






























MEDIEVAL	
	Name: torch
	Triangles: 976
	Grouped: No
	Location: Prefabs/medieval
	Name: GroundFireHolder
	Triangles: 617
	Grouped: No
	Location: Prefabs/medieval
	Name: OpenOldBucket
	Triangles: 448
	Grouped: No
	Location: Prefabs/medieval
	Name: RegularBucket
	Triangles: 516
	Grouped: No
	Location: Prefabs/medieval





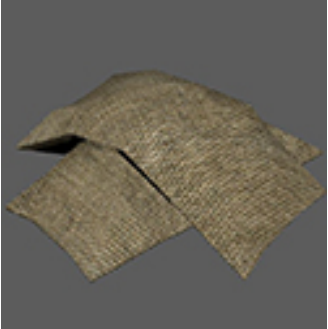
	<p>Name: Caldron</p> <p>Triangles: 448</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>
	<p>Name: PotteryVase</p> <p>Triangles: 448</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>
	<p>Name: PotteryVase2</p> <p>Triangles: 416</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>
	<p>Name: ThreeSTripsBarrel</p> <p>Triangles: 576</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>
	<p>Name: WideStripBarrel</p> <p>Triangles: 448</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>


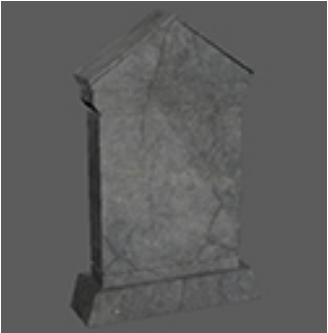
	<p>Name: LargeBarrel</p> <p>Triangles: 960</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>
	<p>Name: BarrelHolderGRP</p> <p>Triangles: Holder: 432 – Barrel: 960</p> <p>Grouped: Yes</p> <p>Location: Prefabs/medieval</p>
	<p>Name: Anvil</p> <p>Triangles: 386</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>
	<p>Name: CartWheel</p> <p>Triangles: 336</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>
	<p>Name: MidEivalTable</p> <p>Triangles: 216</p> <p>Grouped: No</p> <p>Location: Prefabs/medieval</p>


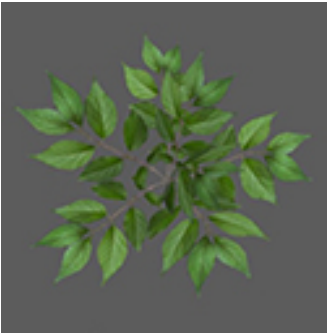
	Name: LargeWoodBench
	Triangles: 92
	Grouped: No
	Location: Prefabs/medieval
	Name: SmallWoodBench
	Triangles: 92
	Grouped: No
	Location: Prefabs/medieval
	Name: SingleWoodBench
	Triangles: 92
	Grouped: No
	Location: Prefabs/medieval
	Name: SmallWoodChair
	Triangles: 136
	Grouped: No
	Location: Prefabs/medieval
	Name: WoodenChair
	Triangles: 188
	Grouped: No
	Location: Prefabs/medieval

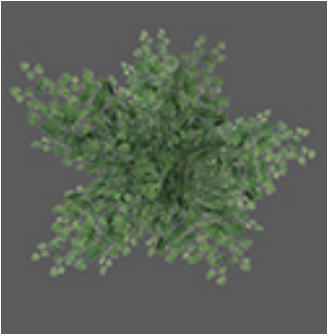




	Name: MetalAndWoodTable
	Triangles: 216
	Grouped: No
	Location: Prefabs/medieval
	Name: SimpleScaffold
	Triangles: 296
	Grouped: No
	Location: Prefabs/medieval
	Name: CableWheel
	Triangles: 440
	Grouped: No
	Location: Prefabs/medieval
	Name: Cart_Grp
	Triangles: Cart: 148 – wheels: 272 per wheel
	Grouped: Yes
	Location: Prefabs/medieval
	Name: Well
	Triangles: 802
	Grouped: No
	Location: Prefabs/medieval






	Name: GroundFeeder
	Triangles: 92
	Grouped: No
	Location: Prefabs/medieval
	Name: WeavedBasket
	Triangles: 244
	Grouped: No
	Location: Prefabs/medieval
	Name: Shovel
	Triangles: 156
	Grouped: No
	Location: Prefabs/medieval
	Name: HaiFork
	Triangles: 250
	Grouped: No
	Location: Prefabs/medieval
	Name: linenBagClosed
	Triangles: 160
	Grouped: No
	Location: Prefabs/medieval






	Name: OpenLinenBagWithWheat
	Triangles: Bag: 252 - wheat: 32
	Grouped: Yes
	Location: Prefabs/medieval
	Name: Hammer
	Triangles: 236
	Grouped: No
	Location: Prefabs/medieval
	Name: Pillow
	Triangles: 132
	Grouped: No
	Location: Prefabs/medieval
	Name: BurlapBagA
	Triangles: 132
	Grouped: No
	Location: Prefabs/medieval
	Name: DoubleBurlapBags
	Triangles: 264
	Grouped: No
	Location: Prefabs/medieval




	Name: SimpleTombStone
	Triangles: 228
	Grouped: No
	Location: Prefabs/medieval
	Name: ComplexTombStone
	Triangles: 428
	Grouped: No
	Location: Prefabs/medieval

VEGETATION				
	Name: PlantA			
	Triangles: 112			
	Grouped: No			
	Location: Prefabs/ Vegetation			
	Name: PlantB			
	Triangles: 112			
	Grouped: No			
	Location: Prefabs/Vegetation			





	Name: PlantC
	Triangles: 112
	Grouped: No
	Location: Prefabs/Vegetation
	Name: PlantD
	Triangles: 112
	Grouped: No
	Location: Prefabs/Vegetation
	Name: PlantE
	Triangles: 160
	Grouped: No
	Location: Prefabs/Vegetation
	Name: PlantF
	Triangles: 160
	Grouped: No
	Location: Prefabs/Vegetation
	Name: TreeStump
	Triangles: 36
	Grouped: No
	Location: Prefabs/Vegetation






	<p>Name: TreeLog</p> <p>Triangles: 288</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: DeadTreeA</p> <p>Triangles: 1380</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: DeadTreeB</p> <p>Triangles: 1068</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: DeadTreeC</p> <p>Triangles: 1680</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: DeadTreeD</p> <p>Triangles: 1740</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>






	<p>Name: MushroomA</p> <p>Triangles: 278</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: MushroomB</p> <p>Triangles: 264</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: MushroomC</p> <p>Triangles: 264</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: MushroomD</p> <p>Triangles: 264</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>
	<p>Name: MushroomE</p> <p>Triangles: 278</p> <p>Grouped: No</p> <p>Location: Prefabs/Vegetation</p>


	Name: MushroomF
	Triangles: 264
	Grouped: No
	Location: Prefabs/Vegetation
	Name: MushroomG
	Triangles: 264
	Grouped: No
	Location: Prefabs/Vegetation
	Name: DeadTreeH
	Triangles: 264
	Grouped: No
	Location: Prefabs/Vegetation

MIX




	<p>Name: AlarmLamp</p> <p>Triangles: 272</p> <p>Grouped: No</p> <p>Location: Prefabs/Mix</p>
	<p>Name: MetalCase</p> <p>Triangles: 292</p> <p>Grouped: Yes</p> <p>Location: Prefabs/Mix</p>
	<p>Name: BluePlasticBarrel</p> <p>Triangles: 400</p> <p>Grouped: No</p> <p>Location: Prefabs/Mix</p>
	<p>Name: ExplosiveBarrel</p> <p>Triangles: 455</p> <p>Grouped: No</p> <p>Location: Prefabs/Mix</p>




	Name: HazardousBarrel
	Triangles: 455
	Grouped: No
	Location: Prefabs/Mix
	Name: LargeCrate
	Triangles: 108
	Grouped: No
	Location: Prefabs/Mix
	Name: LargeCrateB
	Triangles: 108
	Grouped: No
	Location: Prefabs/Mix
	Name: CrateA
	Triangles: 12
	Grouped: No
	Location: Prefabs/Mix
	Name: CrateB
	Triangles: 12
	Grouped: No
	Location: Prefabs/Mix

	Name: Crate1 Triangles: 12 Grouped: No Location: Prefabs/Mix
	Name: CrateD Triangles: 12 Grouped: No Location: Prefabs/Mix
	Name: CrateE Triangles: 12 Grouped: No Location: Prefabs/Mix
	Name: CrateF Triangles: 12 Grouped: No Location: Prefabs/Mix
	Name: CrateG Triangles: 12 Grouped: No Location: Prefabs/Mix


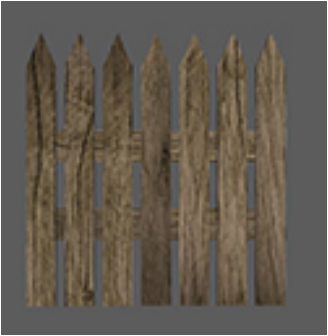
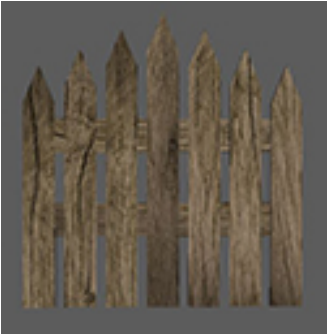
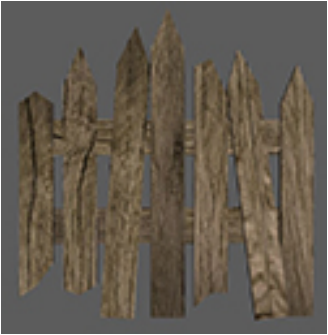

	Name: CrateH
	Triangles: 12
	Grouped: No
	Location: Prefabs/Mix






FLAGS AND BANNERS






	Name: TriangularFlag
	Triangles: 708
	Grouped: No
	Location: Prefabs/Mix
	Name: RegularFlag
	Triangles: 640
	Grouped: No
	Location: Prefabs/Mix
	Name: Banner
	Triangles: 908
	Grouped: No
	Location: Prefabs/Mix

	Name: TriplePointedBanner
	Triangles: 384
	Grouped: No
	Location: Prefabs/Mix
	Name: NarrowDoublePointedBanner
	Triangles: 356
	Grouped: No
	Location: Prefabs/Mix
	Name: WideDoublePointedBanner
	Triangles: 356
	Grouped: No
	Location: Prefabs/Mix
	Name: SinglePointedBanner
	Triangles: 384
	Grouped: No
	Location: Prefabs/Mix



FENCES

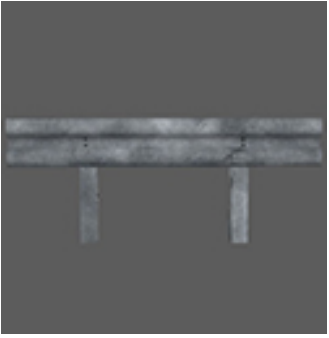




	<p>Name: ConcreteChainFence</p> <p>Triangles: Pillar: 60 – Chain: 992</p> <p>Grouped: Yes</p> <p>Location: Prefabs/Fences</p>
	<p>Name: WoodenFenceNormal</p> <p>Triangles: 164</p> <p>Grouped: No</p> <p>Location: Prefabs/ Fences</p>
	<p>Name: WoodenFenceGateNormal</p> <p>Triangles: 164</p> <p>Grouped: No</p> <p>Location: Prefabs/ Fences</p>
	<p>Name: WoodenFenceGateBroken</p> <p>Triangles: 164</p> <p>Grouped: No</p> <p>Location: Prefabs/Fences</p>
	





	Name: WoodenFenceBrokenA
	Triangles: 144
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceBrokenB
	Triangles: 164
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceBrokenC
	Triangles: 164
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceConnectorNormal
	Triangles: 124
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceConnectorBrokenB
	Triangles: 124
	Grouped: No
	Location: Prefabs/Fences


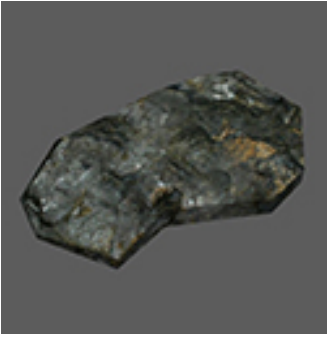

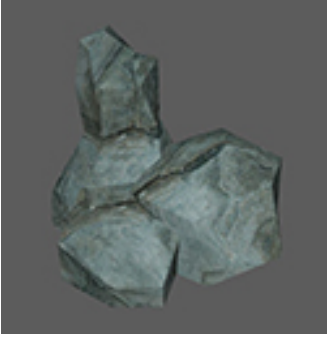
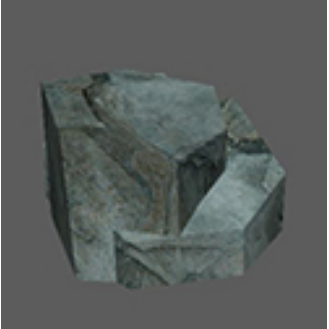
	Name: WoodenFenceConnectorBrokenA
	Triangles: 356
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceConnectorCenter
	Triangles: 44
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceEndLeft
	Triangles: 44
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceEndRight
	Triangles: 44
	Grouped: No
	Location: Prefabs/Fences
	Name: WoodenFenceEnd
	Triangles: 44
	Grouped: No
	Location: Prefabs/Fences

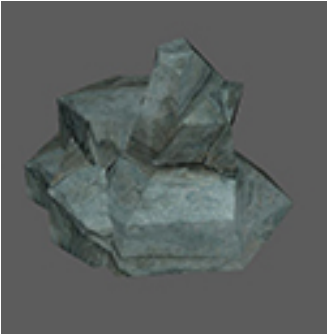


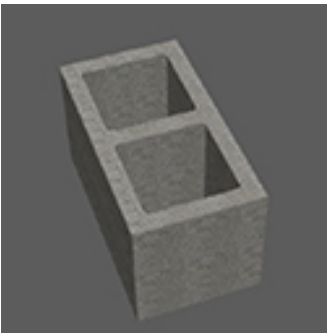
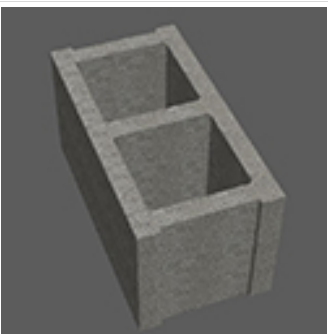
	Name: LowFenceExtentionCenter
	Triangles: 60
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionLeft
	Triangles: 48
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionRight
	Triangles: 48
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionRight1
	Triangles: 72
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionRight2
	Triangles: 80
	Grouped: No
	Location: Prefabs/Fences

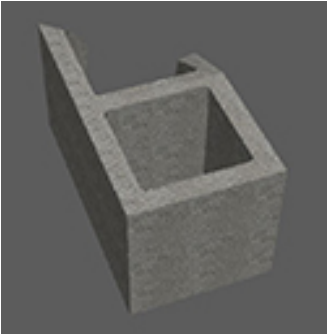
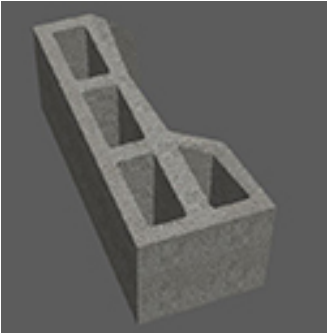



	Name: LowFenceExtentionLeft2
	Triangles: 72
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionCenter1
	Triangles: 60
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionCenter3
	Triangles: 68
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionCenter2
	Triangles: 80
	Grouped: No
	Location: Prefabs/Fences
	Name: LowFenceExtentionLeft1
	Triangles: 72
	Grouped: No
	Location: Prefabs/Fences






	Name: RoadSideBlacStraight
	Triangles: 368
	Grouped: No
	Location: Prefabs/Fences
	Name: RoadSideBlacStraightBroken
	Triangles: 446
	Grouped: No
	Location: Prefabs/Fences
	Name: RoadSideBlacEdgeA
	Triangles: 528
	Grouped: No
	Location: Prefabs/Fences
	Name: RoadSideBlacEdgeB
	Triangles: 528
	Grouped: No
	Location: Prefabs/Fences
	Name: RoadSideBlacEdgBroken
	Triangles: 538
	Grouped: No
	Location: Prefabs/Fences


ROCKS	
	Name: Rocks_GRP
	Triangles: 352
	Grouped: Yes
	Location: Prefabs/Rocks
	Name: FlatRock1
	Triangles: 56
	Grouped: No
	Location: Prefabs/Rocks
	Name: FlatRock2
	Triangles: 72
	Grouped: No
	Location: Prefabs/Rocks
	Name: FlatRock3
	Triangles: 68
	Grouped: No
	Location: Prefabs/Rocks




	Name: FlatRock4 Triangles: 76 Grouped: No Location: Prefabs/Rocks
	Name: FlatRock5 Triangles: 76 Grouped: No Location: Prefabs/Rocks
	Name: BouldersGrp Triangles: Total of 3336 Average of 120 per piece Grouped: Yes Location: Prefabs/Rocks
	Name: RockStackA Triangles: 106 Grouped: Yes Location: Prefabs/Rocks
	Name: RockStackB Triangles: 72 Grouped: Yes Location: Prefabs/Rocks






	Name: RockStackC
	Triangles: 130
	Grouped: No
	Location: Prefabs/Rocks
	Name: CinderDouble
	Triangles: 356
	Grouped: No
	Location: Prefabs/Rocks
	Name: CinderDoubleRim
	Triangles: 404
	Grouped: No
	Location: Prefabs/Rocks
	Name: CinderWide
	Triangles: 124
	Grouped: No
	Location: Prefabs/Rocks
	Name: cinderwideRim
	Triangles: 172
	Grouped: No
	Location: Prefabs/Rocks


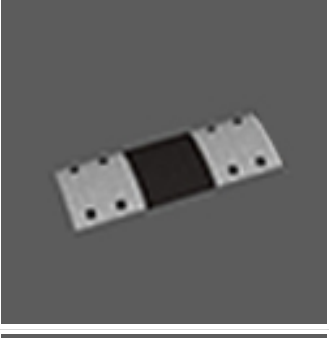


	Name: CinderWideBroken
	Triangles: 120
	Grouped: No
	Location: Prefabs/Rocks
	Name: CinderDoubleBroken
	Triangles: 276
	Grouped: No
	Location: Prefabs/Rocks
	Name: cinderSingle
	Triangles: 184
	Grouped: No
	Location: Prefabs/Rocks
	Name: CinderSingleRim
	Triangles: 238
	Grouped: No
	Location: Prefabs/Rocks
	Name: brick1
	Triangles: 44
	Grouped: No
	Location: Prefabs/Rocks






	Name: brick2 Triangles: 80 Grouped: No Location: Prefabs/Rocks
	Name: brick3 Triangles: 80 Grouped: No Location: Prefabs/Rocks
	Name: brickHalf Triangles: 60 Grouped: No Location: Prefabs/Rocks
	Name: brickInset1 Triangles: 76 Grouped: No Location: Prefabs/Rocks
	Name: brickInset2 Triangles: 108 Grouped: No Location: Prefabs/Rocks





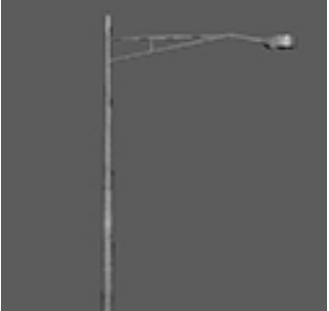
	Name: brickInset3
	Triangles: 144
	Grouped: No
	Location: Prefabs/Rocks






ROAD PROPS	
	Name: FancyBench
	Triangles: 432
	Grouped: No
	Location: Prefabs/RoadProps
	Name: SimpleBench
	Triangles: 264
	Grouped: No
	Location: Prefabs/RoadProps
	Name: Dumpster
	Triangles: 660
	Grouped: Yes (caps can open)
	Location: Prefabs/RoadProps



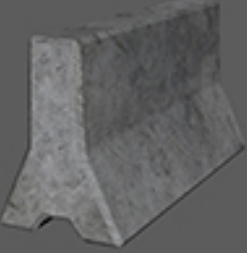
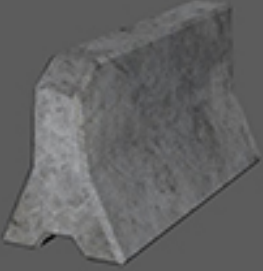
	<p>Name: MetalTrashCan_Open</p> <p>Triangles: 424</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: MetalTrashCanClosed</p> <p>Triangles: 280</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: FireExtinguisher</p> <p>Triangles: 680</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: RoadBlockGround_GRP</p> <p>Triangles: 132</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: SteelBarrier</p> <p>Triangles: 708</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>

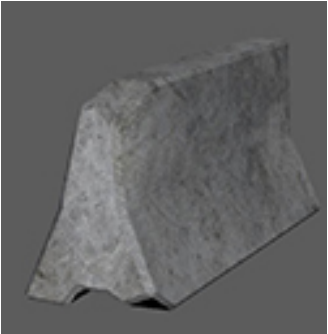




	Name: RoadBumpBig
	Triangles: 52
	Grouped: No
	Location: Prefabs/RoadProps
	Name: RoadBumpMedium
	Triangles: 52
	Grouped: No
	Location: Prefabs/RoadProps
	Name: RoadBumpSmall
	Triangles: 52
	Grouped: No
	Location: Prefabs/RoadProps
	Name: CarTireA
	Triangles: 480
	Grouped: No
	Location: Prefabs/RoadProps
	Name: CarTireB
	Triangles: 240
	Grouped: No
	Location: Prefabs/RoadProps






	<p>Name: MailBox</p> <p>Triangles: 478</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: FireHydrant</p> <p>Triangles: 1362</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: BarrierWithReflectors</p> <p>Triangles: 736</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: Barrier</p> <p>Triangles: 352</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: RoadClosedFloorSign_GRP</p> <p>Triangles: 340</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>






	Name: LampPost Triangles: 282 Grouped: No Location: Prefabs/RoadProps
	Name: TrafficPost Triangles: 1456 Grouped: Yes Location: Prefabs/RoadProps
	Name: TrafficLights_GRP Triangles: 700 Grouped: Yes Location: Prefabs/RoadProps
	Name: StreetLampw_Grp1 Triangles: 320 Grouped: Yes Location: Prefabs/RoadProps
	Name: StreetLampw_Grp Triangles: 178 Grouped: Yes Location: Prefabs/RoadProps





	<p>Name: StreetLampw_Grp2</p> <p>Triangles: 604</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: MultiSignPole</p> <p>Triangles: 232</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: BigroadSign</p> <p>Triangles: 540</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: RoadSign</p> <p>Triangles: 300</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: GiveWay_GRP</p> <p>Triangles: 168</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>

	Name: RaodWorkSign_GRP
	Triangles: 168
	Grouped: Yes
	Location: Prefabs/RoadProps
	Name: Stop_GRP
	Triangles: 152
	Grouped: Yes
	Location: Prefabs/RoadProps
	Name: DoNotEnter_GRP
	Triangles: 204
	Grouped: Yes
	Location: Prefabs/RoadProps
	Name: ConcreteBarrier_A
	Triangles: 160
	Grouped: No
	Location: Prefabs/RoadProps
	Name: ConcreteBarrier_B
	Triangles: 206
	Grouped: No
	Location: Prefabs/RoadProps

	Name: ConcreteBarrier_C
	Triangles: 206
	Grouped: No
	Location: Prefabs/RoadProps
	Name: DrainGrill
	Triangles: 392
	Grouped: No
	Location: Prefabs/RoadProps
	Name: DrainGrillBent
	Triangles: 432
	Grouped: No
	Location: Prefabs/RoadProps
	Name: DrainGrillBroken
	Triangles: 364
	Grouped: No
	Location: Prefabs/RoadProps
	Name: TrashBinClosed
	Triangles: 210
	Grouped: No
	Location: Prefabs/RoadProps

	Name: Garbagecan_GRP1
	Triangles: 248
	Grouped: Yes
	Location: Prefabs/RoadProps
	Name: TrashBag_A
	Triangles: 126
	Grouped: No
	Location: Prefabs/RoadProps
	Name: TrashBag_B
	Triangles: 126
	Grouped: No
	Location: Prefabs/RoadProps
	Name: TrashBag_C
	Triangles: 126
	Grouped: No
	Location: Prefabs/RoadProps
	Name: woodPlanks1
	Triangles: 228
	Grouped: Yes
	Location: Prefabs/RoadProps

	<p>Name: woodPlanks2</p> <p>Triangles: 228</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: woodPlanks3</p> <p>Triangles: 276</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: woodPlanks</p> <p>Triangles: 252</p> <p>Grouped: Yes</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: GroundPoleA</p> <p>Triangles: 176</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>
	<p>Name: GroundPoleB</p> <p>Triangles: 304</p> <p>Grouped: No</p> <p>Location: Prefabs/RoadProps</p>

	Name: RectangularPole
	Triangles: 14
	Grouped: No
	Location: Prefabs/RoadProps
	Name: TrafficConeA
	Triangles: 200
	Grouped: No
	Location: Prefabs/RoadProps
	Name: TrafficConeB
	Triangles: 200
	Grouped: No
	Location: Prefabs/RoadProps
	Name: LargeConeGRP
	Triangles: 290
	Grouped: Yes
	Location: Prefabs/RoadProps

Note: This is the first version of game props, with time I will be adding new models, in case you have any comments, wish list of items to be added, or requests contact me on wissamelhajj3d@gmail.com and I will reply as soon as possible and carefully consider your requests.