3D MODELLING FOR GAMES

-MY FIRST DUNGEON: PART 3-

Base tiles and footprints:

dung\_straight\_v1: 5, 4, 5, 4

dung\_tjunction\_v1: 5, 4, 4, 4

dung\_crossroads\_v1: 4, 4, 4, 4

dung\_corner\_v1: 5, 5, 4, 4

dung\_deadend\_v1: 5, 5, 5, 4

dung\_filler\_v1: 5, 5, 5, 5

New ‘open’ tiles and footprints:

dung\_open\_cornerout\_v1: 2, 3, 1, 1

dung\_open\_tjunction\_v1: 4, 3, 1, 2

dung\_open\_corneropp\_v1: 3, 2, 3, 2

dung\_open\_cornerthree\_v1: 4, 4, 3, 2

dung\_open\_cornerin\_v1: 5, 5, 3, 2

dung\_open\_straight\_v1: 5, 3, 1, 2

dung\_open\_straightcorner1\_v1: 5, 4, 3, 2

dung\_open\_straightcorner2\_v1: 5, 3, 2, 4

dung\_open\_floor\_v1: 1, 1, 1, 1