

Proxy Object for reference only



All written art direction, concept art, location write-up and document layout created by Morgan Ogburn, Art Director / Production Designer on BOOM /AMAZONS, a Paul Steed project.

Please make this building. The base will be hidden in fog and can be relatively simple.

Art Asset Description

This is a background building of a skyscraper. It is close to the play area.

Physical Material: Rusted steel girders, concrete, glass windows have broken in large patterns.

Proxy File: Proxy_Shanghai_Skyscraper_Main.max

Technical Specifications

Total Vertex Count:
20,000 verts (for all objects together)
+/- 1,000

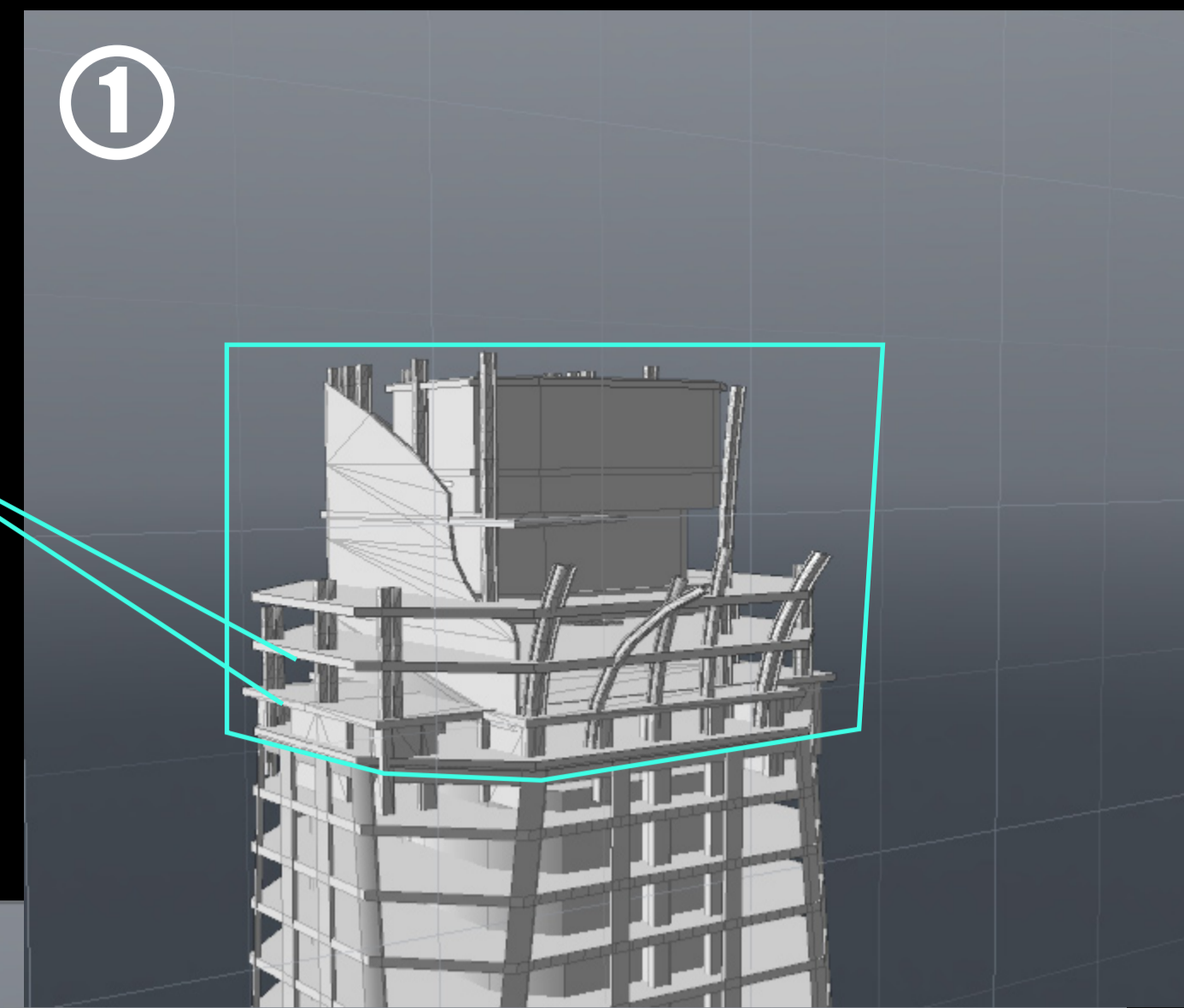
Texture Size:
2048x2048 per map.

Additional Reference

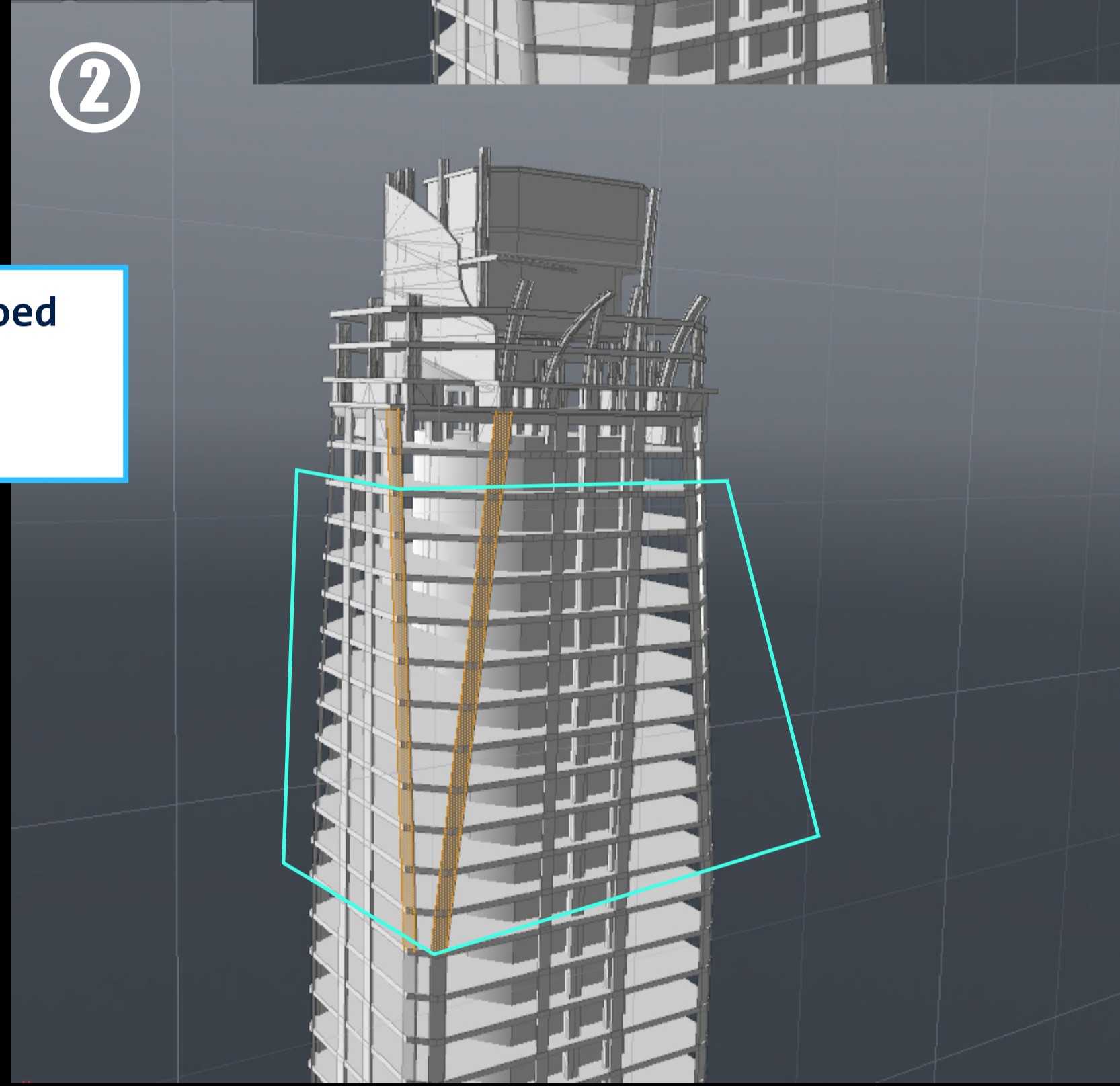


These floors are the ame object.

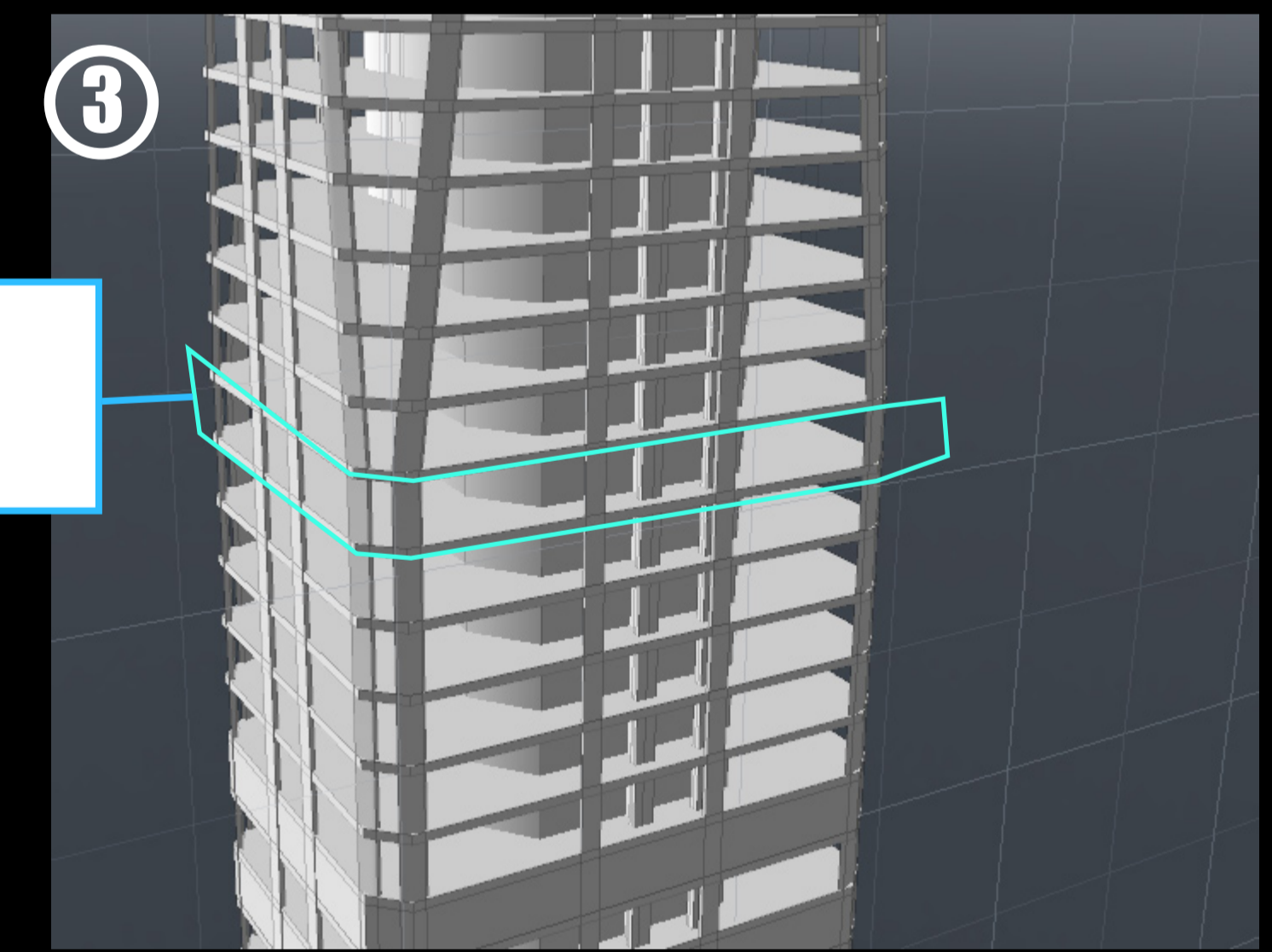
Front and back of building can share mirrored UV's.



Front and back can share mirroed UV's



The center of the bulding is made of a stack of this section



Glass is separate objects. Create in sections.

Glass on the angled section is one piece.

