

„Desert Vegetation“ Pack


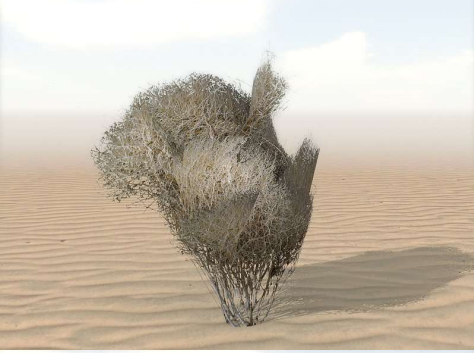


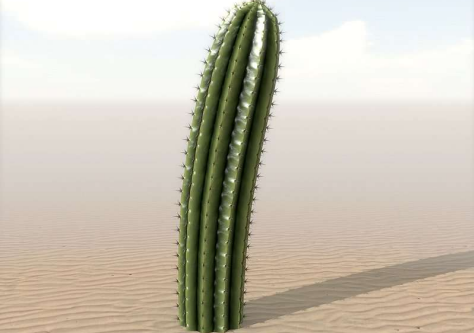
Image	Name	Triangles LOD 0-3	Materials
	1	1,350; 489; 225	1
	2	114; 46; 15	1
	3	86; 28; 6	1
	4	1;344; 635; 297	1
	5	700; 271; 138	1


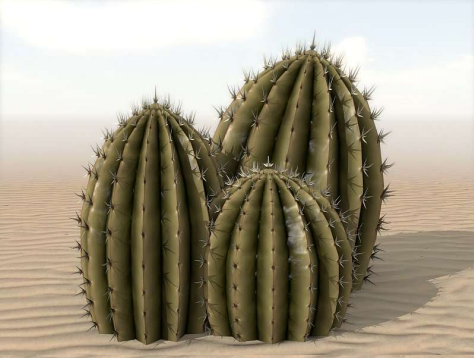



Image	Name	Triangles LOD 0-3	Materials
	6	648; 310; 142	1
	7	1,800; 834; 390	1
	8	780; 374; 160	1
	9	736; 352; 160	1
	10	648; 306; 136	1

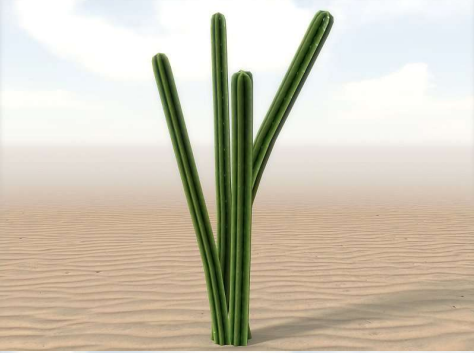


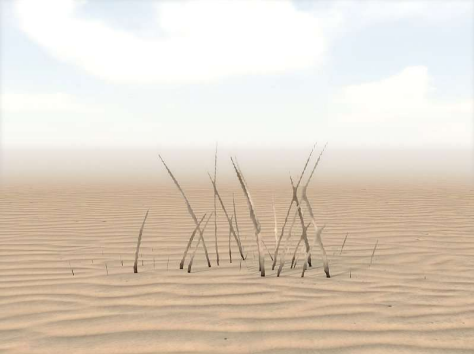

Image	Name	Triangles LOD 0-3	Materials
	11	520; 302; 170	1
	12	1,980; 938; 369	1
	13	1220; 600; 295	1
	14	20; 5; 2	1
	15	20; 5; 2	1






Image	Name	Triangles LOD 0-3	Materials
	16	202; 78; 32	1
	17	210; 76; 23	1
	18	160; 65; 18	1
	19	128; 43; 17	1
	20	616; 293; 120	1









Image	Name	Triangles LOD 0-3	Materials
	21	360; 172; 70	1
	22	3,220; 1,365; 449	2
	23	3,615; 1,528; 498	2
	24	1,118; 469; 208	2
	25	1,370; 559; 249	2

Image	Name	Triangles LOD 0-3	Materials
	26	938; 355; 87	2
	27	5,130; 1,972; 664	2
	28	3,288; 1,711; 588	2

This pack contains 84 models (including all LOD stages), 28 unique models.
Additional textures for normal, spec, height and opacity maps are included (up to 1024px).

Foliage materials need an alpa-testing shader to display opacity areas properly.

Artist: Sven

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