

accuratestudio.com

Code 3 LED X

Version 2.0

Credits

- Code 3 LED X modeled and textured by Cj24.

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Notes

- Accurately scaled to real dimensions.
- The normal map texture uses BC7 compression by default, which requires DirectX 11. An alternative uncompressed DirectX 10-compatible texture is included.
- LOD Polygon count:
 - Single with surface mount:
 - L0: 352
 - L1: 82
 - L2: 36
 - L3: 14
 - Stacked with surface mount:
 - L0: 658
 - L1: 114
 - L2: 52
 - L3: 20

Changelog

- 2.0:
- Remade from scratch with higher quality textures and a more accurate model.
 - Added dual stacked version.
 - Added mirror mount.
 - Added wide angle lens texture.

Files Included

- c3_ledx.yft
- c3_ledx.dds
- c3_ledx_s.dds
- c3_ledx_n.dds
- c3_ledx_emis.dds
- Lens and emissive color options
- Readme
- Pictures