

Documentation



Banks - Set 2 from DB2

(V10NDB20012)



<https://db-eep.de>



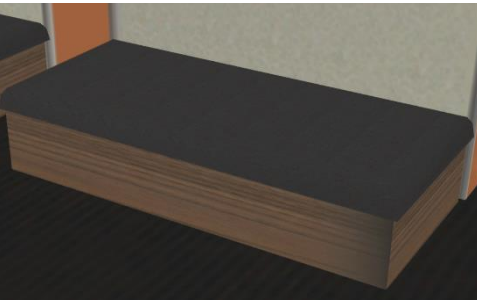

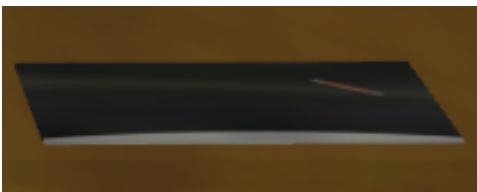
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Model overview

The "Banks - Set 2" consists of the following models:

		In real estate / trade and industry / trade and commerce	
	Bank Sparbank DB2	Ca. 40,40 x 25,40 x 27,37 m	With exchange texture
	Bank SB-Center DB2	2,86 X 3,22 x 2,70 m	With exchange texture
	Bank Schild Diskretion DB2	21 x 30 x 100 cm	
	Bank Sparbank Ber-tisch DB2	90 x 70 x 108 cm	With exchange texture

	<p>Bank Sparbank Drehstuhl DB2</p>	<p>Ca. 49 x 56 x 128 cm</p>
	<p>Bank Sparbank PC DB2</p>	<p>With exchange texture</p>
	<p>Bank Sparbank Ruhebank Textil DB2</p>	<p>180 x 80 x 40,2 cm</p>
	<p>Bank Sparbank Schubl-box DB2</p>	<p>28 x 33 x 32 cm</p>
	<p>Bank Sparbank Unterlage DB2</p>	

	<p>Schreibtisch DB2</p>	<p>180 x 100 x 72 cm</p>
<p>In Resources\ExchangeTextures\DB2\</p>		
	<p>V10NDB20012_ SparbankTT_DB2.cpt</p>	<p>Die Datei kann mit Corel-PhotoPaint einfacher bearbeitet werden, da viele Elemente auf eigenen Ebenen liegen.</p>
	<p>V10NDB20012_ SparbankTT_DB2.png</p>	
<p>In Resourcen\Blocks\Static_structures</p>		
	<p>Sparbank_DB2.bl3</p>	<p>Aufbau Bank mit Mobiliar als Stell-Vorschlag</p>

LOD - Stufen (Number of triangles)

	LOD0	LOD1	Abstand	Red.	LOD2	Abstand	Red.	LOD3	Abstand	Red.	LOD4	Abstand	Red.
Bank	8359	6687	> 80 m	20%	5065	> 220 m	60%	2121	> 330 m	75%	52	> 500 m	99%
SB-Center	320	212	> 40 m	34%	138	> 100 m	57%	22	> 300 m	93%			
Abstandhalter	564	292	> 10 m	48%	76	> 30 m	87%	28	> 60 m	95%	0	> 400 m	100%
Beratungstisch	28	26	> 40 m	7%	18	> 100 m	36%	0	> 400 m	100%			
Drehstuhl	1233	586	> 20 m	52%	231	> 40 m	81%	94	> 80 m	92%	0	> 400 m	100%
Schreibtisch	108	40	> 40 m	63%	0	> 400 m	100%						
Schreibtischabl.	18	2	> 40 m	89%	0	> 400 m	100%						
Computer	433	257	> 40 m	41%	32	> 80 m	93%	0	> 400 m	100%			
Sitzbank	36	20	> 50 m	44%	10	> 180 m	72%	2	> 300 m	94%			
Ablagenbox	44	12	> 40 m	73%	0	> 400 m	100%						
Summe	11143	7071	> 100 m	37%	6439	> 250 m	51%	76	> 500 m	99%			

This calculation is more theoretical. Because the accessories are usually used more often, the number of triangles increases considerably from a short distance, but the percentage reduction in the different LOD levels is much greater. In addition, only the visible objects are rendered. Also distortive - for the benefit of a more effective LOD reduction, the fact that if you look at the building from the outside, accessories are already at a greater distance and are therefore already reduced.

In addition, the smaller objects are usually no longer visible from a certain point and then disappear completely (0 triangles). From a distance, the main building becomes a rather simple geometric object, which can still be seen but no longer has any details or lighting effects.

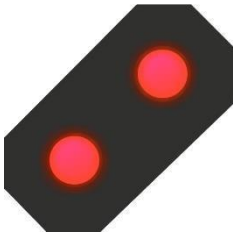
Assembly

The building and the furniture are individual objects. This has the following advantages:

- Individual composition possible
- Earlier LOD switchover for equipment
- Thus more detail on closer inspection
- Objects used indoors are rendered only if they are actually visible
- Lower computer load = higher frame rates = smoother gameplay

However, in order to make assembly quick and easy, the equipment is combined as a complete block.

ATTENTION:



If you want to subsequently place furniture, but also people, plants or other IN the bank, then the height of these objects must be 26 cm higher than the bank itself!

Features

Sliding doors

The sliding doors can be operated with a left mouse click:

Simple mouse click

The doors move by 1/18

Mouse click with the upper case button pressed

The door opens or closes completely

Mouse click with Ctrl- or Ctrl-key pressed

The running direction is reversed

All doors open and close synchronously. Slight display errors occur due to technical reasons. If you look through the bench from the outside, the inside of the doors are only displayed when the doors are open. This could theoretically be remedied, but would mean a disproportionately high load on the computer.

Of course, the doors can also be addressed via real estate contact points.

Illumination

At night the advertising, the shop windows and some windows are illuminated.

I wish you lots of fun with this set 😊

Questions, suggestions or mistakes found?

It is best to set your request in the official EEP forum:

<https://www.eepforum.de/forum/index.php?board/359-db2-dieter-bauer/>

Legal Notice

The demonstration and removal system can not be passed on as part of this set. It can be used for demonstration and demonstration purposes of all kinds, also publicly and commercially, is expressly allowed in the original state as well as further developed and / or modified.

Source for the models:

One or more textures on this 3D-model have been created with images from Textures.com. These images may not be redistributed by default. Please visit www.textures.com for more information.

Some or several textures of these 3D models have been created using graphics "[Designed by Freepik](#)".

Author

Dieter Bauer
Frauenstraße 13
89537 Giengen an der Brenz
Germany

Web: <https://db-eeep.de>

Email: dieter.bauer@db-eeep.de