

# Computer Graphics and Game Systems

DAC415

Andrzej O

Kyle Cornwell

Jack Donovan

# Andrzej Asset & Texture List

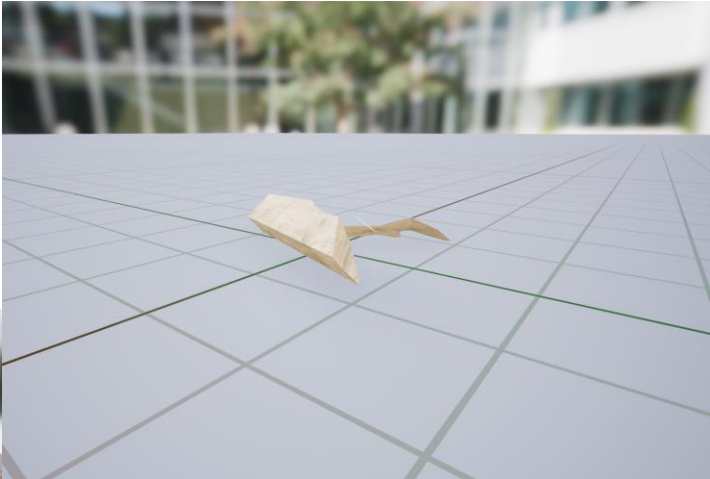
## Assets

- Cobwebs
- Stairs
- Crates
- Wooden pillars
- Planks of wood on the floor
- Barrels
- Broken chair
- Dezk
- Stone wall & wooden floor
- Light Switch

## Textures

- White dotted texture for the Cobweb
- Bricks with moss on them, for the walls
- Rotten wood
- Crate wood
- Plastic
- Damaged wood for the barrels & broken furniture
- Glass for the lightbulb
- Wet/mossy wooden planks

# Andrzej 3D Models



# Andrzej Textures & Materials



# Andrzej Section In-Game Screenshots



# Kyle Asset & Texture List

## Assets

- Chair
- Lights
- Stairs
- Windows
- Portraits
- Sofa
- Table
- Walls
- Ceiling
- Ammo box
- Beam
- Wooden floor
- Old Fashioned clock

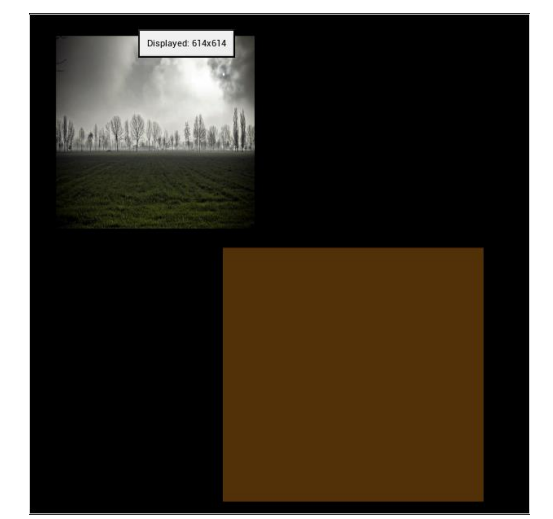
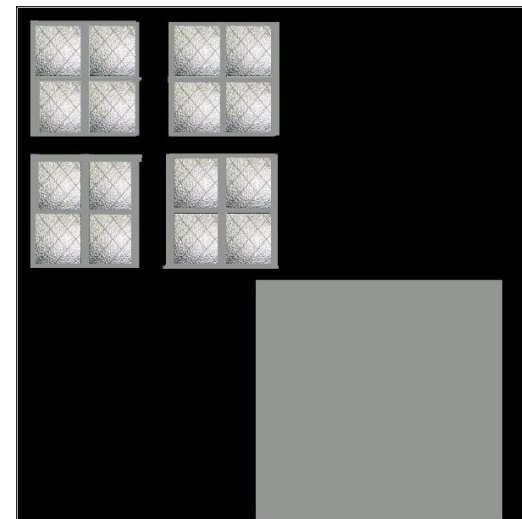
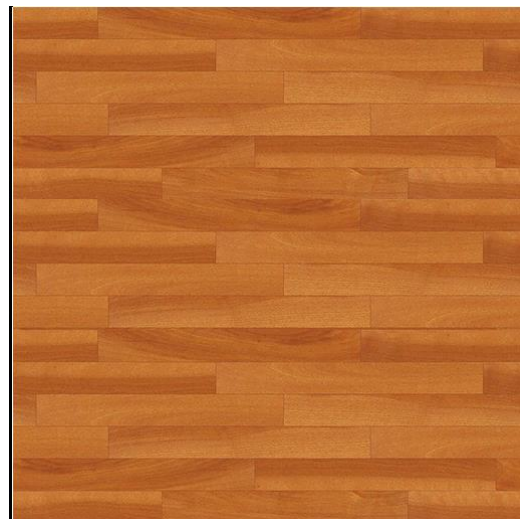
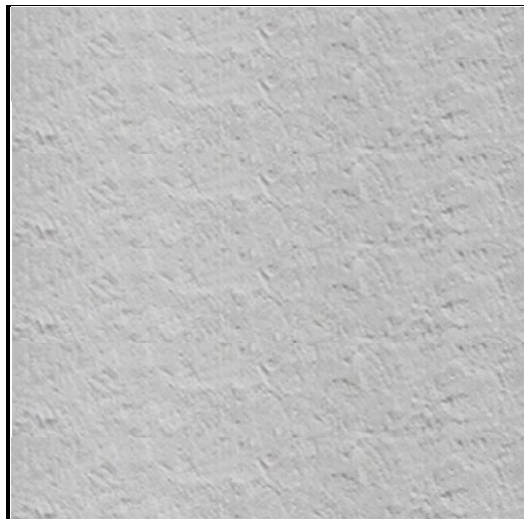
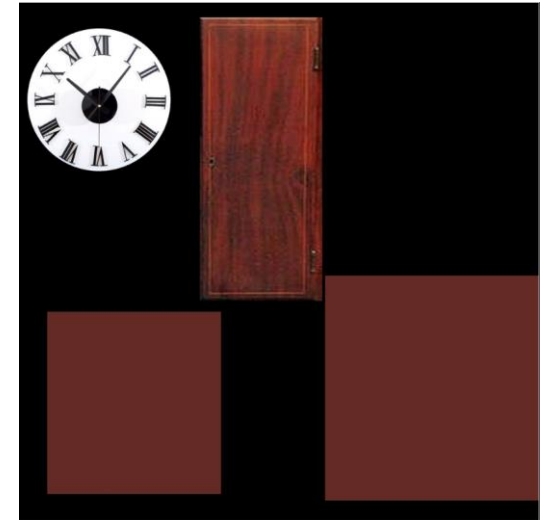
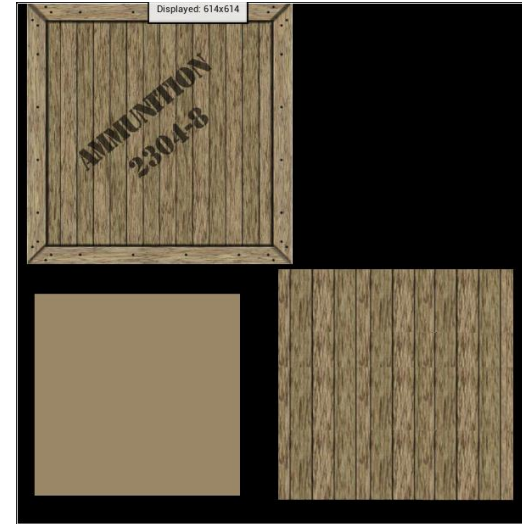
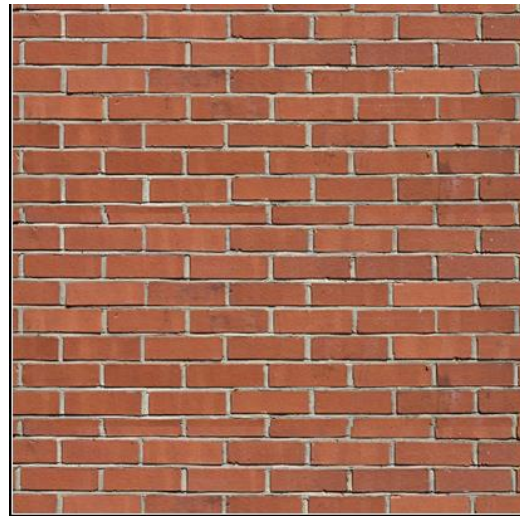
## Textures

- Broken/snapped wood
- Plaster for beams
- marble for windows
- concrete slabs
- worn wood for crates
- damaged glass
- plastic
- metal for door, clock, window etc
- damp wall material/torn wallpaper

# Kyle 3D Models



# KyleTextures & Materials





# Kyle Section In-Game Screenshots



# Jack Asset & Texture List

## Assets

- Bed
- Pillows
- Bedside table
- Drawers
- Door
- Bannister
- Chair
- Lamp
- Wardrobe
- Window

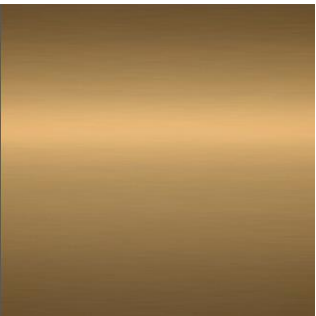
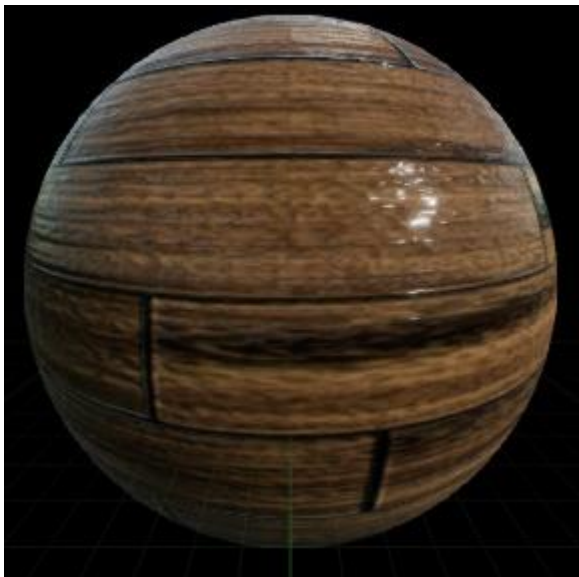
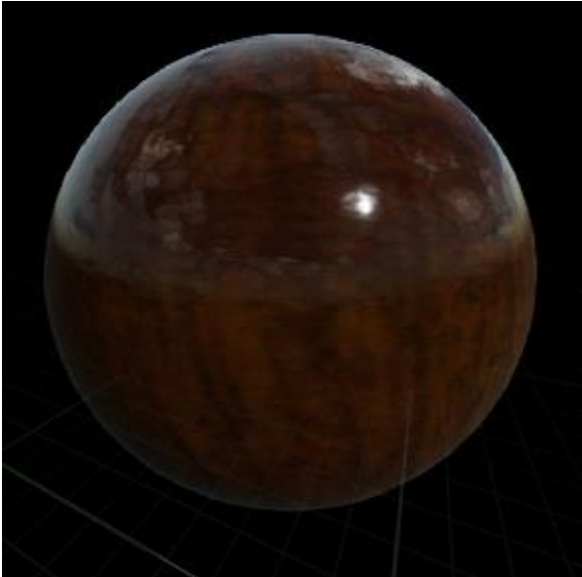
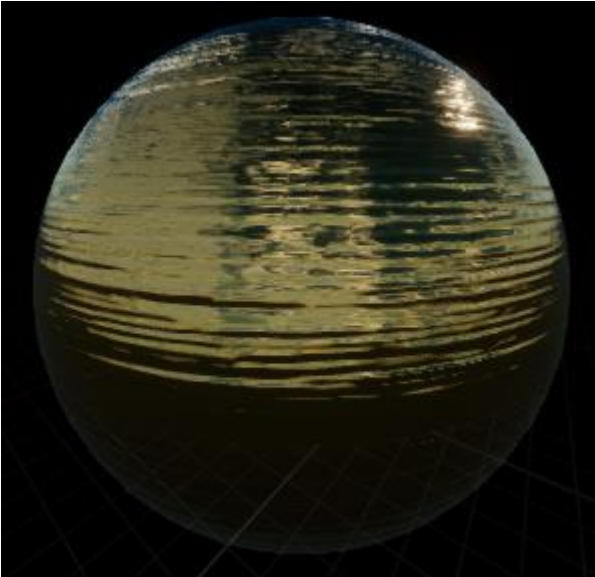
## Textures

- Furniture wood
- Wooden floor planks
- Wooden window frame
- Door wood
- Bed covers
- Pillows
- Light bulb
- Glass
- Metal door knob
- Metal for lamp

# Jack 3D Models



# Jack Textures & Materials



# Jack Section In-Game Screenshots

