



Medieval Slavic Village

---- SlavicaTown Changelog_February_2020 Update 1_5 ----

Attention! I've made significant changes in the project structure. This should not influence your project, but please make a backup copy before you update the pack.

Over **250** new models.

Huge update including optimisation, lifting and also new models.

All models have handmade collision

All models have 3-4 steps of LODs



New elements for town buildings

5x modular roof types for towns (narrow and wide tiles)

2x oval shaped straw roofs

3x building foundation

4x classic plank fence

4x high massive wall

5x gate

10 x Gutters

4x porch stairs

40x elements of coloured walls for representative town buildings

15x ready building models

5x buildings under construction

New models for Blacksmith creation

4x Weapon Rack

6x Weapon (Halberd, Bow, Spear, LongSword, Short sword)

4x Shield

2x Stump

1x Bow

2x ForgeBellow

1x GrindStone

2x Anvil

5x weapons

1x blacksmith's furnace

10x blacksmith tools (chisels, hammers, scissors, tongs)



32 New models needed for hunter farmstead

9x leather drying on the sun

3x piece of leather

4x animals horn

3x animal skin

3x throphy (bear, moose, dear)

4x horn trophy

and other models

New 40 models for carpentry farmstead

20 x Containers (buckets, logs, chests, sacks)

1x Guillotine

2x vehicule (LongCart, Barrow)

5x Stone Mason Set

4x Tools

7x Stone Mason

2x Wehicles with stones

4x Sawhorse

and other models

Other models

50 Crockery

20 x rocks

20x Furniture

15 Alchemist Props

10x vehicule (LongCart, Barrow)

4x Pot Over Fire

3x Barrel

3x Old Market

1x Wine Barrel

1x Cage

1x Guilhotina - guillotine

1x wine press

1x wooden lamp

2x compost bin



New elements for village setting

- 7x withy fence
- 1 x massive town wall (4 elements)
- 10x new shed variants
- 1x observation tower

Besides, the look is revitalised and models are optimised

1. Entirely rebuilt vegetation
2. Trees remodeling
3. Collision corected
4. Most mesh geometry optimised
5. Roads corected