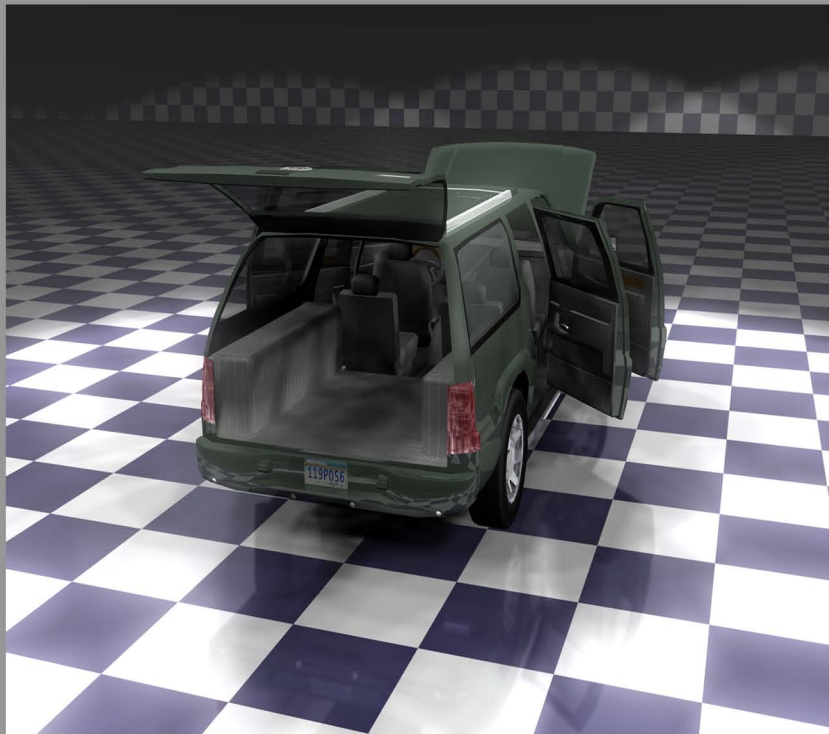
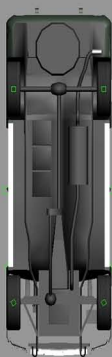


30 VEHICLE JAMES THOE MOTORSPORTS

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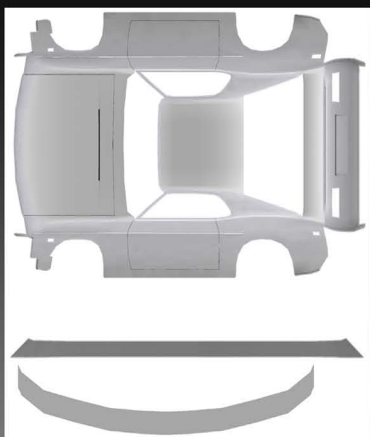
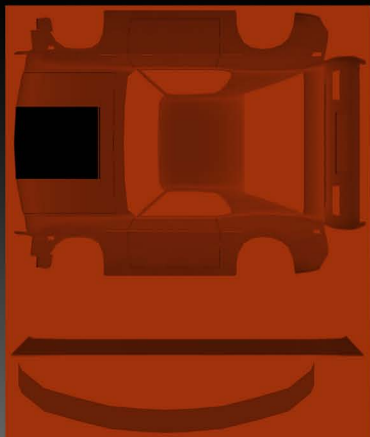
*Above: Showing Off Animatable Objects  
Right: Wireframe Shot, the overall vehicle is  
32,056 triangles*



*Clockwise Left to right:  
Escalade Bottom, Normal  
Naked and WireFrame*







## 70s Vehicle UV Unwraps and TextureMaps

70s Car Knockoff

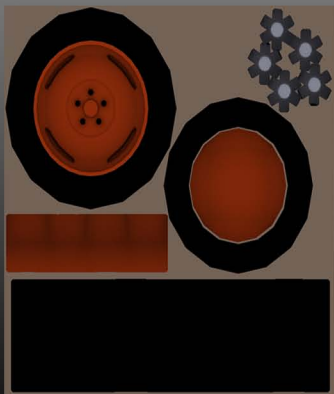
Above: Body Diffuse Map

Above Right: Body Specular Map

Below Left: Wheel Diffuse Map

Below Right: Wheel Diffuse Specular Map

Opposite Page: Completed Vehicle Exterior  
Textured and UnWrapped

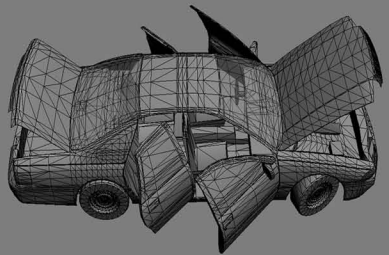
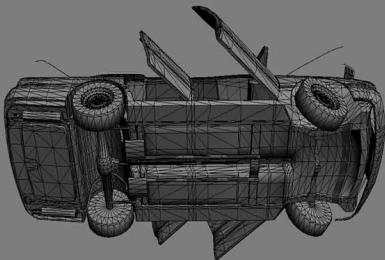






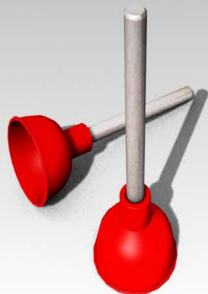
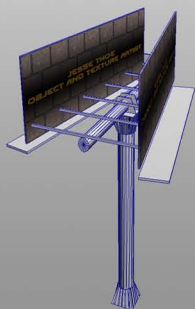
*Chevrolet Caprice made for GTA: San Andreas  
Clockwise from upper left: Normal car, Damaged,  
Posed, Naked (movable objects hidden),  
Page to right: Finished Car in game.  
Below: Wire frame shots from 3dsmax, bottom, and Top views.*

*The finished vehicle is 30,000 triangles with normal, damaged, and LOD models.*





*Props And Architecture - Game Models*



*Upper Right: Crate Package Front*

*Above: Crate Package Rear*

*Lower Left: Plunger Model*

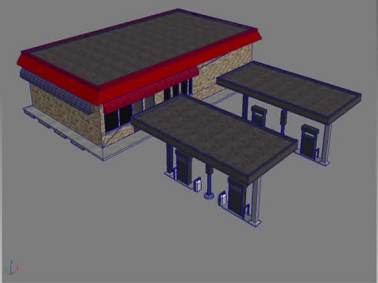
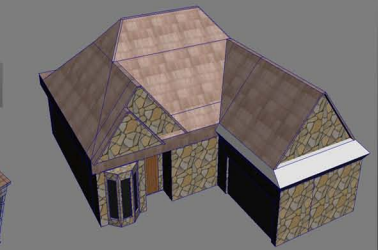
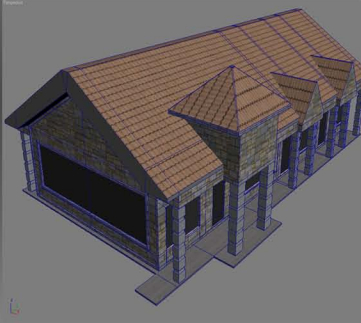
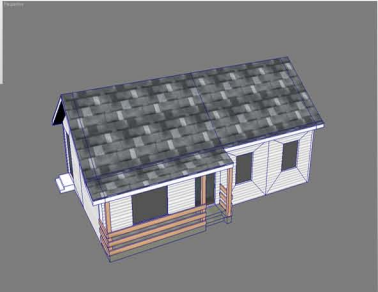
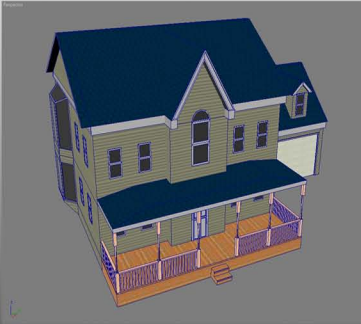
*Lower Middle Left: U.S. Mailbox, and lamppost*

*Upper Middle Left: Large Advertising Billboard*

*Opposite Page: Prop models combined with vehicles  
in a mock-scene*



*Props and Architecture Continued - Architecture  
Game Models*



*Left Column:High-Class residential Housing  
and a small commercial building.*

*Right Column:Small Residential and Medium Residences  
and a gas station model.*

*All Images are 3dsMax Viewport Shots*

*Following Page:Several Buildings as arranged in a mock scene*



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