

## Voxel Town Pack 1.0v

### Models list:

**name:** 2\_floor\_house\_01  
**verts:** 1713  
**tris:** 1102

**name:** 2\_floor\_house\_02  
**verts:** 1799  
**tris:** 1124

**name:** 2\_floor\_house\_03  
**verts:** 1488  
**tris:** 940

**name:** 2\_floor\_house\_04  
**verts:** 2178  
**tris:** 1390

**name:** 2\_floor\_house\_05  
**verts:** 2112  
**tris:** 1332

**name:** 3\_floor\_house\_01  
**verts:** 2508  
**tris:** 1592

**name:** 4\_floor\_house\_01  
**verts:** 2912  
**tris:** 1820

**name:** 4\_floor\_house\_02  
**verts:** 3274  
**tris:** 2018

**name:** 8\_floor\_house\_01  
**verts:** 5432  
**tris:** 3404

**name:** 8\_floor\_house\_01  
**verts:** 5432  
**tris:** 3404

**name:** Cars  
**verts:** 954  
**tris:** 618

**name:** Food\_01  
**verts:** 1067  
**tris:** 728

**name:** Fountain  
**verts:** 2208  
**tris:** 1324

**name:** Hospital  
**verts:** 2475  
**tris:** 1574

**name:** Police  
**verts:** 2628  
**tris:** 1720

**name:** Warehouse  
**verts:** 1136  
**tris:** 756

**name:** I\_road  
**verts:** 184  
**tris:** 124

**name:** L\_road  
**verts:** 152  
**tris:** 92

**name:** T\_road  
**verts:** 208  
**tris:** 124

**name:** X\_road  
**verts:** 280  
**tris:** 172

#### **Material list:**

**name:** defaultMat  
**shader:** Standart

#### **Texture maps list:**

**name:** defaultMat  
**type:** Texture  
**resolution:** 256x1px  
RGB 24bit

Every models have x32-y32-zRandom size unit. Snap settings recommended move x32, move y32, move z32 for easy setup. Every voxel have 1x1x1 size unit.