



Velvet furniture

Asset List

Please create the following assets for Avakin.
Items will consist of 1 LOD with diffuse map.

Items to created

1. Velvetinterior_armchair1
2. Velvetinterior_footstool
3. Velvetinterior_sofa1
4. Velvetinterior_sofa2
5. Velvetinterior_armchair2
6. Velvetinterior_bed1
7. Velvetinterior_bed2
8. Velvetinterior_sofa3
9. Velvetinterior_armchair3
10. Velvetinterior_sofa4

Guidelines

Component limits

800 tris (MAX)

Try to make poly count as low as possible without losing quality. Smaller/ Less complicated items will be expected to have lower poly count.

Diffuse Texture: 1024x1024

No alpha transparencies. Please try to suggest transparent/ reflective surface in the diffuse map. (E.g. Wine glasses will not be transparent but may have monotone gradient to suggest glossy transparent surface in the diffuse map.)

Please Ensure:

No open edges

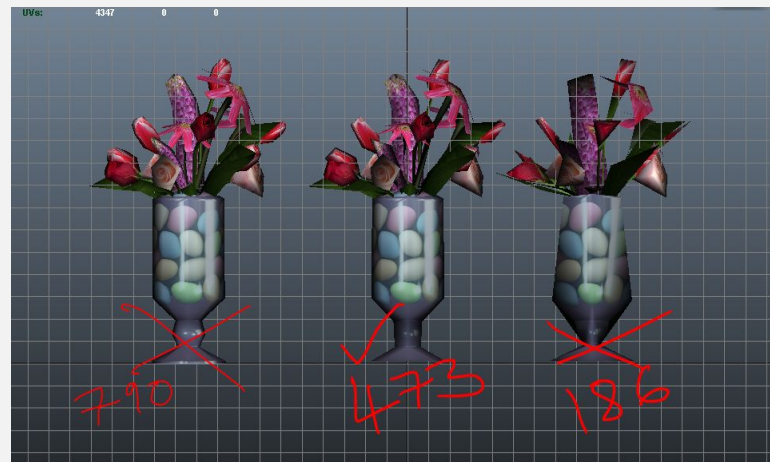
Correct smoothing groups on assets

Pivot point at lowest point of the mesh and snapped at 0,0,0 to the grid

Please ensure the style of the furniture is consistent from one object to another.

Keep items as low poly as possible. Avakin Life is a mobile game and items are normally seen on a very small screen. The lower poly you can make the asset whilst keeping the quality will allow the player to add more items to their room. For example:

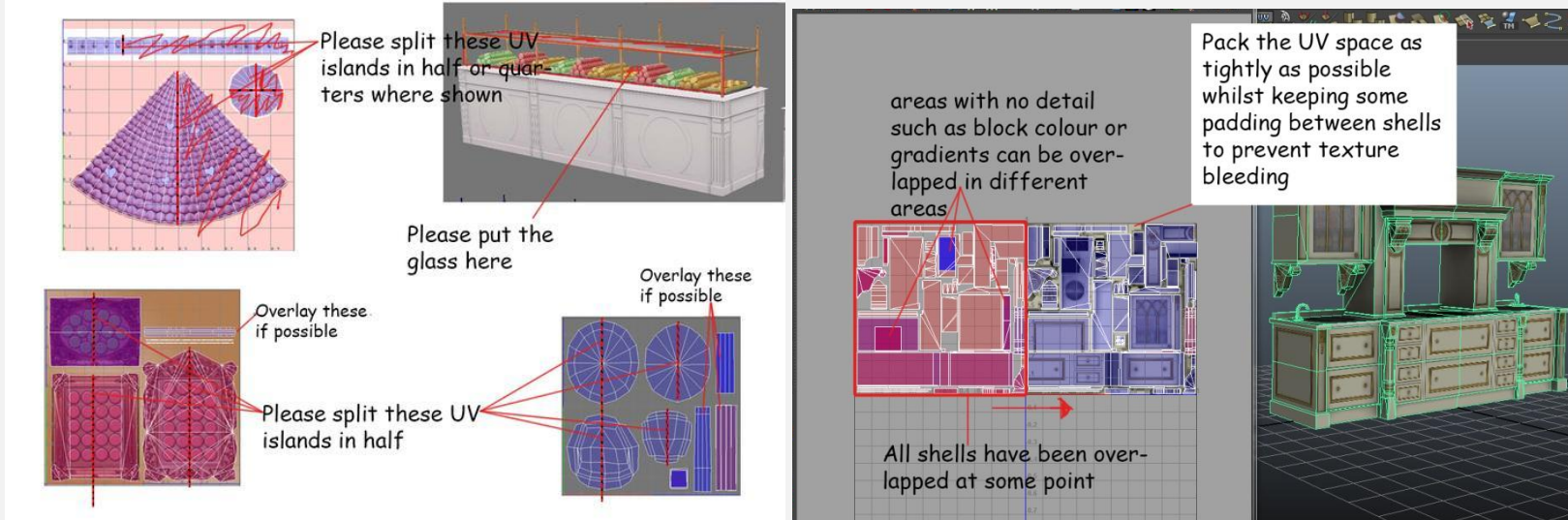
Guidelines



The image above shows the middle ground of an asset that keeps the quality of the item pretty well but reduces the poly count significantly.

UV spaces must be used to their full potential, meaning that wherever possible to overlap UV's and mirror UV's, image included below for guidance on this.

Guidelines



The image to the right above shows the middle ground of an asset that keeps the quality of the item pretty well but reduces the poly count significantly.

UV spaces must be used to their full potential, meaning that wherever possible to overlap UV's and mirror UV's, image included above on the left for guidance on this.

Velvetinterior_armchair1

Velvetinterior_footstool

Create the chair and stool
shown in silver velvet

Chair: 300 triangles

Stool: 200 triangles



Velvetinterior_sofa1

Create the sofa shown in
blue velvet. Include
cushions.

450 triangles



Velvetinterior_sofa2

Create the sofa shown in
purple velvet. Include
cushions.
500 triangles



Velvetinterior_armchair2

Create the chair shown in purple
velvet
250 triangles



Velvetinterior_bed1

Create the bed shown, with blue velvet headboard and footboard
500 triangles



Velvetinterior_bed2

Create the bed
shown, with purple
velvet bedding and
silver velvet
headboard
500 triangles



Velvetinterior_sofa3

Create the sofa shown in pink
velvet. Include cushions
400 triangles



Velvetinterior_armchair3
Create an armchair
shown in pink velvet.
Include seat cushion
250 triangles



Velvetinterior_sofa4

Create the sofa shown in pink velvet.

300 triangles

