

## **Proposed Prop/Texture List**

### **'Modern Archaeological' Prop Assets:**

- 1) Paint Brush
- 2) Trowel
- 3) Clipboard
- 4) Pencil
- 5) Notebook
- 6) Measuring Tape
- 7) Tool Case
- 8a) Total Station
- 8b) Tripod

### **'Modern Tool' Prop Assets:**

- 1) Petrol Generator
- 2) Work Light (Twin)
- 3) Work Light (Portable/Floor)
- 4) Light (Handheld)
- 5) Jerry Can
- 6) Backpack
- 7) Rope
- 8) Storage Box

### **'Ancient' Prop Assets:**

- 1a) Columns
- 1b) Column (Broken)
- 2a) Egyptian Statue
- 2b) Egyptian Statue (Broken)
- 3) Sarcophagus
- 4a) Wooden Torch (Standing)
- 4b) Wooden Torch (Handheld)

### **Environment Textures:**

- 1a) Sandstone Wall Texture
- 1b) Sandstone Wall Texture (Damaged)
- 2a) Floor Texture
- 2b) Floor Texture (Damaged)
- 3a) Hieroglyphics
- 3b) Hieroglyphics 2
- 3c) Hieroglyphics 3
- 4a) Hieroglyphics [Image 1]
- 4b) Hieroglyphics [Image 2]
- 4c) Hieroglyphics [Image 3]

5) Generic Smooth Sandstone Texture

**'Other' Environment Prop Assets**

1a) Brick

1b) Brick (Broken)

2) Dirt Pile

3a) Human Remains 1 (Skull)

3b) Human Remains 2 (Generic Bone)