period: second half of the IV to the first half of the V Century A.D.
Used to preserve fish.

SM_amphora02
Amphora; Roman, I Century B.C. aka Dressel 1A
Roman amphora found at Western Mediterranean, Middle and Northern Europe.
Dimensions: approximately: 115cm height, 30 cm wide.
Period: from the second half of II to the end of I Century B.C.
Used for wine.

SM_amphora03
Amphora; Roman, I Century A.D. aka Dressel 6B
Roman amphora found at Mediterranean, Northern Italy, Middle and Eastern Europe.
Dimensions: approximately: 85cm height, 38 cm wide.
Period: during the I Century A.D.
Used for wine.

SM_lucerna – table ligh
SM_lux01 - metal brazier
SM_lux02 - ceiling lantern
SM_mensa01 – *triclinium* (dining room) table
SM_mensa02 – office table
SM_stand

Technical details

1) Polygon count of [SM_amphora01.fbx]: 945
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

2) Polygon count of [SM_amphora02.fbx]: 1898
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

3) Polygon count of [SM_amphora03.fbx]: 2434
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

4) Polygon count of [SM_lucerna.fbx]: 697
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

5) Polygon count of [SM_lux01.fbx]: 374
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

6) Polygon count of [SM_lux02.fbx]: 4059
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

7) Polygon count of [SM_mensa01.fbx]: 2149
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

8) Polygon count of [SM_mensa02.fbx]: 2202
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

9) Polygon count of [SM_stand.fbx]: 208
-> UV mapping: Yes.
-> Texture dimensions and number: 2048x2048; 5 texture set (PBR).
-> Types of materials and texture maps: PBR metallic – roughness.

If you have any questions or suggestions, do not hesitate to contact me,

Sincerely,
Albert Gregl

https://www.albertgregl.com/

https://twitter.com/AlbertGregl