\*model finished, needs texture or modifications

Area 1

-Terrain

-Geometry

-Snow Texture

-Ground Texture

-Frozen Streams

-Cave Texture

-Snow Drift Model-blob pile of snow\*\*\*\*\*\*

-Decorations

-Wooden Scaffolding\*\*\*\*\* wooden planks

-Snowy Trees

-Snowy Rocks

-Mine Cart\*\*\*\*\*\*\*\*\*

-Mine Rails

-Tent---done

-Bed rolls

-Fire pit\*

-Fire spit

-Crates---done

-Pickaxes \*\*\*\*\*\*\*

-Shovel\*\*\*\*\*\*\*\*\*\*\*\*\*\*

-City Legs

-Metal Scaffolding

-Frozen Waterfall

Area 2

-Terrain

-Dirt

-Sand

-Rock

-Cliff walls

-Bridge

-Decorations

-Bones

-Hoodoos

-Large Rocks

-Scrub

-Water\*

-Tumble weed\*

Area 3

-Terrain

-Roadways

-Concrete

-Steel

-Decorations

-Gears\*

-Pipes

-Oil puddle\*

-Scrap Metal

-Barrels

-Steel crates

-Boilers\*

-Engines\*

-Diodes\*

-Street lamp

-Giant Screws\*

-Assorted Machinery\*