

„Industrial 2“ Construction Kit

Image	Name	Triangles LOD 0-2	Materials
	barrel3	LOD 0: 476 LOD 1: 16	LOD 0: 2 LOD 1: 1
	barrel4	LOD 0: 476 LOD 1: 16	LOD 0: 2 LOD 1: 1
	barrel5	LOD 0: 476 LOD 1: 16	LOD 0: 2 LOD 1: 1
	building2	LOD 0: 2,250 LOD 1: 754	LOD 0: 9 LOD 1: 3
	building7	LOD 0: 11,816 LOD 1: 4,720 LOD 2: 564	LOD 0: 14 LOD 1: 14 LOD 2: 5
	clima01	LOD 0: 14	LOD 0: 1





Image	Name	Triangles LOD 0-2	Materials
	clima02	LOD 0: 14	LOD 0: 2
	electric_box	LOD 0: 260	LOD 0: 2
	electrical_box	LOD 0: 112	LOD 0: 2
	entrance_house	LOD 0: 1,392 LOD 1: 432	LOD 0: 4 LOD 1: 3
	fence1	LOD 0: 96	LOD 0: 2
	fence1_wire	LOD 0: 82	LOD 0: 3

Image	Name	Triangles LOD 0-2	Materials
	fence2	LOD 0: 84	LOD 0: 2
	fence2_wire	LOD 0: 70	LOD 0: 3
	fence3	LOD 0: 906	LOD 0: 2
	garbage_container	LOD 0: 1,164 LOD 1: 28	LOD 0: 1 LOD 0: 1
	hall01	LOD 0: 7,704 LOD 1: 712 LOD 2: 444	LOD 0: 7 LOD 1: 7 LOD 2: 4
	hall02	LOD 0: 25,652 LOD 1: 2,056	LOD 0: 13 LOD 1: 5






Image	Name	Triangles LOD 0-2	Materials
	house_entrance01	LOD 0: 456 LOD 1: 80	LOD 0: 8 LOD 1: 4
	house_entrance02	LOD 0: 3,744 LOD 1: 1,256 LOD 2: 208	LOD 0: 13 LOD 1: 12 LOD 2: 5
	house_entrance03	LOD 0: 860 LOD 1: 476 LOD 2: 176	LOD 0: 7 LOD 1: 6 LOD 2: 3
	house2	LOD 0: 2,660 LOD 1: 1,012 LOD 2: 700	LOD 0: 12 LOD 1: 8 LOD 2: 7
	house3	LOD 0: 1,908 LOD 1: 960 LOD 2: 716	LOD 0: 12 LOD 1: 10 LOD 2: 6
	ladder_big	LOD 0: 1,588 LOD 1: 680	LOD 0: 1 LOD 1: 1

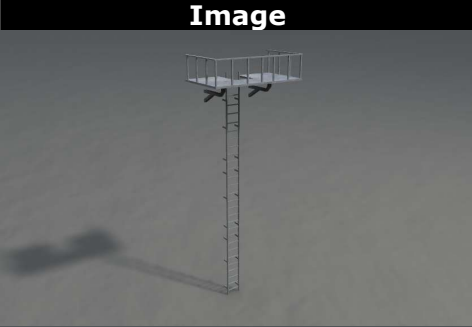





Image	Name	Triangles LOD 0-2	Materials
	ladder01	LOD 0: 364	LOD 0: 1
	ladder02	LOD 0: 128	LOD 0: 1
	light	LOD 0: 196	LOD 0: 2
	metal_plates	LOD 0: 96 LOD 1: 24	LOD 0: 2 LOD 1: 1
	oiltank01	LOD 0: 1,340 LOD 1: 480	LOD 0: 3 LOD 1: 2
	panel_simple	LOD 0: 84	LOD 0: 2


Image	Name	Triangles LOD 0-2	Materials
	pipe_curve	LOD 0: 104	LOD 0: 1
	pipe_gas_curve	LOD 0: 1,082 LOD 1: 198	LOD 0: 3 LOD 1: 2
	pipe_gas_long	LOD 0: 268 LOD 1: 140	LOD 0: 3 LOD 1: 2
	pipe_gas_long1	LOD 0: 132	LOD 0: 3
	pipe_long	LOD 0: 100 LOD 1: 36	LOD 0: 1 LOD 1: 1
	pipe_long2	LOD 0: 32	LOD 0: 1

Image	Name	Triangles LOD 0-2	Materials
	pipe_s_curve	LOD 0: 380	LOD 0: 1
	pipe_short	LOD 0: 100 LOD 1: 12	LOD 0: 1 LOD 1: 1
	pipe_short1	LOD 0: 18	LOD 0: 1
	pipe01	LOD 0: 234 LOD 1: 36	LOD 0: 1 LOD 1: 1
	pipes	LOD 0: 1,392 LOD 1: 180	LOD 0: 2 LOD 1: 1
	pool	LOD 0: 2,080 LOD 1: 328	LOD 0: 5 LOD 1: 5







Image	Name	Triangles LOD 0-2	Materials
	powerplant	LOD 0: 9,372 LOD 1: 3,236 LOD 2: 1,548	LOD 0: 13 LOD 1: 9 LOD 2: 6
	rainwater_pipe	LOD 0: 700 LOD 1: 36	LOD 0: 1 LOD 1: 1
	ramp01	LOD 0: 336	LOD 0: 4
	ramp02	LOD 0: 404	LOD 0: 3
	rooftop01	LOD 0: 44	LOD 0: 3
	smoke_pipe	LOD 0: 2,952 LOD 1: 156	LOD 0: 5 LOD 1: 2










Image	Name	Triangles LOD 0-2	Materials
	stairs_wall01	LOD 0: 720 LOD 1: 168	LOD 0: 2 LOD 1: 1
	stairs02	LOD 0: 1,148 LOD 1: 192	LOD 0: 2 LOD 1: 1
	stairs03	LOD 0: 456 LOD 1: 96	LOD 0: 2 LOD 1: 1
	stairs04	LOD 0: 192 LOD 1: 48	LOD 0: 2 LOD 1: 1
	t_hall	LOD 0: 1,396 LOD 1: 1,076	LOD 0: 10 LOD 1: 5
	tank01	LOD 0: 996 LOD 1: 212	LOD 0: 3 LOD 1: 2

Image	Name	Triangles LOD 0-2	Materials
	train_liquid	LOD 0: 5,956 LOD 1: 1,928	LOD 0: 5 LOD 1: 3
	wall_A	LOD 0: 220 LOD 1: 42	LOD 0: 3 LOD 1: 1
	wall_B	LOD 0: 566 LOD 1: 386	LOD 0: 4 LOD 1: 1
	wall_C	LOD 0: 200 LOD 1: 22	LOD 0: 3 LOD 1: 1
	wall_D	LOD 0: 260 LOD 1: 82	LOD 0: 4 LOD 1: 3
	water_tank	LOD 0: 328 LOD 1: 316	LOD 0: 2 LOD 1: 1

This pack contains 111 models (including all LOD stages), 60 unique models (as you can see from the table above). The pack is a remake of our old industrial 2 pack. To gain better and consistent quality of meshes and textures we created them from scratch. The new pack provides more models, is more optimized, more consistent and uses less materials. The new pack also contains many parts to be used as a construction kit to create more variations of buildings and facilities.

Additional textures for normal, height, spec and opacity maps are included (up to 1024px).

Many objects share the same textures to save texture memory. Compared to the old industrial 2 pack these textures are more detailed and tile better. Normal and spec maps are tested in real-time situations and are perfectly tuned.

Some of the models (like the wire fences) include transparency/opacity data in the alpha channel of the diffuse texture. To display them right you need an alpha-test or alpha-blending material and 2-sided rendering.

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Texturing: Frank

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