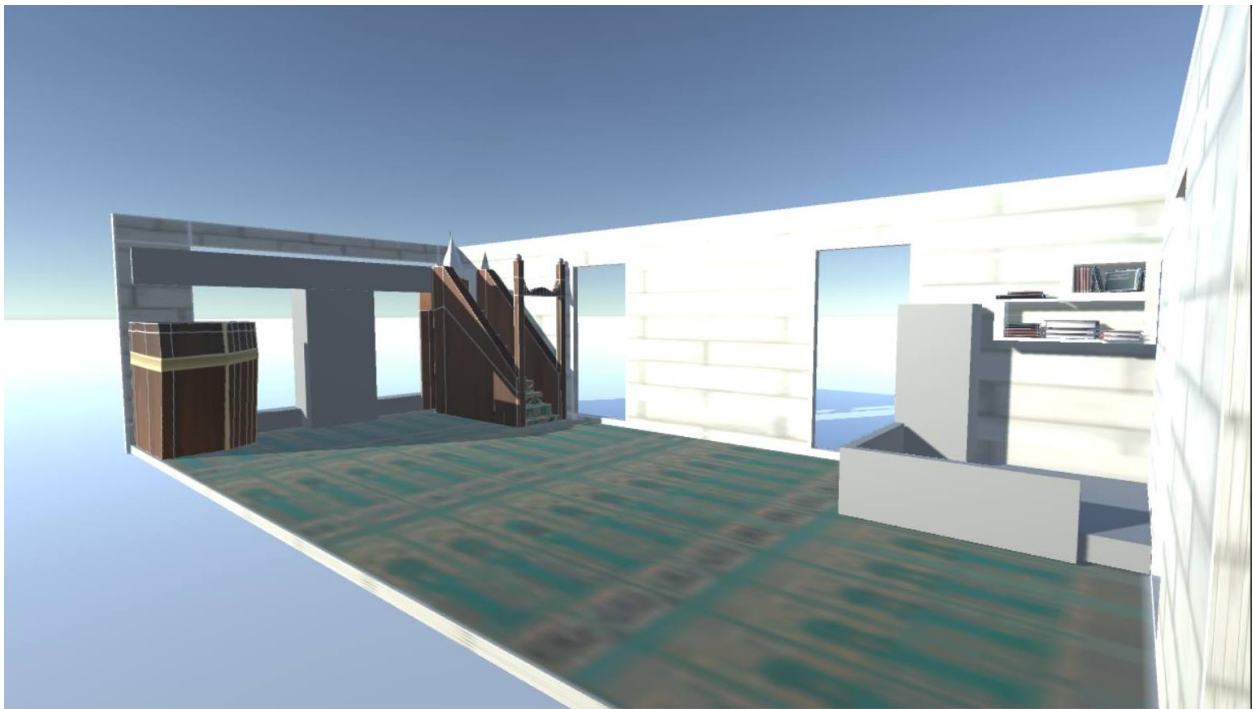


# Environmental Modelling

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## Mescid



Student: Muhammed Habibullah Budak

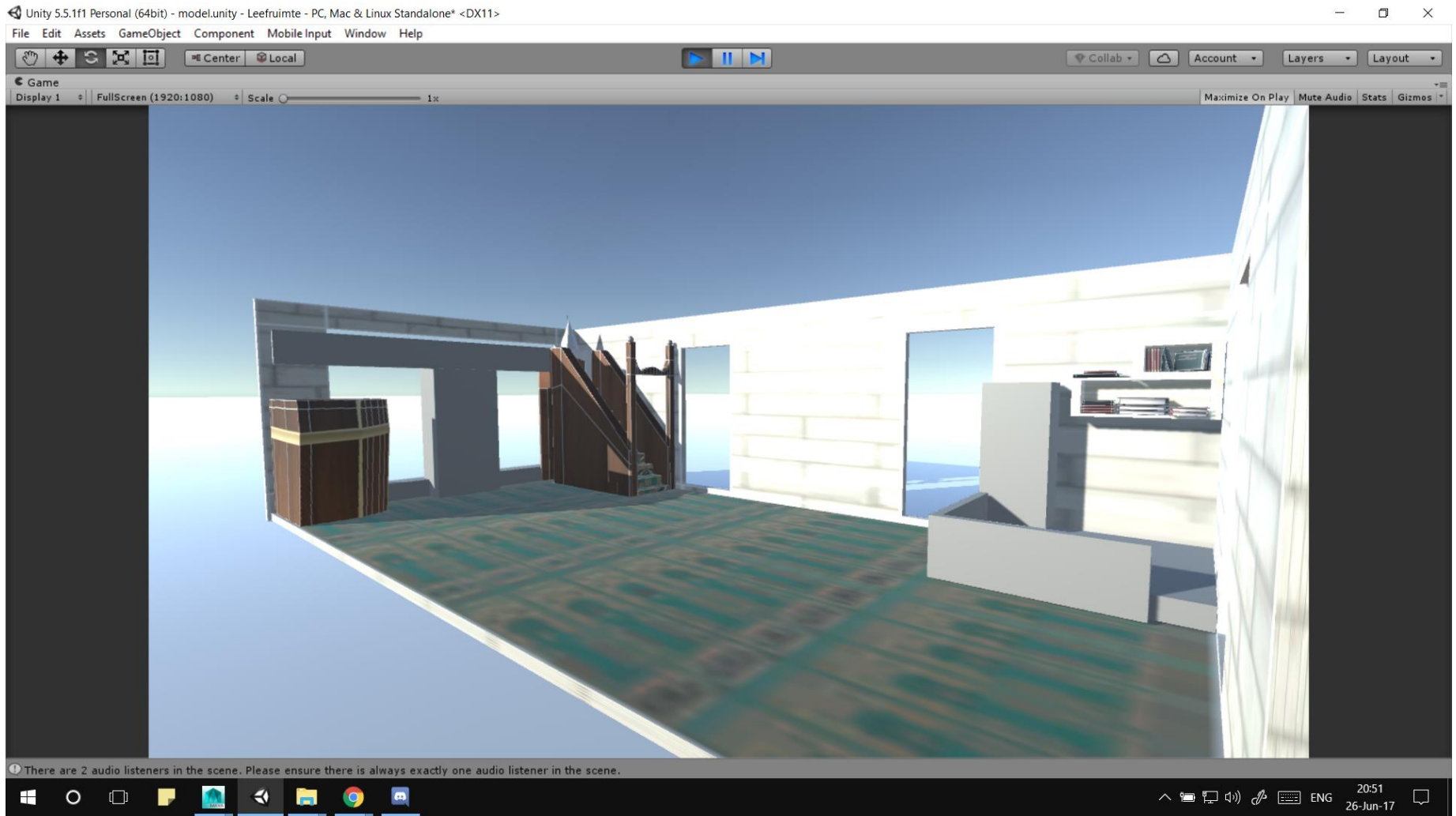
Student nummer: 3014592

Datum: 26-06-2017

## Inhoud

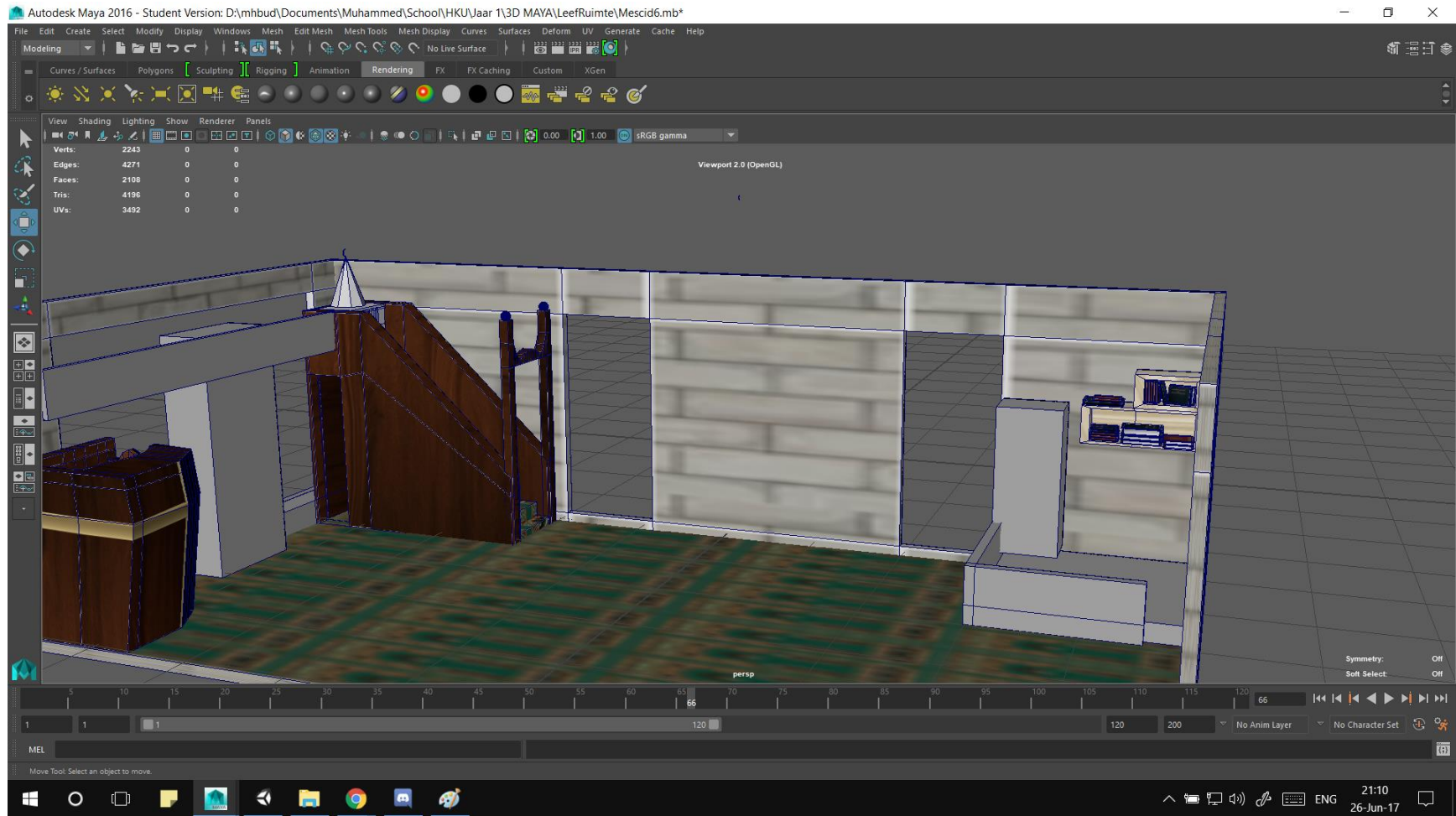
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Entire scene in shaded wireframe .....	4
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# Beauty Shot



## Entire scene in shaded wireframe

Total poly's (tris): 4196



## Individual Models

Boekenkast:

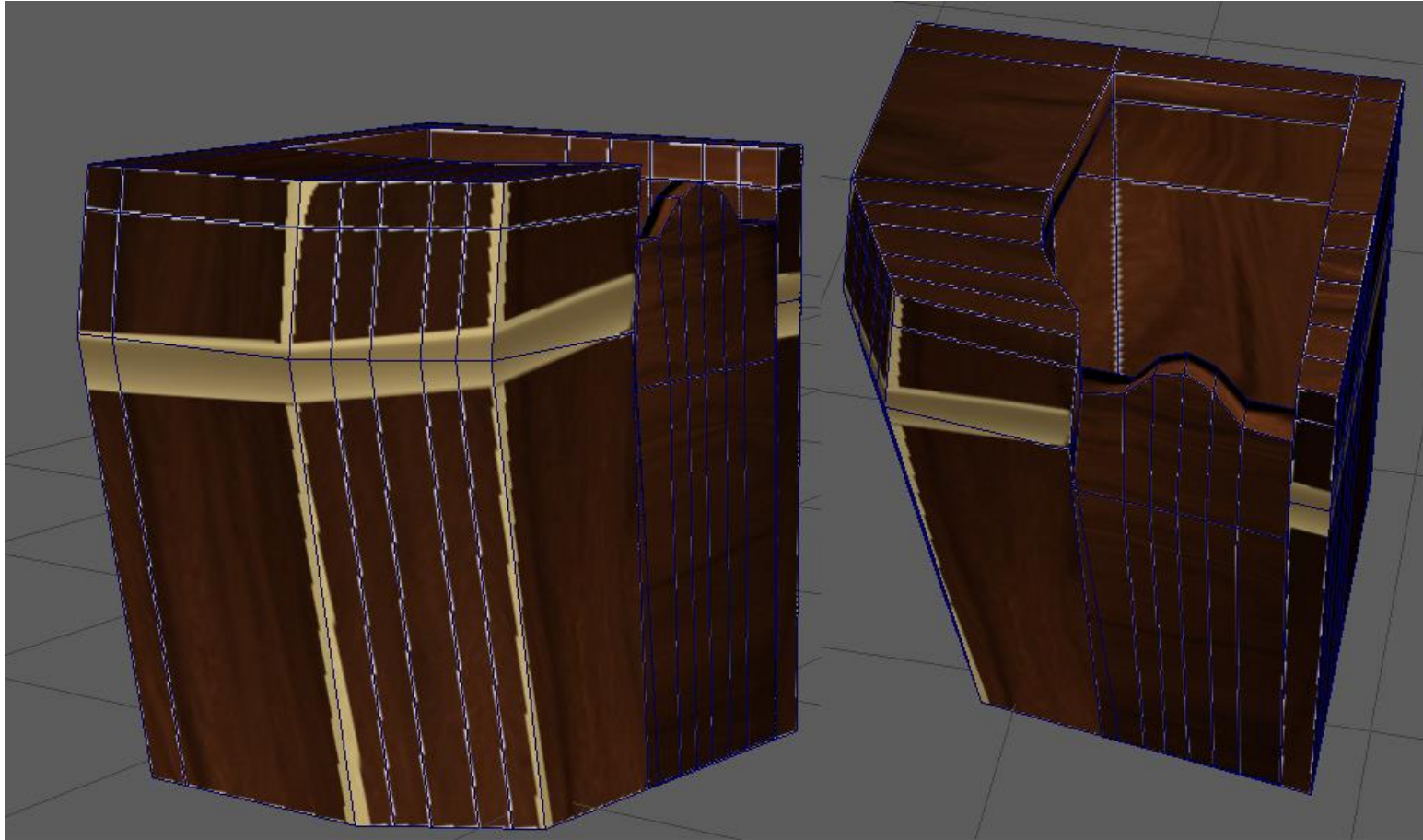
Total poly's (tris): 1268





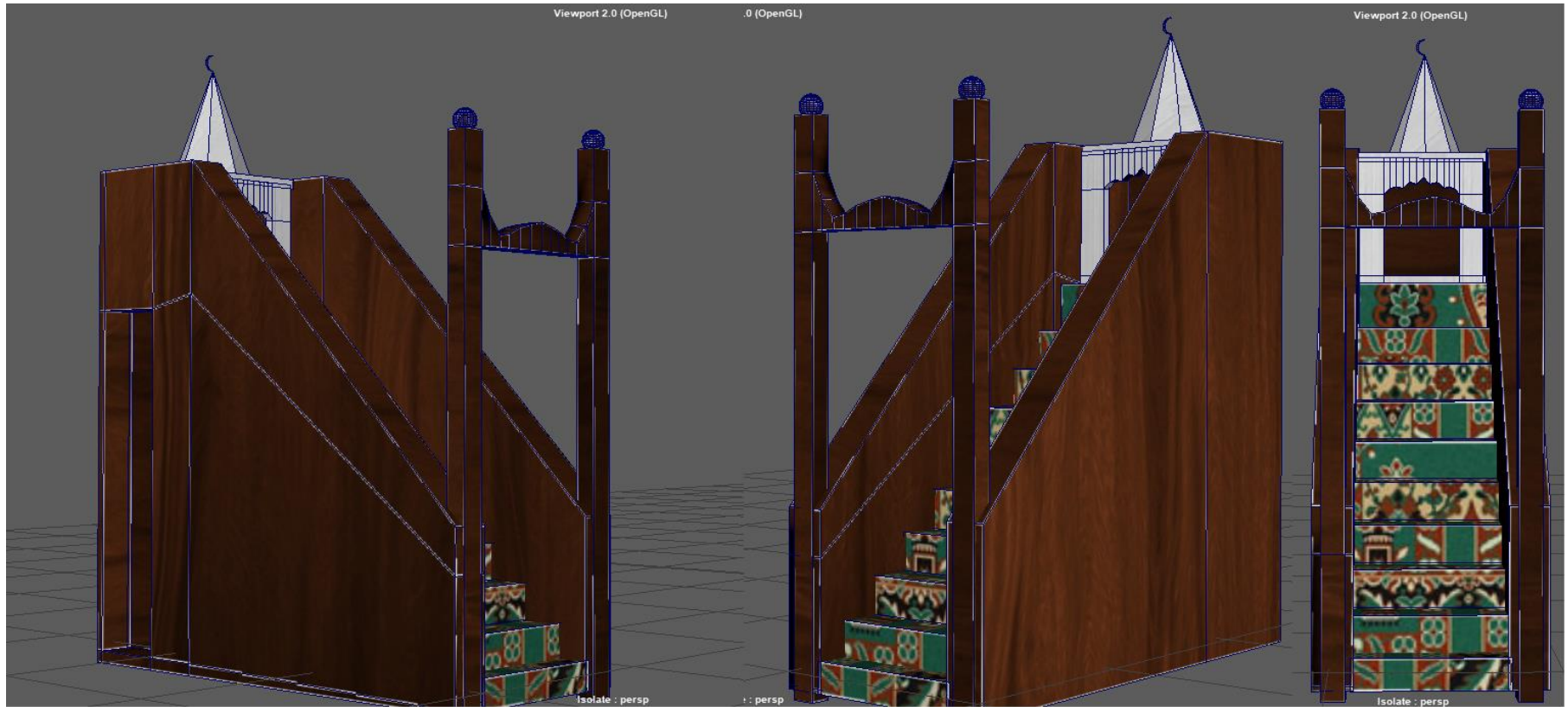
Kursu:

Total poly's (tris): 384



Mimber:

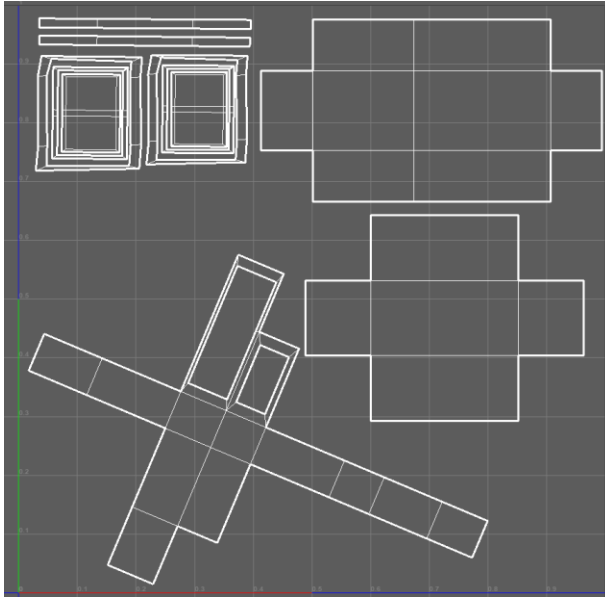
Total poly's (tris): 2072



# Texture maps

Size : 1024 x 1024 op alle textures

## Boekenkast

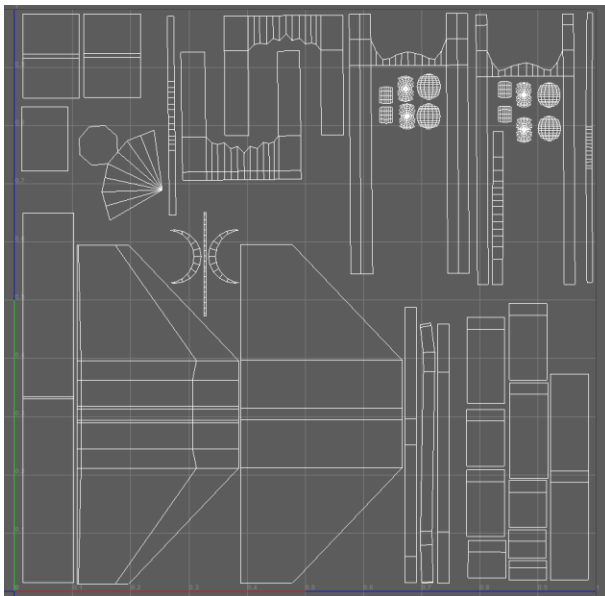


Boekenkast - UV Map

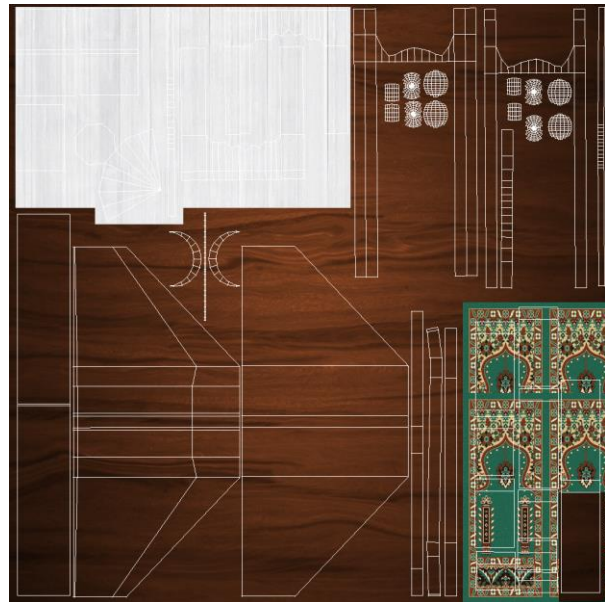


Boekenkast - Diffuse map

## Mimber



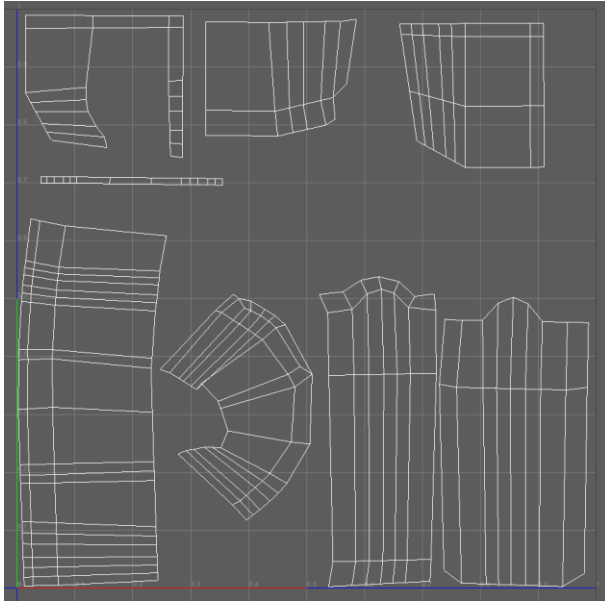
Mimber - UV Map



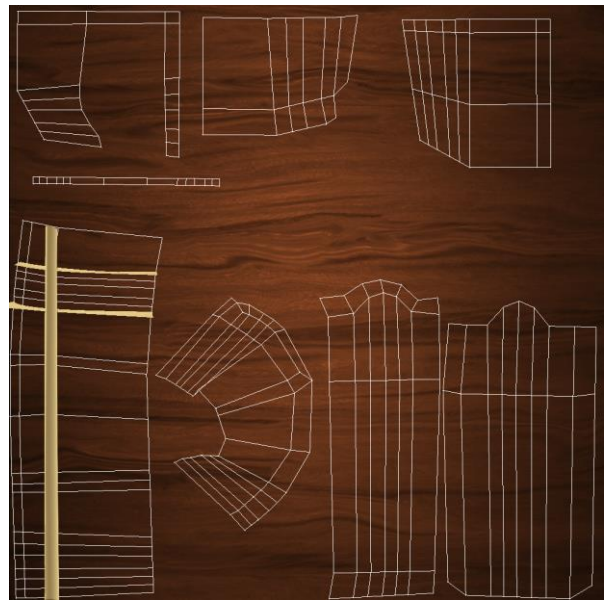
Mimber - Diffuse map



## Kursu



Kursu - UV Map



Kursu - Diffuse map

## Tileable textures

- Floor (weet niet of het mee telt, maar doe het alsnog in)
- Walls



Voor de vloer



Voor de muren