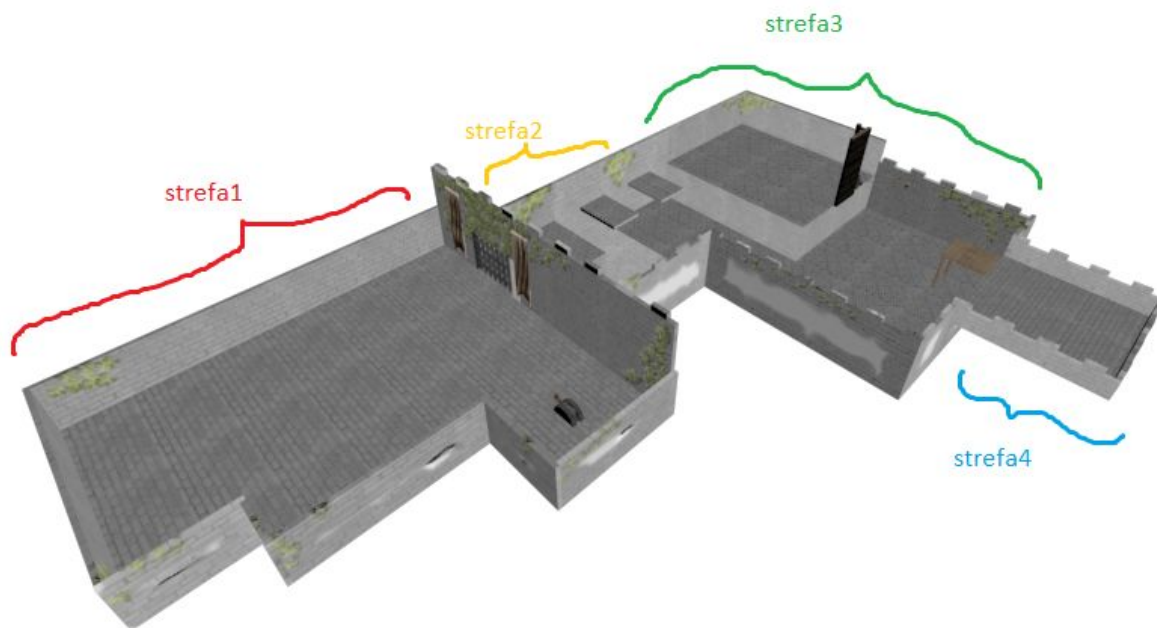


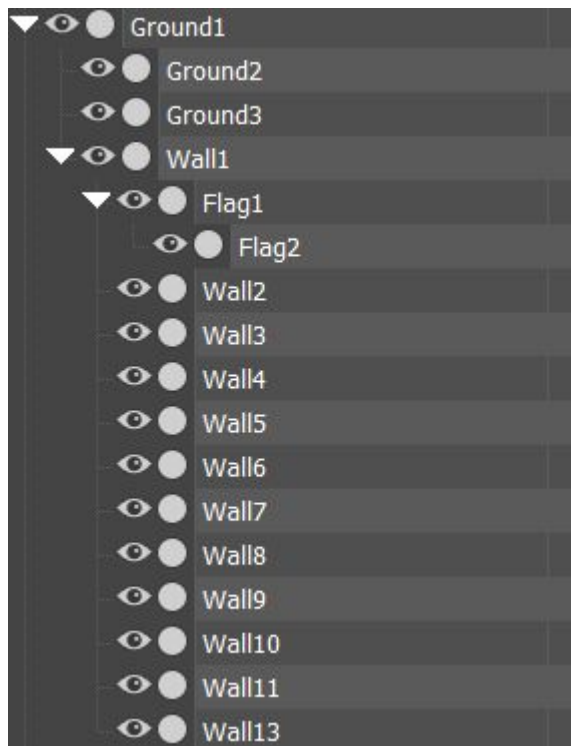
Level instrukcja :D



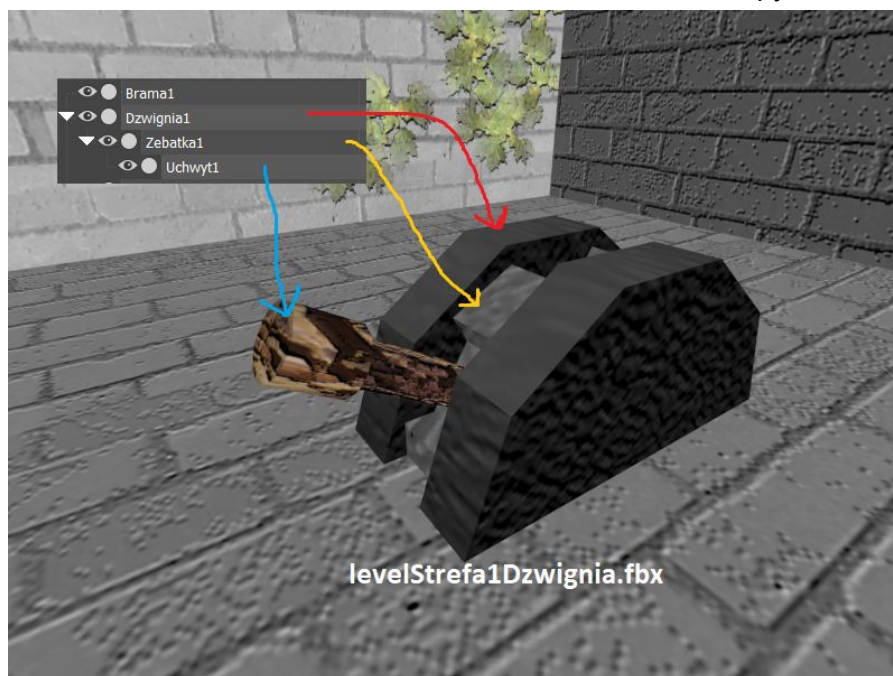
Ogólny podział elementów:



STREFA1: TEKSTURY levelStrefa1Tex.png levelStrefa1Normal.png (kazdy element ze strefy 1 ma jedna i ta sama tekstore!!)



hierarchia mapy: levelStrefa1.fbx



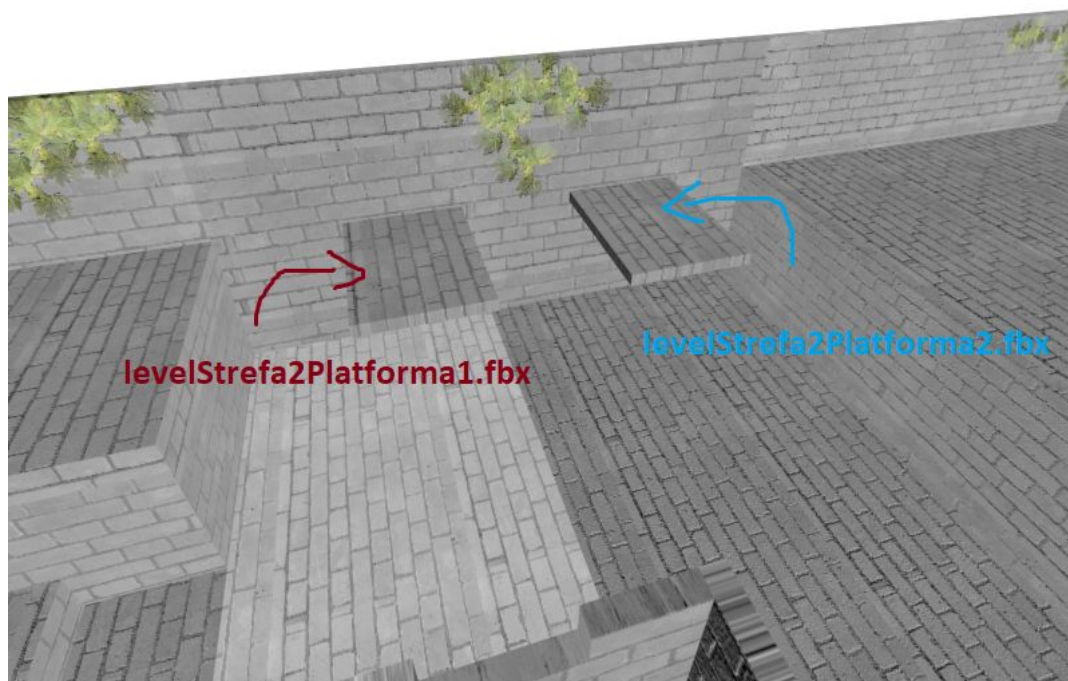


brama
levelStrefa1Brama.fbx

STREFA2: TEKSTURY levelStrefa2Tex.png levelStrefa2Normal.png (kazdy element ze strefy 2 ma jedna i ta sama tekstore!!)



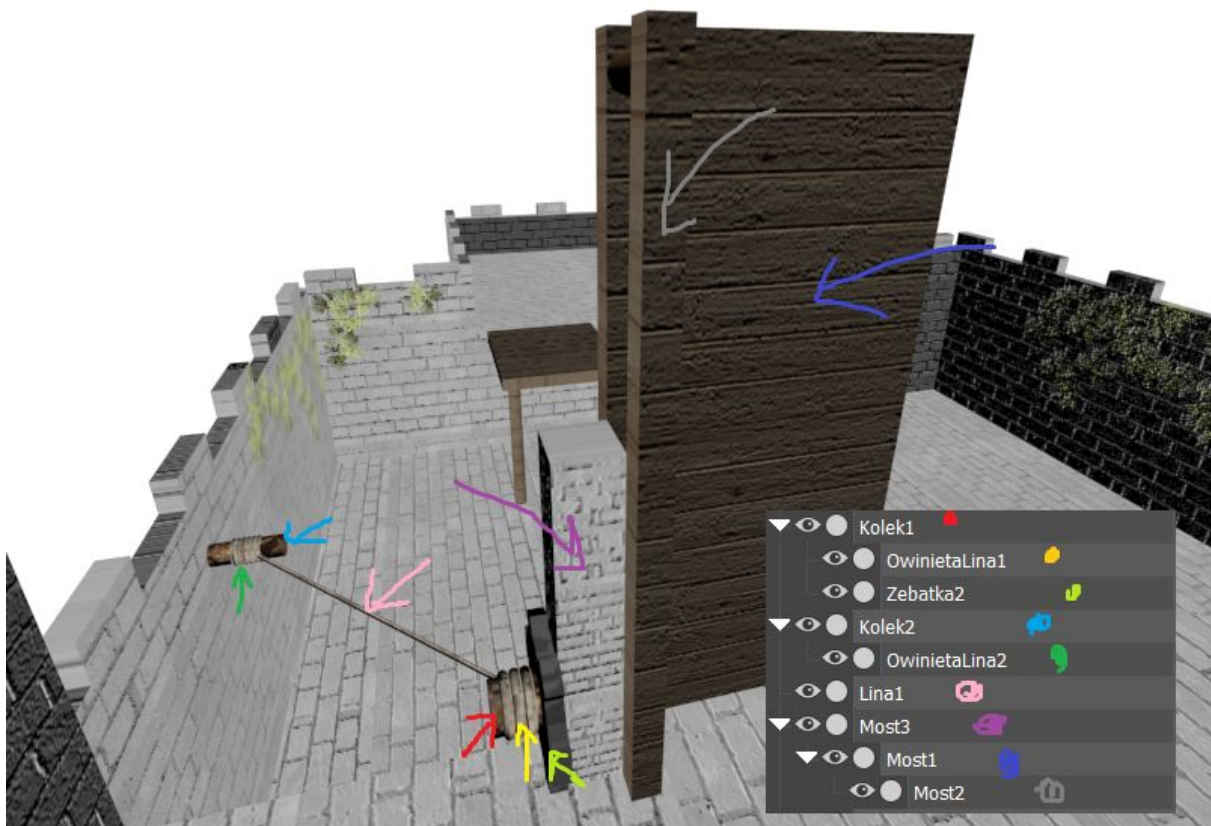
hierarchia mapy: levelStrefa2.fbx



STREFA3: TEKSTURY levelStrefa3Tex.png levelStrefa3Normal.png (kazdy element ze strefy 3 ma jedna i ta sama tekstore!!)



hierarchia mapy: levelStrefa3.fbx



STREFA4: TEKSTURY levelStrefa4Tex.png levelStrefa4Normal.png (kazdy element ze strefy 4 ma jedna i ta sama tekstore!!)



hierarchia mapy: levelStrefa4.fbx