

RMP

THE REAL MEDIEVAL PROJECT



THE REAL MEDIEVAL PROJECT – WHAT IS IT?

The real medieval project (RMP) takes the approach that all models are historically correct and refer to authentic sources - or are inspired by them. This requires comprehensive research and exchange with different specialist areas: museums, universities, historians, art historians and much more. The RMP wants to provide numerous resources for your projects: buildings, tools, characters, animals, weapons, everyday objects, musical instruments, books - and much more. Some models are available free of charge - so you can get an initial overview of the quality and structure. The houses are backdrops - which, in contrast to the paid models, are not animated and cannot be entered.

Which versions are there?

All Models are available for URP and HDRP Engine.

Tutorials and more information:

<https://kiell242.info> (German, English, French, Dansk, Spain – planned: Low German, Latin)

[Frank Reiser - YouTube](#)

Basic 1: (some houses available)

Free houses for free use in your Unity projects. The usage license only prohibits the sale of these models.

Example: simply medieval houses

Models: 3 different house types (roof shape, half-timbering, number of windows and other details) Textures: the models can be combined as desired with 5 different textures, which are created as a trim sheet. All houses use a texture for the actual building! This is available in the free version as a 2k/4k version. These textures represent different states of preservation of the buildings: from new to old.

Mesh: The mesh of the houses (models 01.01 – 01.03) consists of 14-24k triangles. A compromise between performance and qualitative presentation.

[RMP - House v01 - Basic 1/URP](#)

[RMP - House v02 - Basic 1/URP](#)

[RMP - House v03 - Basic 1/URP](#)

[RMP - House v01 - Basic 1/HDRP](#)

[RMP - House v02 - Basic 1/HDRP](#)

[RMP - House v03 - Basic 1/HDRP](#)

Basic 2: (available July 2024)

The simplest, paid version. The same statements apply as for Basic 1 version.

What is different? All doors and windows are open. The house can be entered, and it is fully furnished: tables, chairs, fireplace, utensils, food, light, tools and so on. However, these items cannot be interacted with and there are no animations. All objects are connected to the house and form a model.

Advanced: (available August 2024)

Another, paid version. The same statements apply as for Basic 1 version.

What is different? All doors and shutters are animated. You can interact with the fully furniture.

Advanced HQ: (later 2024)

A high photorealistic version of my assets. Highpoly models with 4k texture – if needed 8k textures possible. HDRP only.

What is different? Content with no compromise.

WHAT KIND OF MODELS DO YOU GET?

All models have different textures – regular as trim sheet for a good performance. All textures in 2k and 4k (8k also possible – please ask).

All models in 2 or more different looks: new and unused – old and rusty, different sizes, other design, ...

Houses: half-timbered houses based on real historical houses in North-Germany.

Crafts: Tanner, Weaver, Farmer, Blacksmith, Shoemaker, Tayler, Baker and more.

Markets: With simple tents and the special “Buden” or “Schrangen” (booths) of North-Germany with all products of the crafts.

Fences and Walls: usable with Unity Splines.

Real Franciscan Monastery, dishes, furniture, interior, food, music instruments, boats (e.g. Hanse cog), weapons, armor, wagon and more.