

# *“Medieval Tavern”*

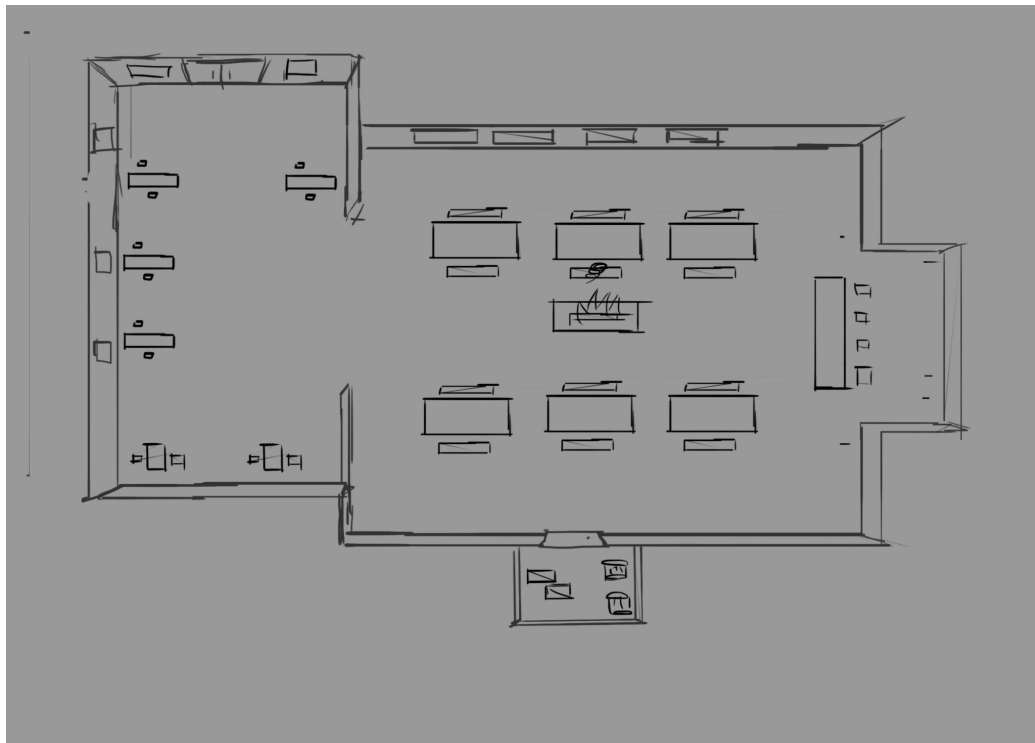
Joshua's 3DMR1 Final Project



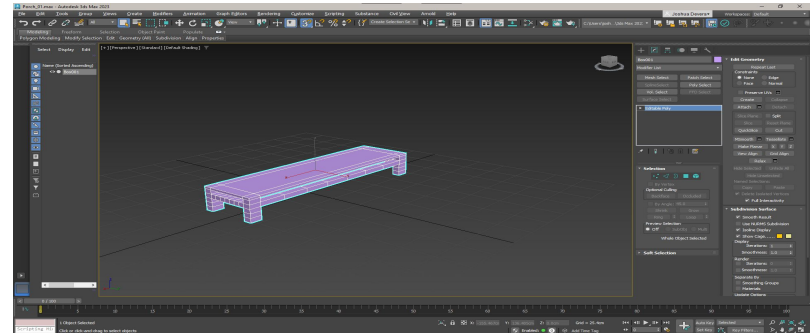
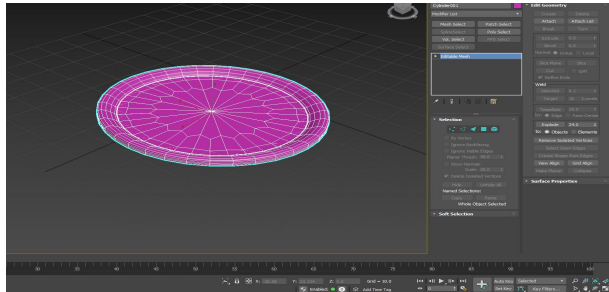
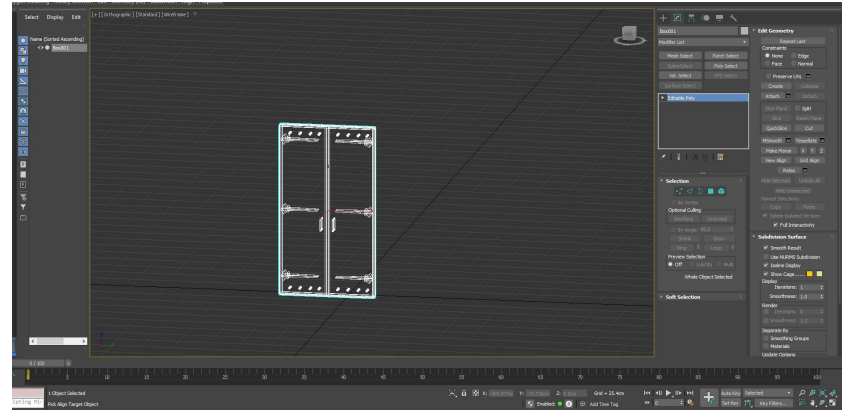
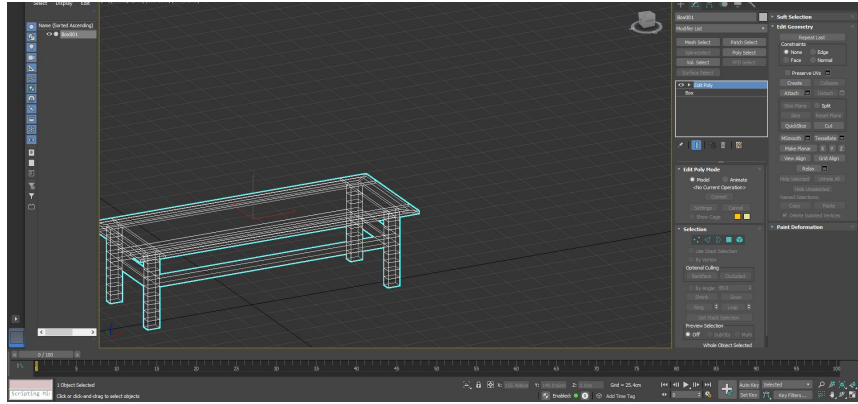
## Inspiration and reference



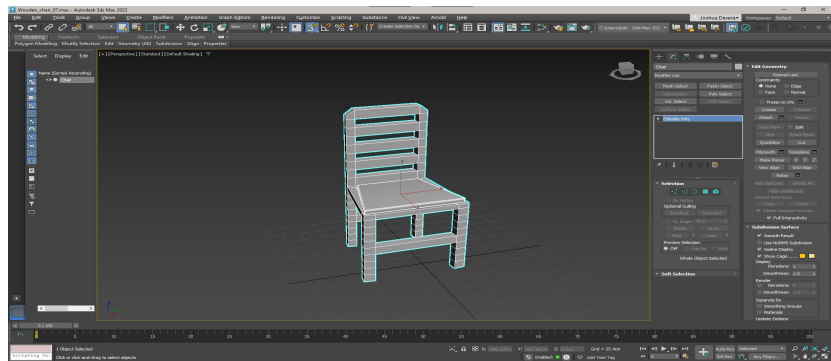
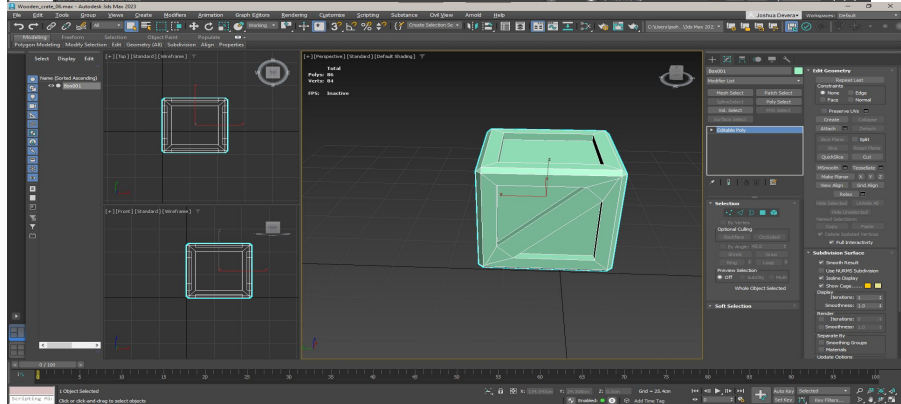
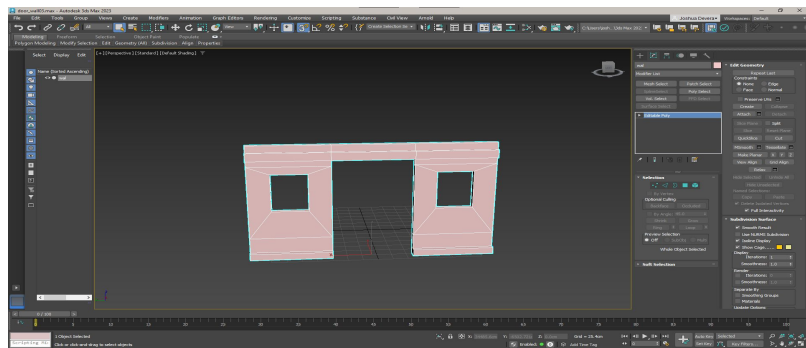
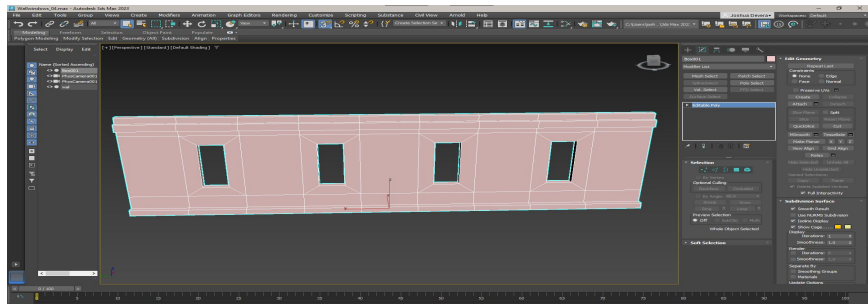
# Floorplan



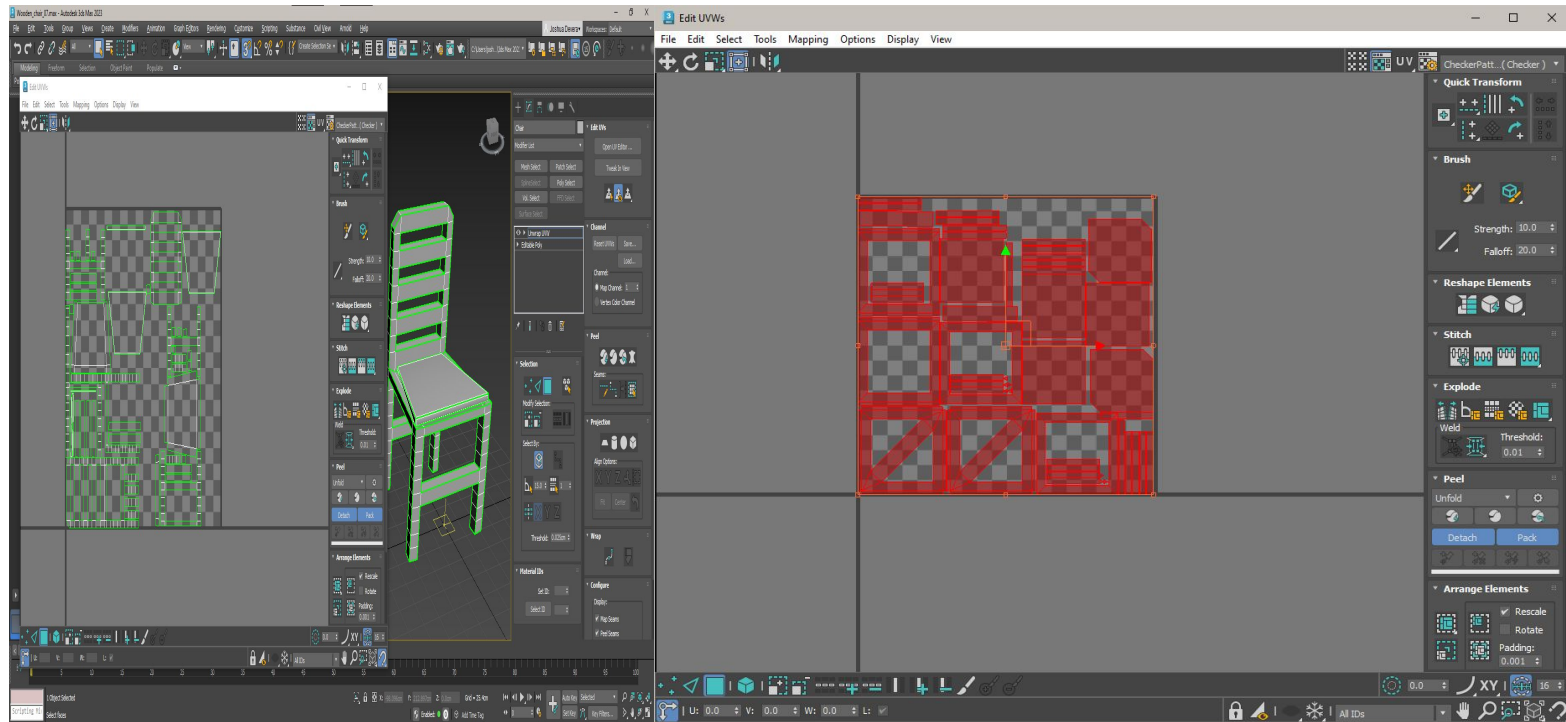
# Hard modeling



# More hard modeling

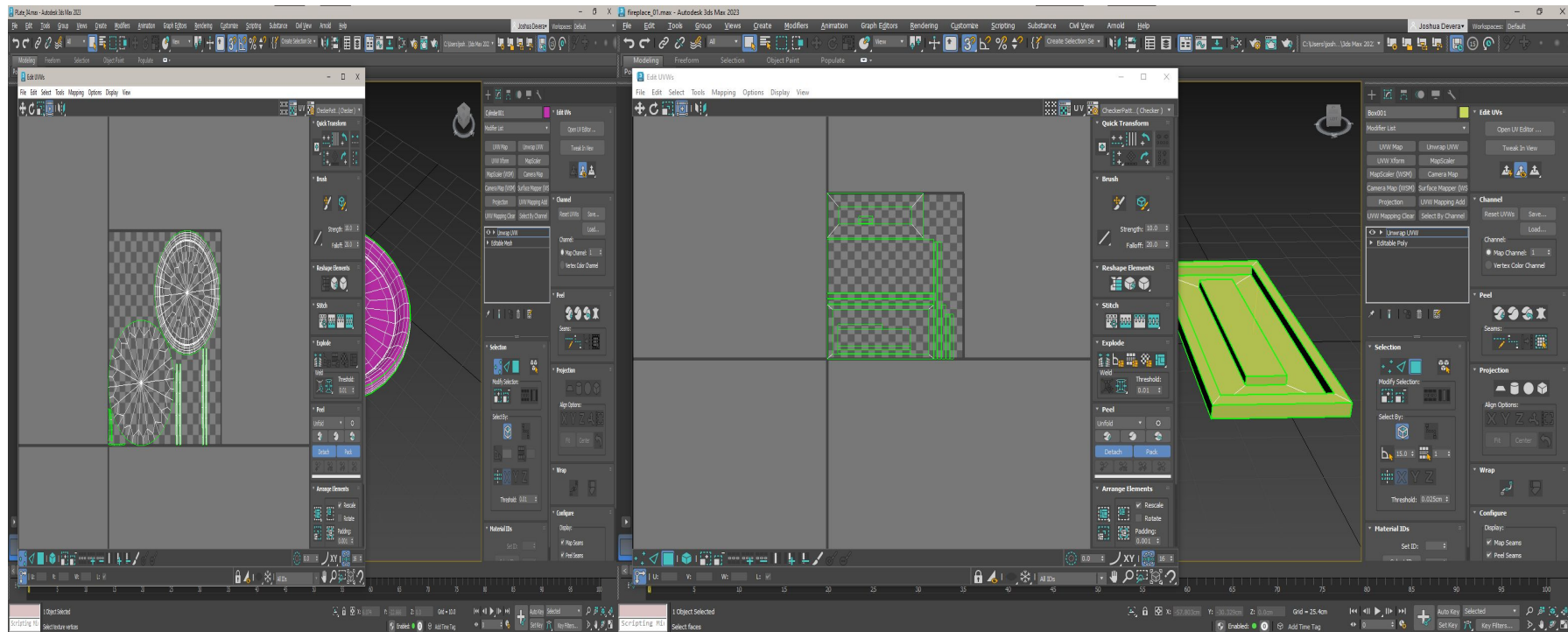


# UV unwrapping

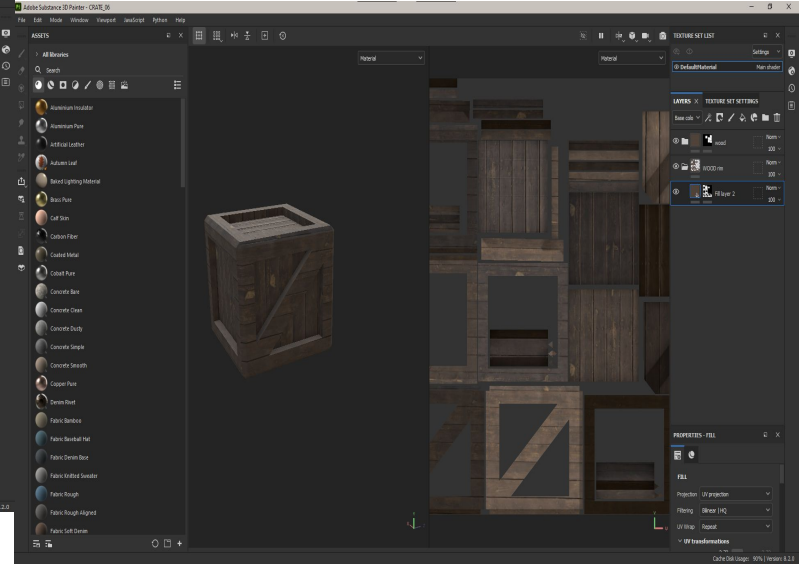
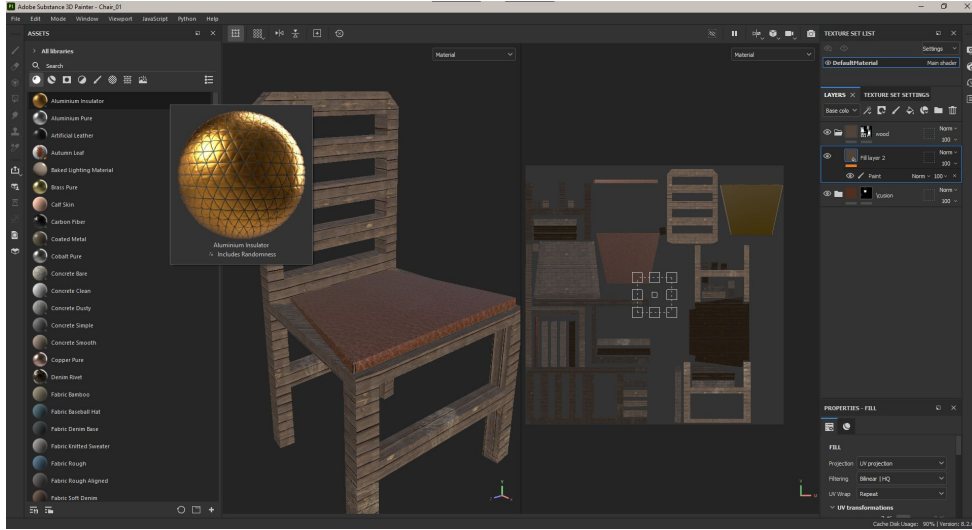




# More UV unwrapping

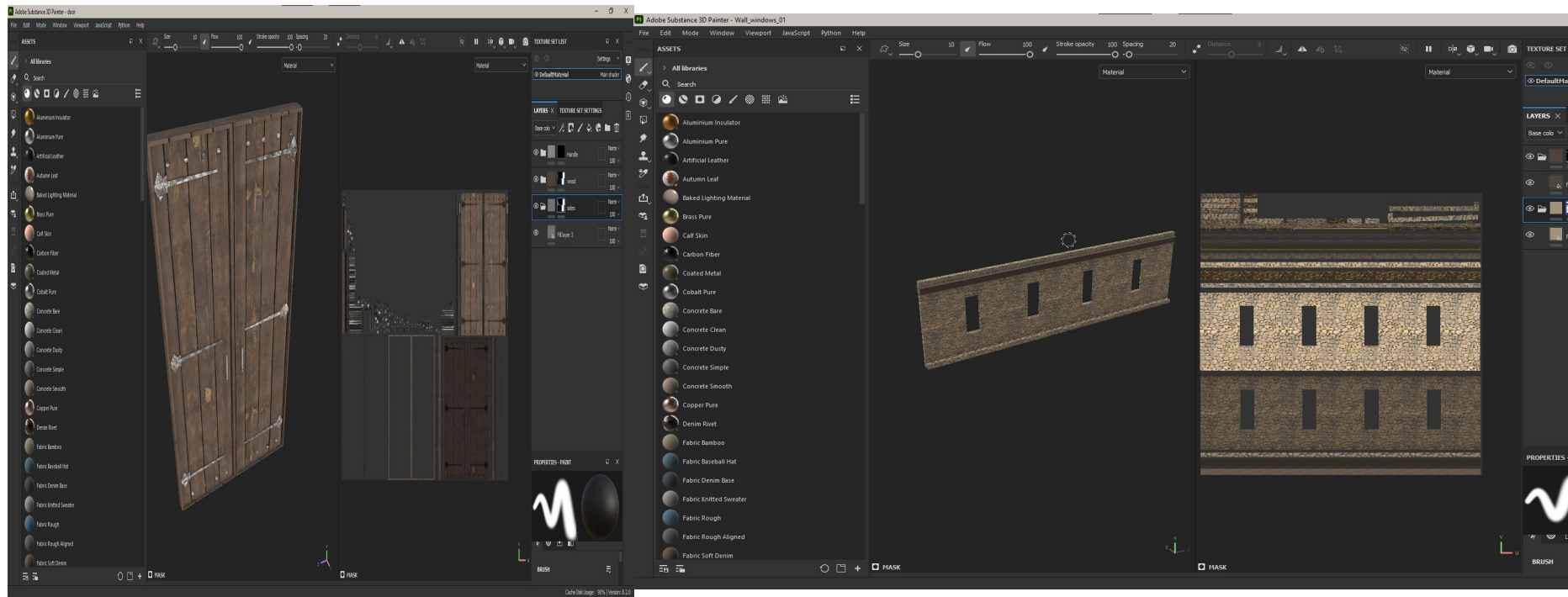


# Texturing





# Texturing



# UNITY



The screenshot displays the Unity 2021.3.1f1 interface. The main view shows a 3D scene of a medieval restaurant with a stone building, wooden shutters, and a wooden bench. The Inspector panel on the right shows the selected 'Terrain' object with its Transform properties:

- Tag: Untagged
- Layer: Default
- Static: ☒
- Transform:
  - Position: X 0, Y 7, Z 0
  - Rotation: X 90, Y 0, Z 0
  - Scale: X 0.74, Y 1, Z 1
- Terrain:
  - No tool selected
  - Please select a tool
  - Terrain Collider: ☒
    - Add Component



# Unity



