



# Velvet furniture

## Asset List

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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

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## 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

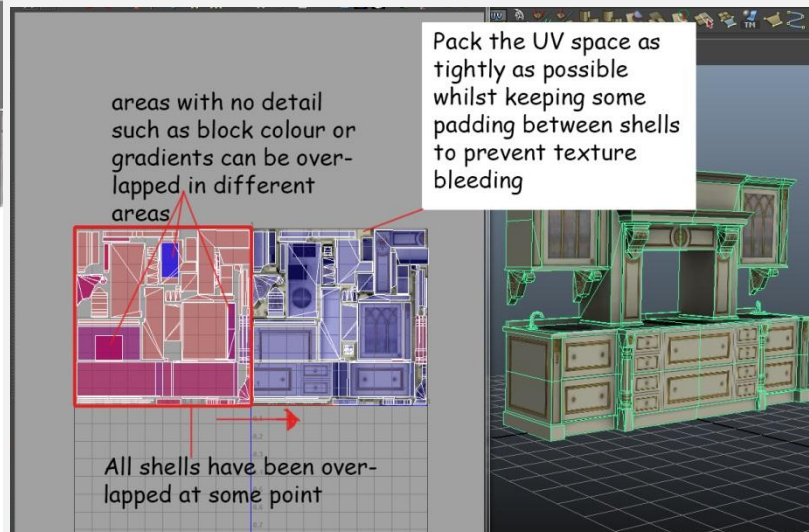
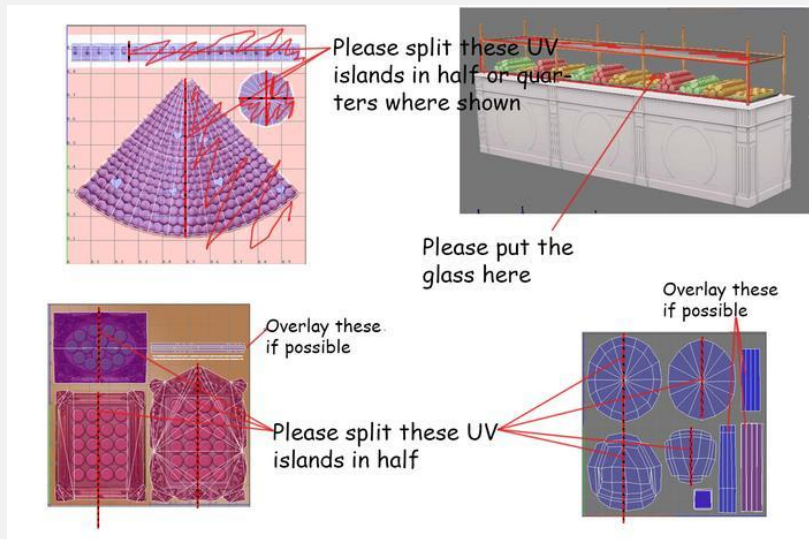
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The image above shows the middle ground of an asset that keeps the quality of the item pretty well but reduces the poly count significantly.

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

