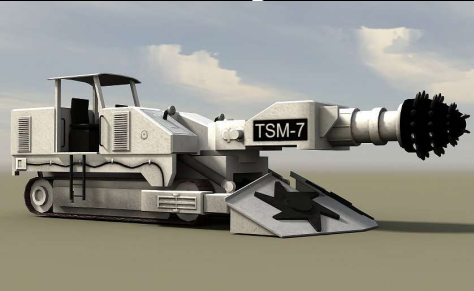


# „Industrial 6 – Mining Facilities“ Pack

Image	Name	Triangles LOD 0-2	Materials
	front_loader	LOD 0: 6,280 LOD 1: 4,994	LOD 0: 4 LOD 1: 3
	ind6_hall1	LOD 0: 5,432 LOD 1: 1,948	LOD 0: 11 LOD 1: 3
	ind6_hall2	LOD 0: 5,476 LOD 1: 1,728	LOD 0: 12 LOD 1: 4
	ind6_hall3	LOD 0: 1,848 LOD 1: 1,092	LOD 0: 7 LOD 1: 3
	rock_crusher	LOD 0: 3,284 LOD 1: 1,684	LOD 0: 4 LOD 1: 4
	shaft_tower	LOD 0: 8,522 LOD 1: 1,495	LOD 0: 6 LOD 1: 4

Image	Name	Triangles LOD 0-2	Materials
	tsm	LOD 0: 5,738 LOD 1: 3,058	LOD 0: 4 LOD 1: 3

This pack contains 14 models (including all LOD stages), 7 unique models (as you can see from the table above).

Additional textures for normal, height, spec and opacity maps are included (up to 1024px, vehicles up to 2048).

Many objects share the same textures to save texture memory. Most of the textures are the same like in our other industrial packs. So you can combine them easily without wasting texture memory.

Artist: Dejan and Frank

Texturing: Frank

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