

ADV GRAPHICS 3111
TWEAM
Assignment 2

12/10/2018

No changes on our design were needed from the original design.

ITEM - MATERIAL(texture)

gridRitem - grass

boxRitem – wirefence

treeSpritesRitem – treeSprites

basePillar – stone

gridRitem3 – stone

diamondRitem – ice

diamond1Ritem – ice

pyramidRitem – bricks

rhomboRitem – pyramid

sphereRitem – sunMat

hexagonRitem - mossy

triangleEqRitem – bricks

triangleRectSqrRitem – bricks

leftCastleWall – stone

rightCastleWall - stone

backCastleWall – stone

frontLeftCastleWall – stone

frontRightCastleWall – stone

frontRightCastlePillar – stone

frontLeftCastlePillar – stone

backLeftCastlePillar – stone

backRightCastlePillar – stone

frontCastleWallUp – stone

triangleRectSqrBack – bricks

triangleRectSqrBackLeft – bricks

triangleRectSqrFrontLeft – bricks

triangleright – bricks

pyramidFrontLeft – bricks

pyramidBackLeft – bricks

pyramidBackRight – bricks

rhombolitem – pyramid

prismRitem – pyramid

skullRitem - stone