

Handover Document

In this document I have provided a list of all the FBX file names in the google drive folder, each showing a Polycount and a preview of what they look like. The first in the list is called 'Saxon Mill (Combined)', this is the full building including all the other assets listed. The rest of the list gives the assets separate from the build to allow you to make changes and construct the scene in any way you want. The textures that I have used can all be found in the Materials folder and the names for the ones I used for each of the assets are referenced in the table.

Link to main folder for Saxon Mill FBX files and Materials folder:

<https://drive.google.com/drive/folders/1xj8DmBfs3ooHHHnR2NMWJjsysuPNU2Kk?usp=sharing>

There will be an individual link to each of the FBX files to download from the google drive, below the previews.

Contact me by email if there are any problems with the links to the files: harryjpye@outlook.com

FBX file name & Polycount	Texture names	Preview
File Name: Saxon Mill (Combined) Polycount: Verts: 37439 Edges: 75077 Faces: 38182 Tris: 73688 UVs: 52070	All textures from the Materials folder were used in this FBX file Materials Folder	 Saxon Mill (Combined)

File Name:
Saxon Mill
Building

Polycount:

Verts:

12656

Edges:

25310

Faces:

12964

Tris: 24676

UVs: 18017

Timber1_2K_Albedo / AO / Displacement / Normal / Roughness

Timber3_2K_Albedo / AO / Displacement / Normal / Roughness

Timber4_2K_Albedo / AO / Displacement / Normal / Roughness

Timber5_2K_Albedo / AO / Displacement / Normal / Roughness

Thatch_2K_Albedo / AO / Displacement / Normal / Roughness

Stonewall1_2K_Albedo / AO / Displacement / Normal / Roughness

Stonewall2_2K_Albedo / AO / Displacement / Normal / Roughness

Stonewall3_Albedo / AO / Diffuse / Displacement / Normal / Roughness / Specular

Cobblestone_2K_Albedo / AO / Displacement / Normal / Roughness

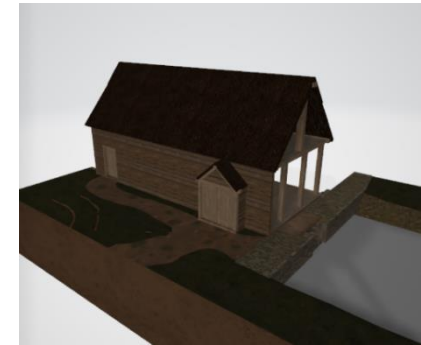
Dirt_2K_Albedo / AO / Displacement / Normal / Roughness

Mud1_2K_Albedo / AO / Displacement / Normal / Roughness




Mud2_2K_Albedo / AO / Displacement / Normal / Roughness



Sand_2K_Albedo / AO / Displacement / Normal / Roughness



Grass_2K_Albedo / AO / Displacement / Normal / Roughness








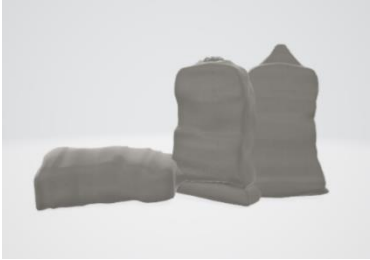
Saxon Mill Building




<p>File Name: mill1</p> <p>Polycount: Verts: 308 Edges: 612 Faces: 306 Tris: 612 UVs: 480</p>	<p>Timber2_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Mill1</p>
<p>File Name: mill2</p> <p>Polycount: Verts: 401 Edges: 817 Faces: 445 Tris: 710 UVs: 847</p>	<p>Timber2_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Mill2</p>
<p>File Name: mill3</p> <p>Polycount: Verts: 72 Edges: 136 Faces: 68 Tris: 136 UVs: 209</p>	<p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Stonewall2_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Mill3</p>

<p>File Name: Sluice Gate</p> <p>Polycount: Verts: 162 Edges: 332 Faces: 176 Tris: 312 UVs: 360</p>	<p>Timber1_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Timber5_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Sluice Gate</p>
<p>File Name: Log splitting area</p> <p>Polycount: Verts: 770 Edges: 1618 Faces: 868 Tris: 1500 UVs: 1182</p>	<p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Iron_2K_Albedo / AO / Displacement / Metalness / Normal / Roughness</p> <p>WoodEnds_Albedo</p> <p>Bark_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Chippings_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Log splitting area</p>

<p>File Name: Horse cart</p> <p>Polycount: Verts: 1938 Edges: 4036 Faces: 2147 Tris: 3774 UVs: 2969</p>	<p>Wheat_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Horse cart</p>
<p>File Name: Horse trough</p> <p>Polycount: Verts: 6410 Edges: 12800 Faces: 6460 Tris: 12680 UVs: 10375</p>	<p>Wheat_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Timber3_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Fabric_Albedo / AO / Diffuse / Displacement / Normal / Roughness / Specular</p>	 <p>Horse trough</p>

<p>File Name: Broken wheel</p> <p>Polycount: Verts: 612 Edges: 1340 Faces: 740 Tris: 1200 UVs: 900</p>	<p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Broken wheel</p>
<p>File Name: Fire box</p> <p>Polycount: Verts: 140 Edges: 282 Faces: 150 Tris: 264 UVs: 259</p>	<p>Timber2_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Ash_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>Bark_2K_Albedo / AO / Displacement / Normal / Roughness</p> <p>WoodEnds_Albedo</p>	 <p>Fire box</p>
<p>File Name: Bench</p> <p>Polycount: Verts: 1122 Edges: 2224 Faces: 1112 Tris: 2224 UVs: 1349</p>	<p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Bench</p>

<p>File Name: Lantern</p> <p>Polycount: Verts: 3108 Edges: 6520 Faces: 3452 Tris: 6136 UVs: 3618</p>	<p>Iron2_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Lantern</p>
<p>File Name: Sack</p> <p>Polycount: Verts: 3032 Edges: 6020 Faces: 2989 Tris: 6050 UVs: 3208</p>	<p>Fabric_Albedo / AO / AO / Diffuse / Displacement / Normal / Roughness / Specular</p>	 <p>Sack</p>
<p>File Name: Sack pile</p> <p>Polycount: Verts: 7398 Edges: 14736 Faces: 7341 Tris: 14754 UVs: 8335</p>	<p>Fabric_Albedo / AO / AO / Diffuse / Displacement / Normal / Roughness / Specular</p>	 <p>Sack pile</p>

<p>File Name: Pile</p> <p>Polycount: Verts: 282 Edges: 560 Faces: 280 Tris: 560 UVs: 389</p>	<p>Wheat_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Pile</p>
<p>File Name: Rake</p> <p>Polycount: Verts: 916 Edges: 1828 Faces: 914 Tris: 1828 UVs: 1698</p>	<p>Timber5_2K_Albedo / AO / Displacement / Normal / Roughness</p>	 <p>Rake</p>
<p>File Name: Spade</p> <p>Polycount: Verts: 98 Edges: 202 Faces: 110 Tris: 184 UVs: 118</p>	<p>Timber4_2K_Albedo / AO / Displacement / Normal / Roughness Iron_2K_Albedo / AO / Displacement / Metalness / Normal / Roughness</p>	 <p>Spade</p>

