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**CAR PACK** 

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TO INSERT ULTRA LOW 1 POLYGON ETCHUP SK ΠF  $\mathbf{N}\mathbf{N}$ CAR MO DING F. H FI E E ERS F, RE

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These ultra low polygon density cars have been developed to suit high car density scenes.

The collection includes an extra version of each, modified to highlight features and exclude window glass to serve as plastic or alloy cast miniatures for use in scale model renders.

Seats, wheels and wheel arches have been created as nested components common to each model to ensure minimal memory load when used in high density scenes.

All trim, tires and windows utilise the same SketchUp applied colours to minimise swatches to the 'in model' material palette. Car bodies are painted 'default' for car by car colour application.

The overall body geometry is strategically smoothed to best represent the vehicle model. An outer group of essential line work is reintroduced to ensure minimal detail presented to suit native sketch style image export.

When exporting scenes to render these low poly cars make for perfect proxy substitution for higher poly versions of similar sized vehicles.

A complementary twisted wire tree model is included to support scale model style renders.

- 9 ultra low polygon density SketchUp 3D car models with cast version
- Models utilise common nested components to further minimise memory load when populating car dense scenes and cityscapes
- A critical line work only group is placed over the smoothed geometry to support sketch and watercolour image export
- Perfect for proxy substitution when populating dense scenes for render
- Render as cast alloy / plastic when rendering scale model style renders
- Twisted wire tree model included to support scale model style renders
- Created for SketchUp version 6 or later

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