# ESCAPEROOM

UNITY

MovistarExperience\Assets\MovistarExperience\StrangerThings\EscapeRoom\Art\Models

* **SM\_Room.fbx**
* **SM\_Desk.fbx**
* **SM\_Chair.fbx**
* **SM\_MetalCabinet.fbx**
* **SM\_Lamp.fbx**
* **SM\_Fan.fbx** (animación)
* **SM\_WallPhone.fbx**
* **SM\_Optometer.fbx**
* **SM\_Folder.fbx**
* **SM\_Calendar.fbx (INTERACTABLE)**
* **SM\_NinaProject.fbx (INTERACTABLE)**
* **SM\_PatientFile.fbx (INTERACTABLE)**
* **SM\_Visitor.fbx (INTERACTABLE)**
* **SM\_Diploma.fbx (INTERACTABLE)**
* **SM\_DigDugPoster.fbx (INTERACTABLE)**
* **SM\_IceCream.fbx (INTERACTABLE)**
* **SM\_Cap.fbx (INTERACTABLE)**
* **SM\_Cassette.fbx (INTERACTABLE)**
* **SM\_BlackWidow.fbx (INTERACTABLE)**
* **SM\_FileCabinet.fbx**
* **SM\_Scanner.fbx**
* **SM\_Books.fbx**
* **SM\_RubikCube.fbx**
* **SM\_PencilHolders.fbx**
* **SM\_PencilsCabinet.fbx**
* **SM\_PaperBin.fbx**
* **SM\_Clock.fbx**
* **SM\_ColoredPencilHolder**

SRC\_ART

Src\_Art\MovistarExperience\StrangerThings\EscapeRoom

Aquí tenemos en carpetas con el mismo nombre que los .fbx los sources de cada asset.

Ejemplo:

\SM\_Room y dentro de esta carpeta estaría el modelo y la o las texturas de éste…

SM\_Room.blend

T\_Room.psd

T\_Room.png