



Top down  
dungeon building set

Volume 1

# Contents

12 FBX files, 11 obj files, 11 mtl files, 24 texture files.

## **wall.FBX, wall.obj**

Grim\_Bear\_Wall

50 tris, 44 verts

### **Textures:**

wall\_DIF.tga

wall\_NRM.tga

wall\_SPEC.tga

## **wall 2sided.FBX, wall 2sided.obj**

Grim\_Bear\_Wall\_2sided

84 tris, 69 verts

### **Textures:**

wall\_DIF.tga

wall\_NRM.tga

wall\_SPEC.tga

## **column.FBX, column.obj**

Grim\_Bear\_Column

158 tris, 94 verts

### **Textures:**

column\_DIF.tga

column\_NRM.tga

column\_SPEC.tga

## **column corner.FBX, column corner.obj**

Grim\_Bear\_Column\_Corner

122 tris, 80 verts

### **Textures:**

column\_DIF.tga

column\_NRMtga

column\_SPEC.tga

## **arc.FBX, arc.obj**

Grim\_Bear\_Column\_Corner

136 tris, 91 verts

### **Textures:**

arc\_DIF.tga

arc\_NRM.tga

arc\_SPEC.tga

### **doorway.FBX, doorway.obj**

Grim\_Bear\_Doorway  
344 tris, 247 verts

#### **Textures:**

arc\_DIF.tga  
arc\_NRM.tga  
arc\_SPEC.tga  
door\_DIF.tga  
door\_NRM.tga  
door\_SPEC.tga

### **doorway animated.FBX**

Grim\_Bear\_Arc\_Doorframe  
Grim\_Bear\_Door\_Animated  
Grim\_Bear\_Doorhandle1\_Animated  
Grim\_Bear\_Doorhandle2\_Animated  
344 tris, 247 verts

#### **Textures:**

arc\_DIF.tga  
arc\_NRM.tga  
arc\_SPEC.tga  
door\_DIF.tga  
door\_NRM.tga  
door\_SPEC.tga

### **stairs up.FBX, stairs up.obj**

Grim\_Bear\_Stairs\_Up  
110 tris, 98 verts

#### **Textures:**

stairs\_DIF.tga  
stairs\_NRM.tga  
stairs\_SPEC.tga  
column\_DIF.tga  
column\_NRM.tga  
column\_SPEC.tga

### **stairs down.FBX, stairs down.obj**

Grim\_Bear\_Stairs\_Down  
404 tris, 347 verts

#### **Textures:**

arc\_DIF.tga  
arc\_NRM.tga  
arc\_SPEC.tga  
stairs\_DIF.tga  
stairs\_NRM.tga  
stairs\_SPEC.tga  
column\_DIF.tga  
column\_NRM.tga

column\_SPEC.tga  
floor\_DIF.tga  
floor\_NRM.tga  
floor\_SPEC.tga  
wall\_DIF.tga  
wall\_NRM.tga  
wall\_SPEC.tga

### **torch.FBX, torch.obj**

Grim\_Bear\_Torch  
156 tris, 130 verts

#### **Textures:**

torch\_DIF.tga  
torch\_NRM.tga  
torch\_SPEC.tga

### **floor.FBX, floor.obj**

Grim\_Bear\_Floor  
2 tris, 4 verts

#### **Textures:**

floor\_DIF.tga  
floor\_NRM.tga  
floor\_SPEC.tga

### **background dirt.FBX, background dirt.obj**

Grim\_Bear\_Background\_Dirt  
2 tris, 4 verts

#### **Textures:**

dirt\_DIF.tga  
dirt\_NRM.tga  
dirt\_SPEC.tga

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