Environmental Art Asset List

Region 1: Town, outside

Landscape – A vast Cliffside on the edge of a mountain range overlooking a forest. The ground is a soft brown and pink, and the waterfall and river are a light blue.

**Buildings**

Residential houses – reminiscent of clay igloos. Made of the same material as the ground. Every house can be a copy of one model, or you can make a couple of models that we can clone

Businesses – These buildings can be made with wood and look more like typical fantasy buildings. These include: Tavern, Inn, General Store, Docks, Herbalist

Other Buildings – Bakery and mill (includes waterwheel). Mining pits(3) – large indents in the ground, with digging equipment. Construction site – fenced area with catapults/other building equipment. Potter – large pot-shaped building, with large tourist signs

Catacombs – the main feature is statues/coffins

**Furniture**

All the furniture in this area should be worn/low quality

Beds

Chairs

Desks

Shelves of generic items

Lockers

Candles/Torches

Pots/Other items you make out of clay

**Item Sprites**

We don’t need 3D models of things the player can pick up and use, but we will need little 2D images to show up in inventory. Some generic things we will need as inventory items: key, food, instruments, small objects like pots and cups, etc.