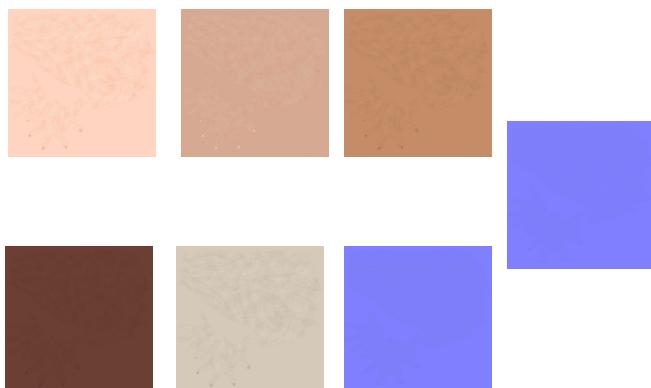
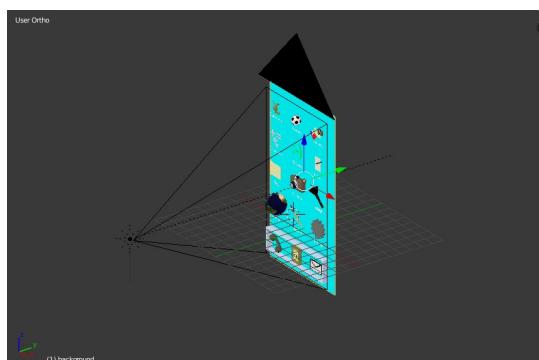


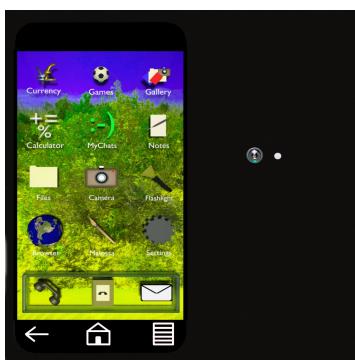
The arm models, with the armatures, animations, textures and a reference smartphone models held in the hand. Blend file.



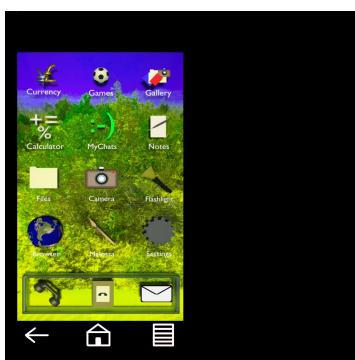
Different skill textures/normal maps for the arm model. PNG files.



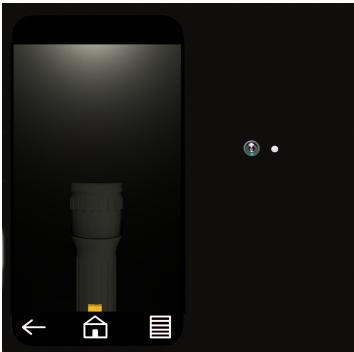
Base models for the smartphone interface. Blend file.



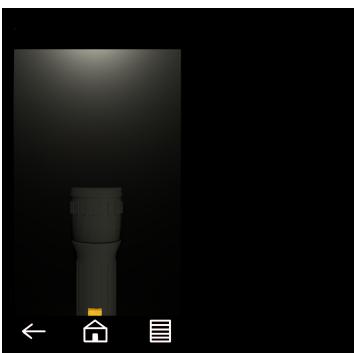
Smartphone interface texture. PNG file.



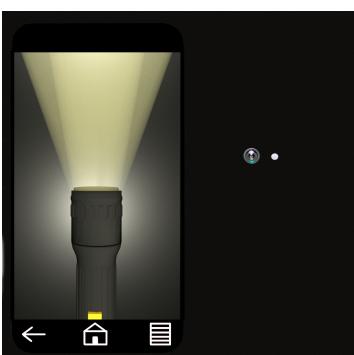
Smartphone interface texture. Emission. PNG file.



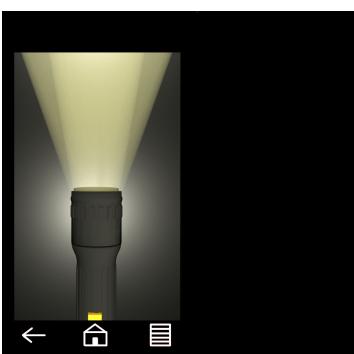
Flashlight off smartphone texture. PNG file.



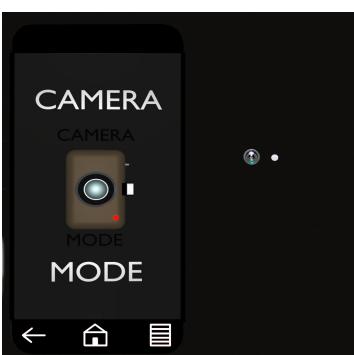
Flashlight off smartphone texture. Emission.
PNG file.



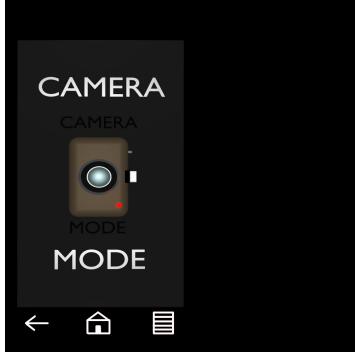
Flashlight on smartphone texture. PNG file.



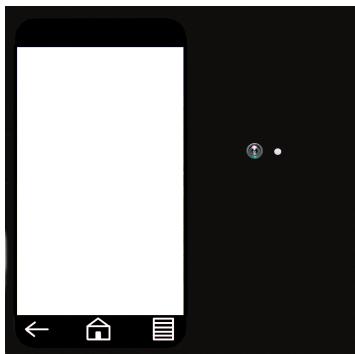
Flashlight on smartphone texture. Emission.
PNG file.



Camera mode smartphone texture. PNG file.



Camera mode smartphone texture.
Emission. PNG file.



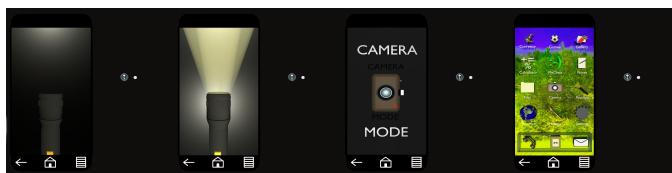
Empty template smartphone texture. PNG
file.



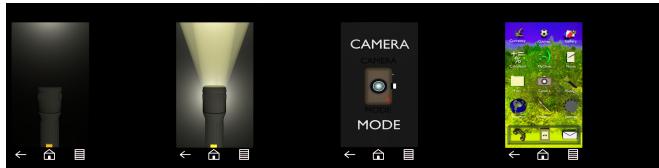
Smartphone interface without the
background. PNG file.



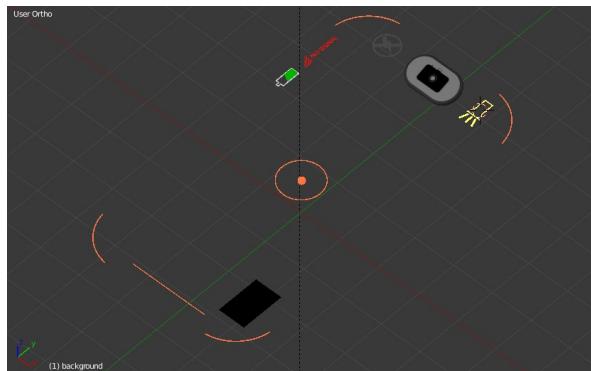
Smartphone interface without the
background. Shadows. PNG file.



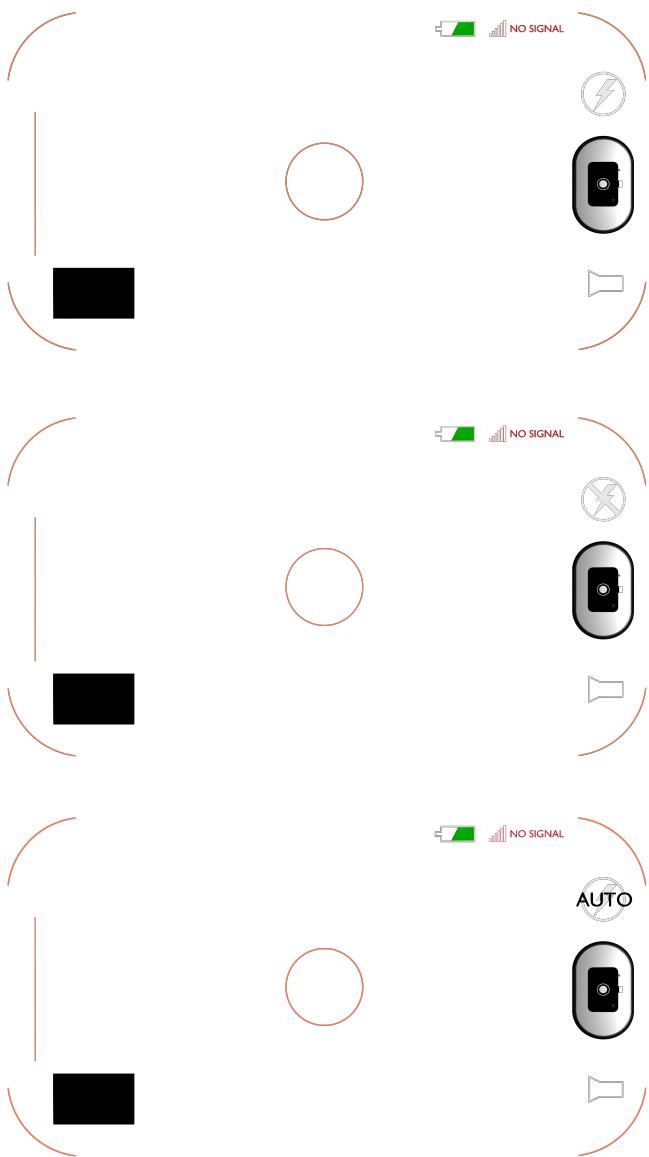
Multi-texture sprite. PNG file.



Multi-texture sprite. Emission. PNG file.



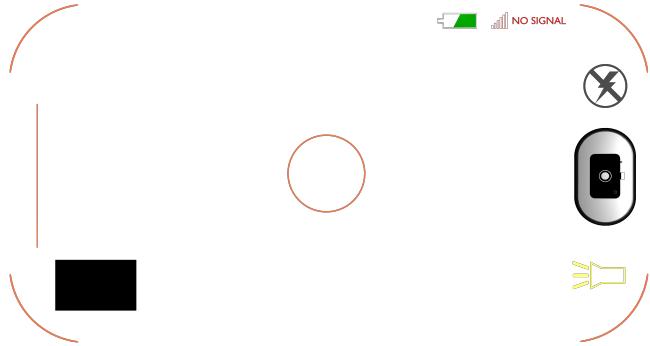
Camera interface ready to render. Blend file.



Camera interface. Flash on. PNG file.

Camera interface. Flash off. PNG file.

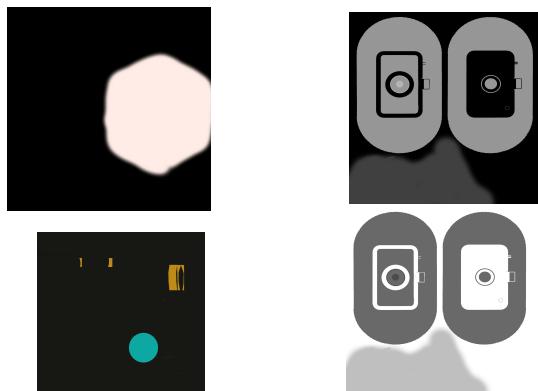
Camera interface. Flash auto. PNG file.



Camera interface. Flash disabled. PNG file.



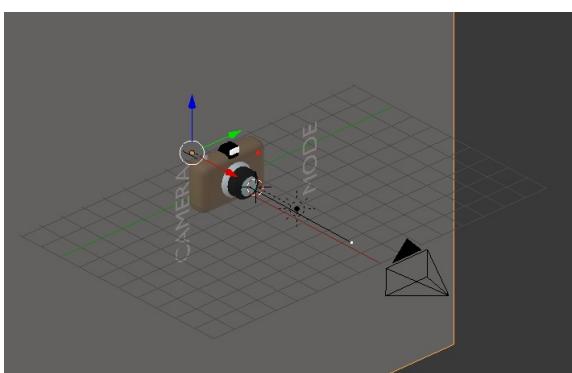
Camera interface fragments. PNG files.



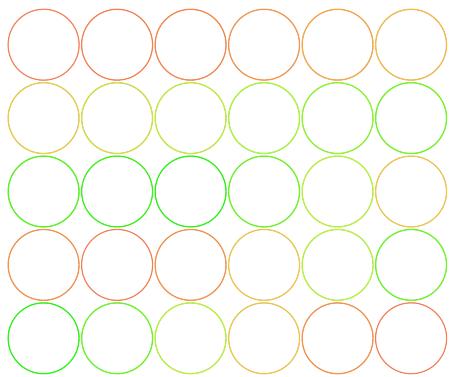
Additional textures for the interfaces. PNG files.



The smartphone model. Blend file.



The camera mode models ready for render. Blend file.



Animated sprite for the centre (taking photo/optional). PNG file.