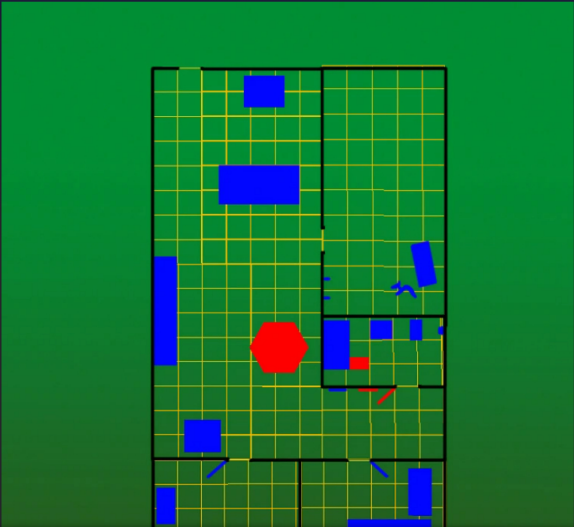




1:1 Full Map Of The House

710 Views • September 2 2018



NEWEST IN MOST VIRAL



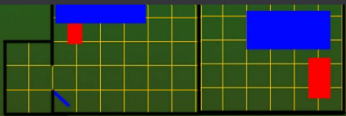
Dump's like a truck, truck, truck



It Is Wednesday



Returning stolen goods pt 86

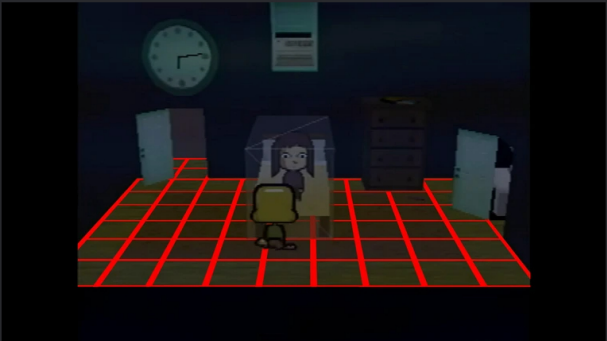


- Permanent Object
- Non-Permanent Object

This layout is as 1:1 as I could make it.
I used the width of the door to the room to determine the size of the squares for each grid, while also managing depth with the Photoshop Vanish-point filter.
Using this method you actually get the 1:1 map above, I didn't have to manipulate any square sizes to make the house fit as you can see all doors line up with the grids, which shows that the Petscop creator has an incredible eye for detail and consistency. The objects and furniture are marked blue and red; blue means they are present for every episode. Red means they are present in some scenes and gone in others (Bucket is excluded).
The next couple of picture's show the grids i used to create this.



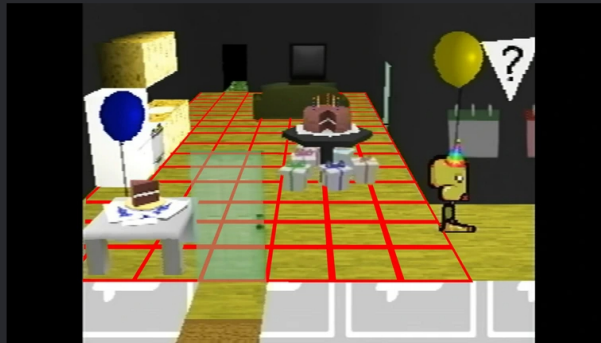
Bathroom with grid



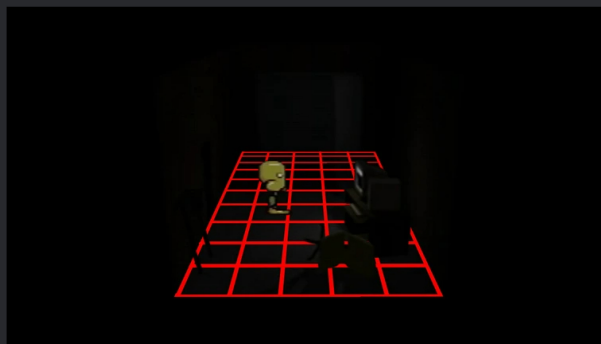
Care's room with grid



Marvin's Room with Grid



Main Room with Grid



Garage With Grid

