

## Handover Document


I have put together in this document the FBX file for the 3D model I have made for the Virtual Cities project of the Cheyney court building.

The textures I used for the bricks and tiles for example have been placed in the Materials folder. The 3D model has not been split into different sections, with the zip folder only containing the combined version.

**Image preview show what the whole FBX model looks like (Cheyney Court)**



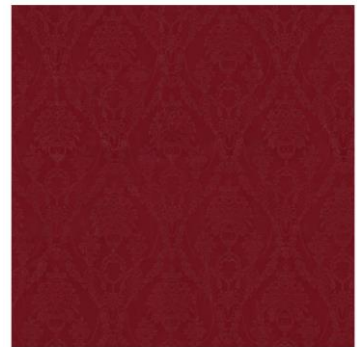
**FBX file name: Cheyney court**

Textures	Preview
<p>pgjhhbs_2K_Albedo  pgjhhbs_2K_AO  pgjhhbs_2K_Displacement</p>	
<p>tzjeaaaw_2K_Albedo  tzjeaaaw_2K_AO  tzjeaaaw_2K_Displacement</p>	
<p>tjzmcdds_2K_Albedo  tjzmcdds_2K_AO  tjzmcdds_2K_Displacement  tjzmcdds_2K_Roughness</p>	
<p>tkvpfhubw_2K_Albedo  tkvpfhubw_2K_AO  tkvpfhubw_2K_Diffuse  tkvpfhubw_2K_Displacement  tkvpfhubw_2K_Roughness  tkvpfhubw_2K_Specular  tkvpfhubw_2K_Bump</p>	

ug3qchmew\_2K\_Albedo  
ug3qchmew\_2K\_AO  
ug3qchmew\_2K\_Displacement  
ug3qchmew\_2K\_Roughness  
ug3qchmew\_2K\_Specular  
ug3qchmew\_2K\_Bump



ugclegrn\_2K\_Albedo  
ugclegrn\_2K\_AO  
ugclegrn\_2K\_Displacement



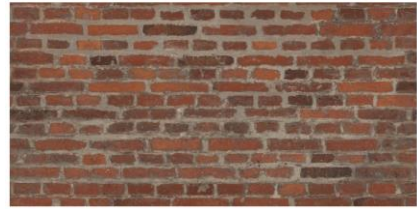
ugzgdflw\_2K\_Albedo  
ugzgdflw\_2K\_AO  
ugzgdflw\_2K\_Displacement  
ugzgdflw\_2K\_Roughness  
ugzgdflw\_2K\_Specular  
ugzgdflw\_2K\_Bump



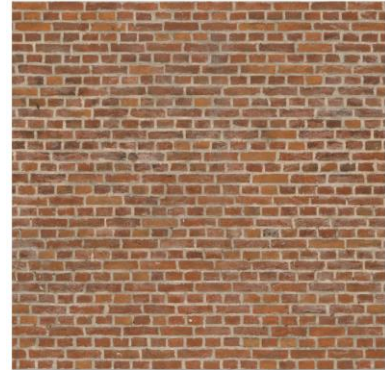
ui2leaxlw\_2K\_Albedo  
ui2leaxlw\_2K\_AO  
ui2leaxlw\_2K\_Displacement  
ui2leaxlw\_2K\_Roughness  
ui2leaxlw\_2K\_Specular  
ui2leaxlw\_2K\_Bump



ui5qdcxew\_2K\_Albedo  
ui5qdcxew\_2K\_AO  
ui5qdcxew\_2K\_Displacement  
ui5qdcxew\_2K\_Roughness  
ui5qdcxew\_2K\_Specular  
ui5qdcxew\_2K\_Bump



TexturesCom\_BrickSmallBrown0462\_7\_seamless\_S



ulqibbkdy\_2K\_Albedo  
ulqibbkdy\_2K\_AO  
ulqibbkdy\_2K\_Displacement  
ulqibbkdy\_2K\_Roughness  
ulqibbkdy\_2K\_Specular



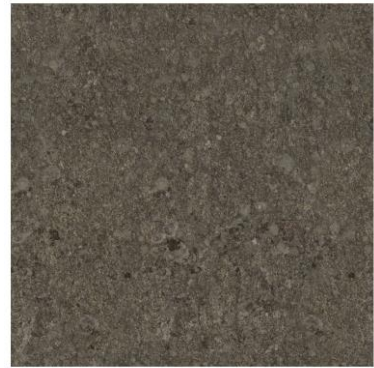
TexturesCom\_BrickMedievalBlocks0134\_1\_seamless\_S



ulymaigo\_2K\_Albedo  
ulymaigo\_2K\_AO  
ulymaigo\_2K\_Displacement  
ulymaigo\_2K\_Roughness  
ulymaigo\_2K\_Specular  
ulymaigo\_2K\_Bump



ulzjfgxfw\_2K\_Albedo  
ulzjfgxfw\_2K\_AO  
ulzjfgxfw\_2K\_Displacement  
ulzjfgxfw\_2K\_Roughness  
ulzjfgxfw\_2K\_Specular  
ulzjfgxfw\_2K\_Bump



scklezp\_2K\_Albedo  
scklezp\_2K\_AO  
scklezp\_2K\_Displacement  
scklezp\_2K\_Roughness





## Reference Images



