

THE LOST CITY

B I G M E D I U M S M A L L

THE LOST CITY ASSET CATALOGUE

**A R T I S T
S E R I E S**

featuring
Jakub Kozłowski

Jakub Kozłowski

100+
handcrafted
3D/2D Assets

#inmylostcity

Hero Character / Mule
Hero Buildings / Modular
Buildings / Textures / Tiles

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B I G M E D I U M S M A L L
BMS
H A N D C R A F T E D 3 D A S S E T S

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HERO ASSETS

Arc dark



Arc white



HERO ASSETS

Bridge dark

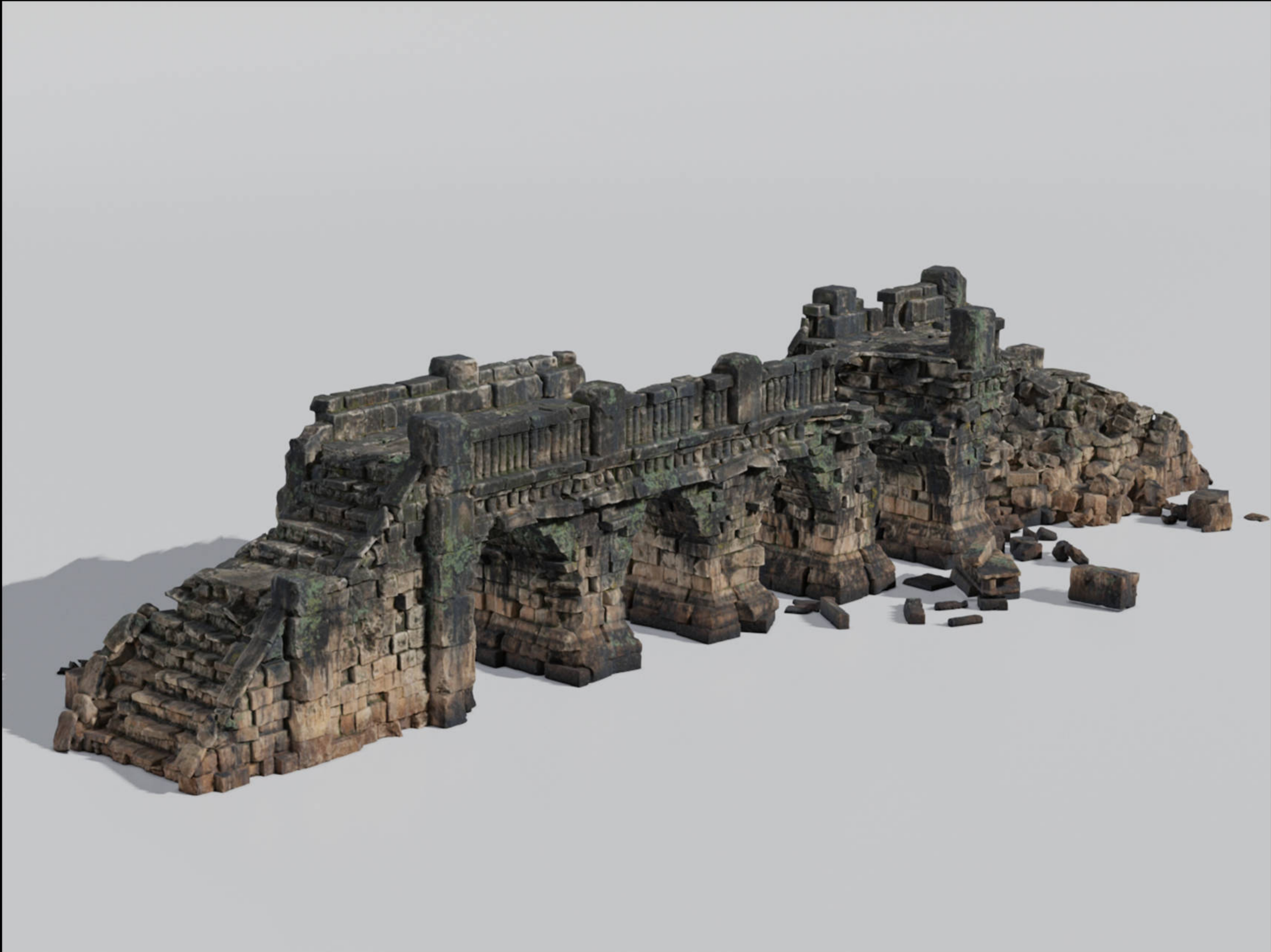


Bridge white



HERO ASSETS

Bridge Small dark



Bridge Small white



HERO ASSETS

Colonnade dark



Colonnade white



HERO ASSETS

Gates dark



Gates white



HERO ASSETS

Obelisk dark



Obelisk white



HERO ASSETS

Observatory dark



Observatory white



HERO ASSETS

Platform dark



Platform white



HERO ASSETS

Temple 01 dark

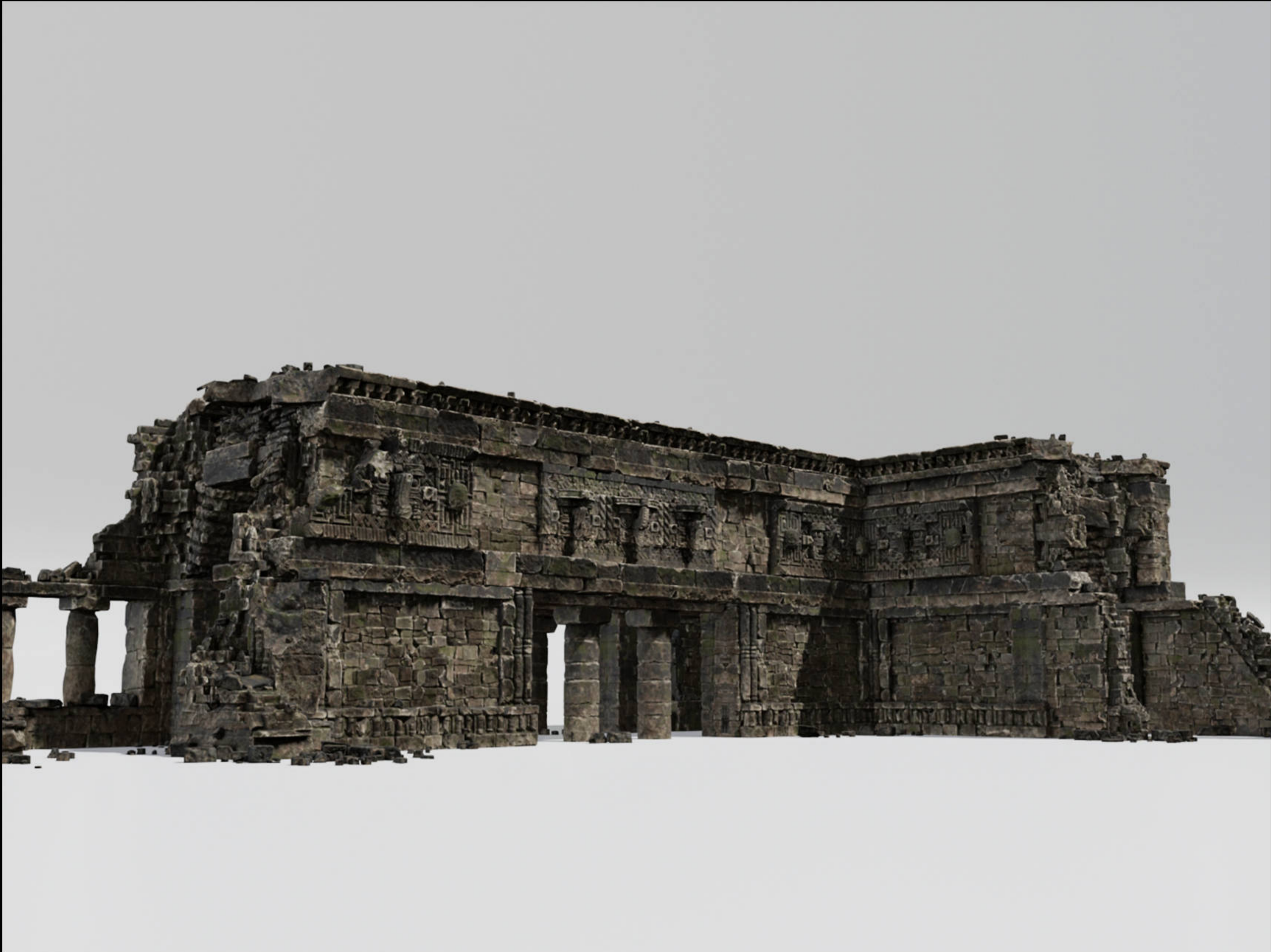


Temple 01 white



HERO ASSETS

Temple 02 dark



Temple 02 white



HERO ASSETS

Temple 03 dark



Temple 03 white



HERO ASSETS

Tower dark



Tower white



HERO ASSETS

Character



HERO ASSETS

Mule



MODULAR ASSETS

Cornice



Cornice 01 dark



Cornice 02 dark



Cornice 03 dark



Cornice 01 white



Cornice 02 white



Cornice 03 white



Cornice 04 dark



Cornice 05 dark



Cornice 06 dark



Cornice 04 white



Cornice 05 white



Cornice 06 white

MODULAR ASSETS

Cornice



Cornice 07 dark



Cornice 08 dark



Cornice 09 dark



Cornice 07 white



Cornice 08 white



Cornice 09 white



Cornice 10 dark



Cornice 11 dark



Cornice 12 dark



Cornice 10 white



Cornice 11 white



Cornice 12 white

MODULAR ASSETS

Elements



Calendar dark



Decoration 01 dark



Decoration 02 dark



Calendar white



Decoration 01 white



Decoration 02 white



Decoration 03 dark



Decoration 04 dark



Decoration 05 dark



Decoration 03 white



Decoration 04 white



Decoration 05 white

MODULAR ASSETS

Elements



Decoration 06 dark



Decoration 07 dark



Decoration 08 dark



Decoration 06 white



Decoration 07 dark



Decoration 08 white



Decoration 09 10 dark



Element 01 dark



Element 02 dark



Decoration 09 10 white



Element 01 white



Element 02 white

MODULAR ASSETS

Elements



Element 03 dark



Element 04 dark



Sculpture 01 dark



Element 03 white



Element 04 white



Sculpture 01 white



Sculpture 02 dark



Sculpture 03 dark



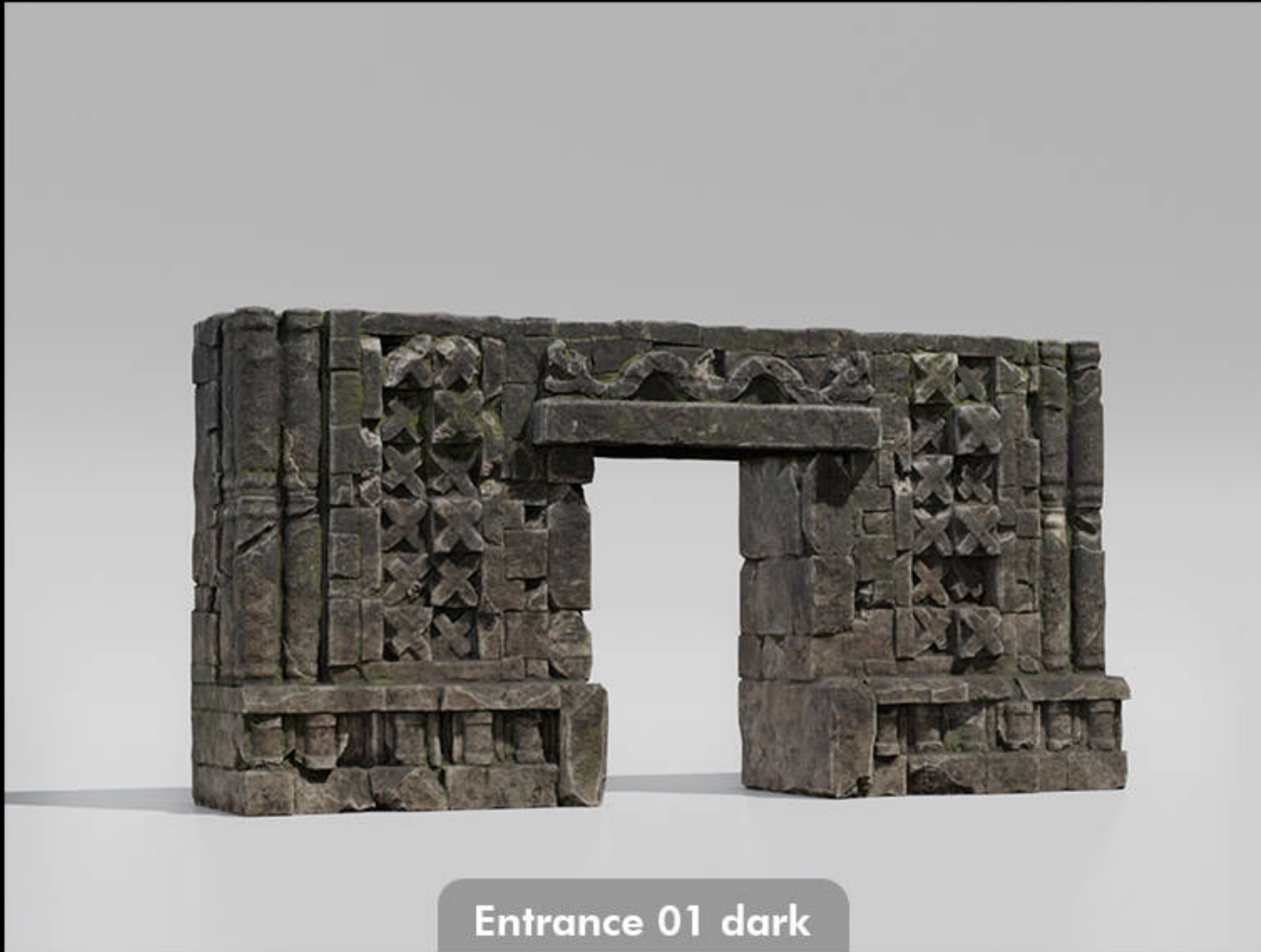
Sculpture 02 white



Sculpture 03 white

MODULAR ASSETS

Entrances



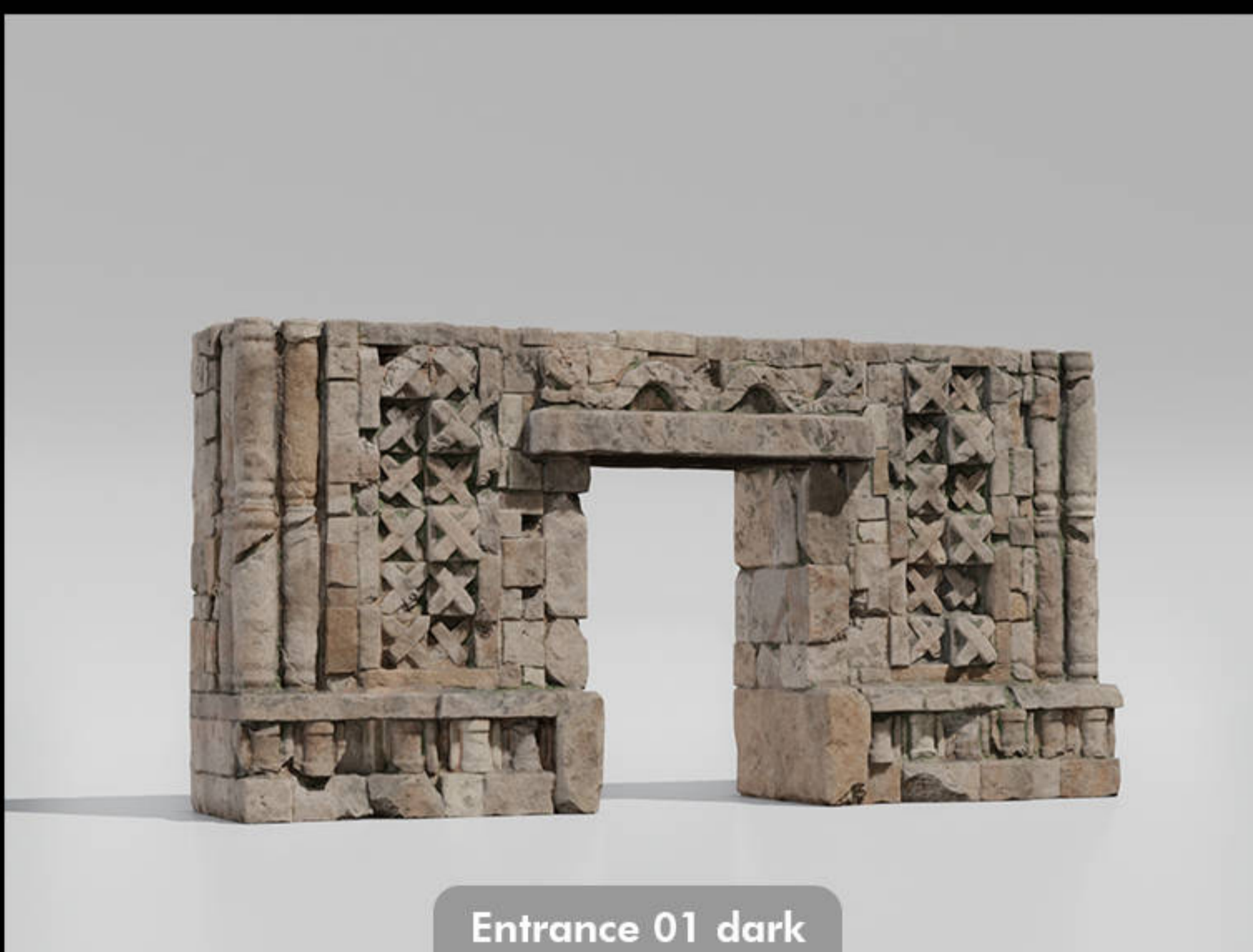
Entrance 01 dark



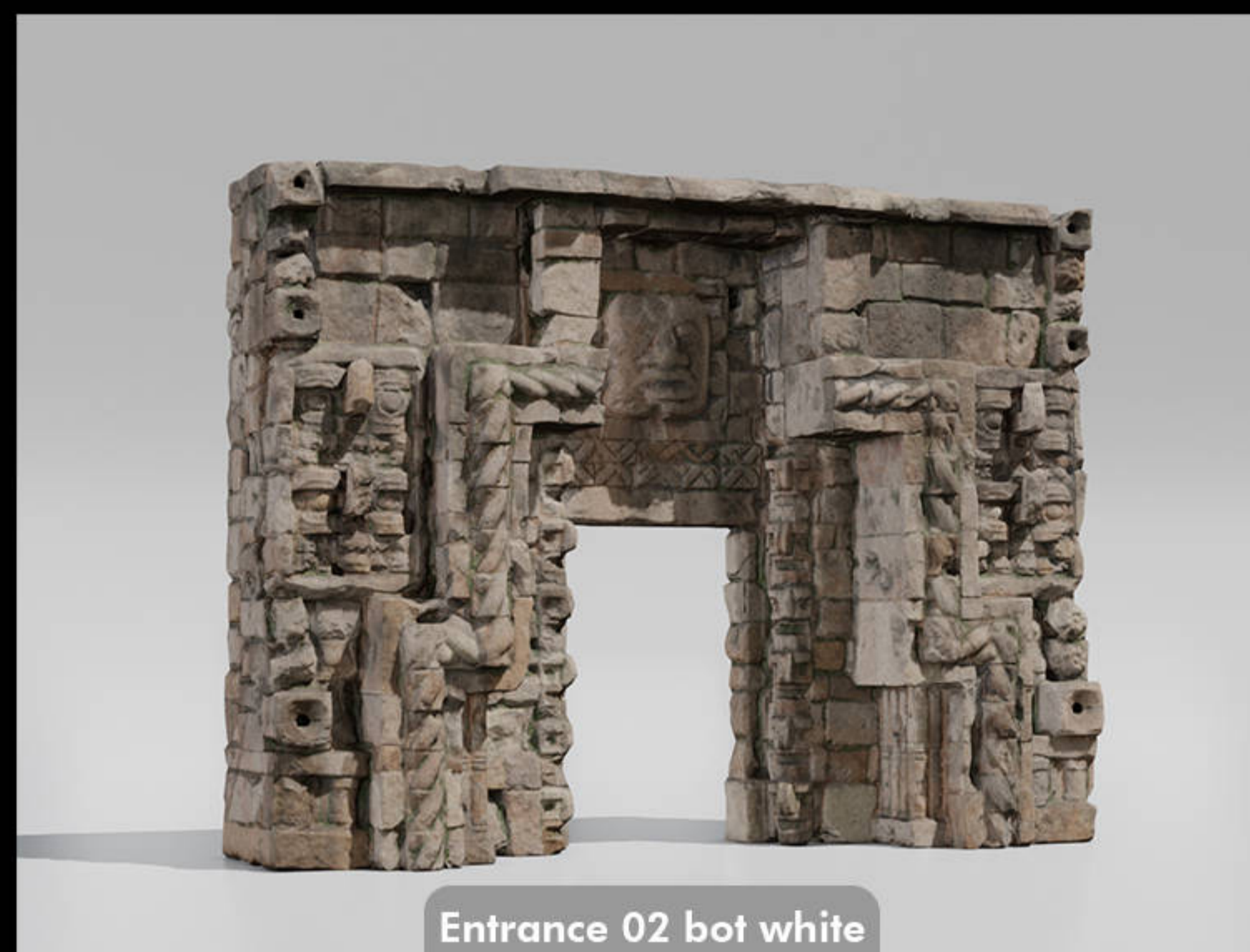
Entrance 02 bot dark



Entrance 02 top dark



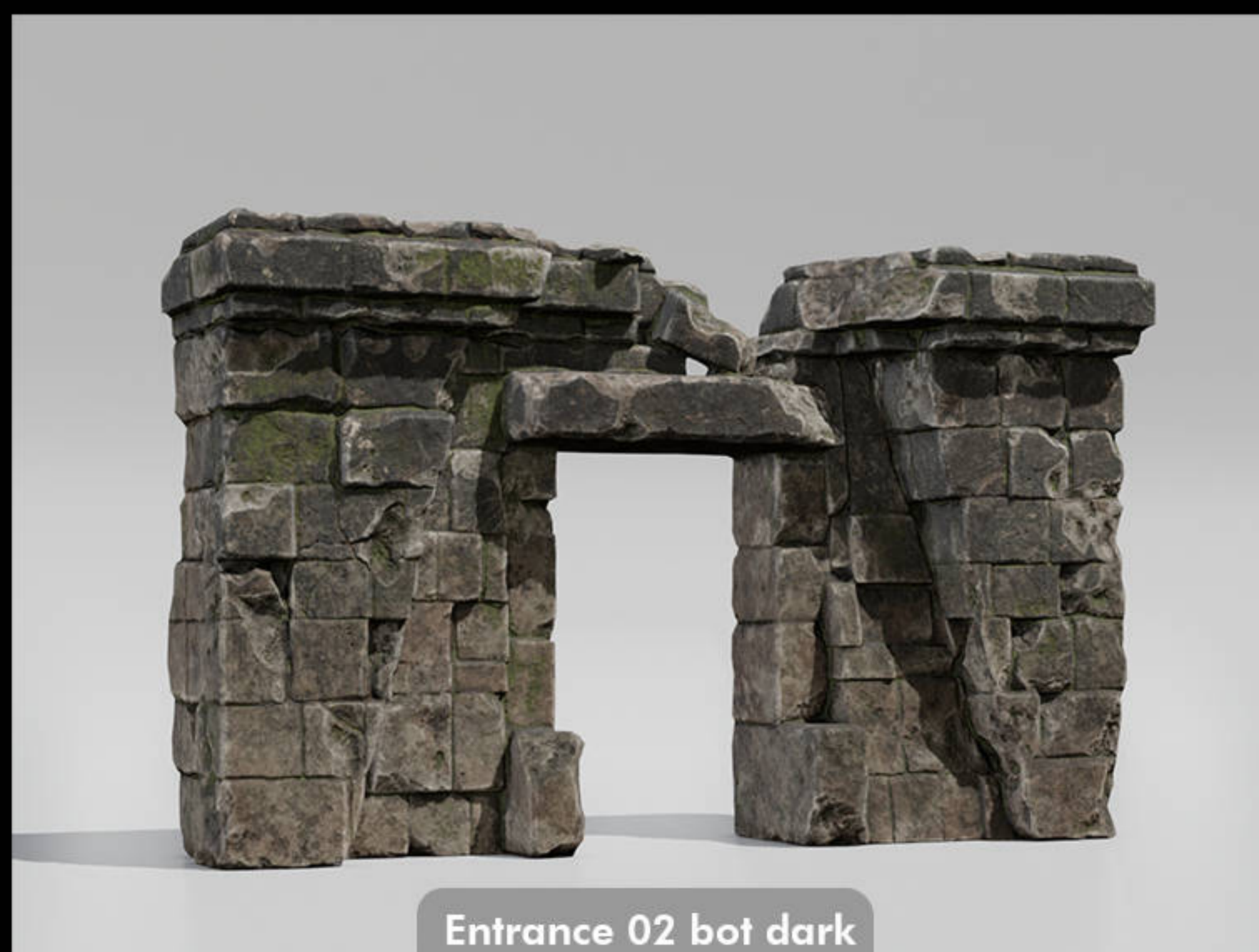
Entrance 01 dark



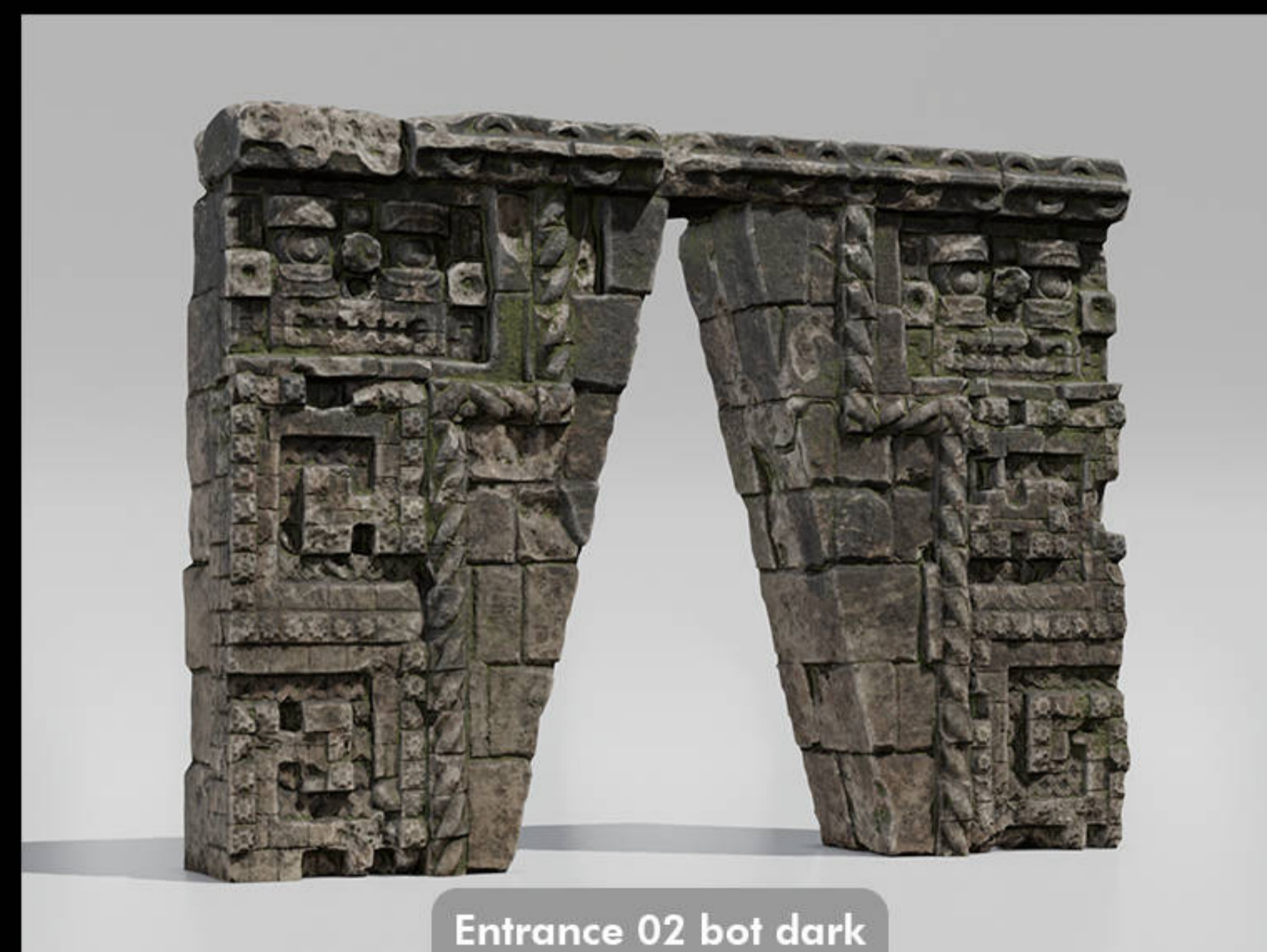
Entrance 02 bot white



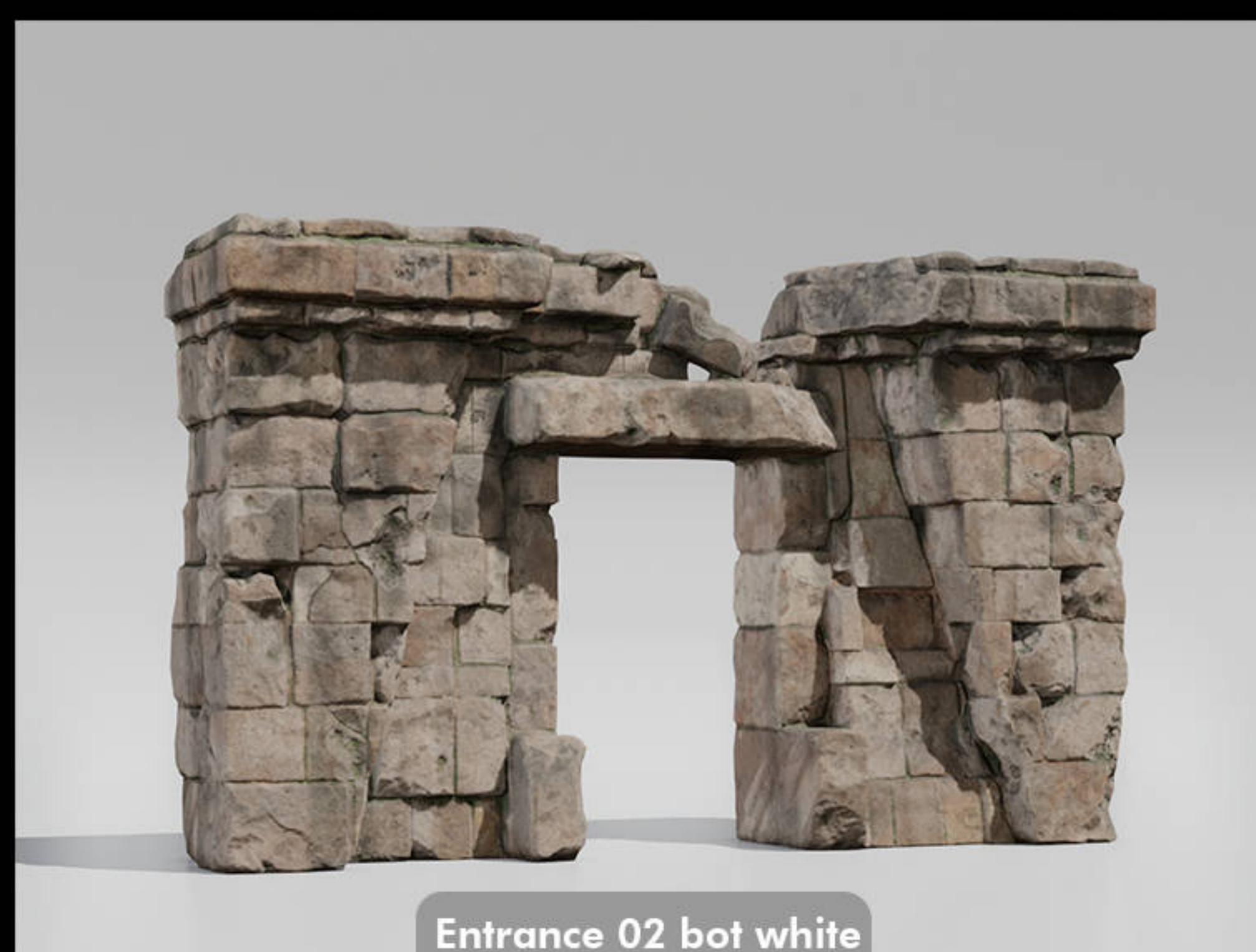
Entrance 02 top white



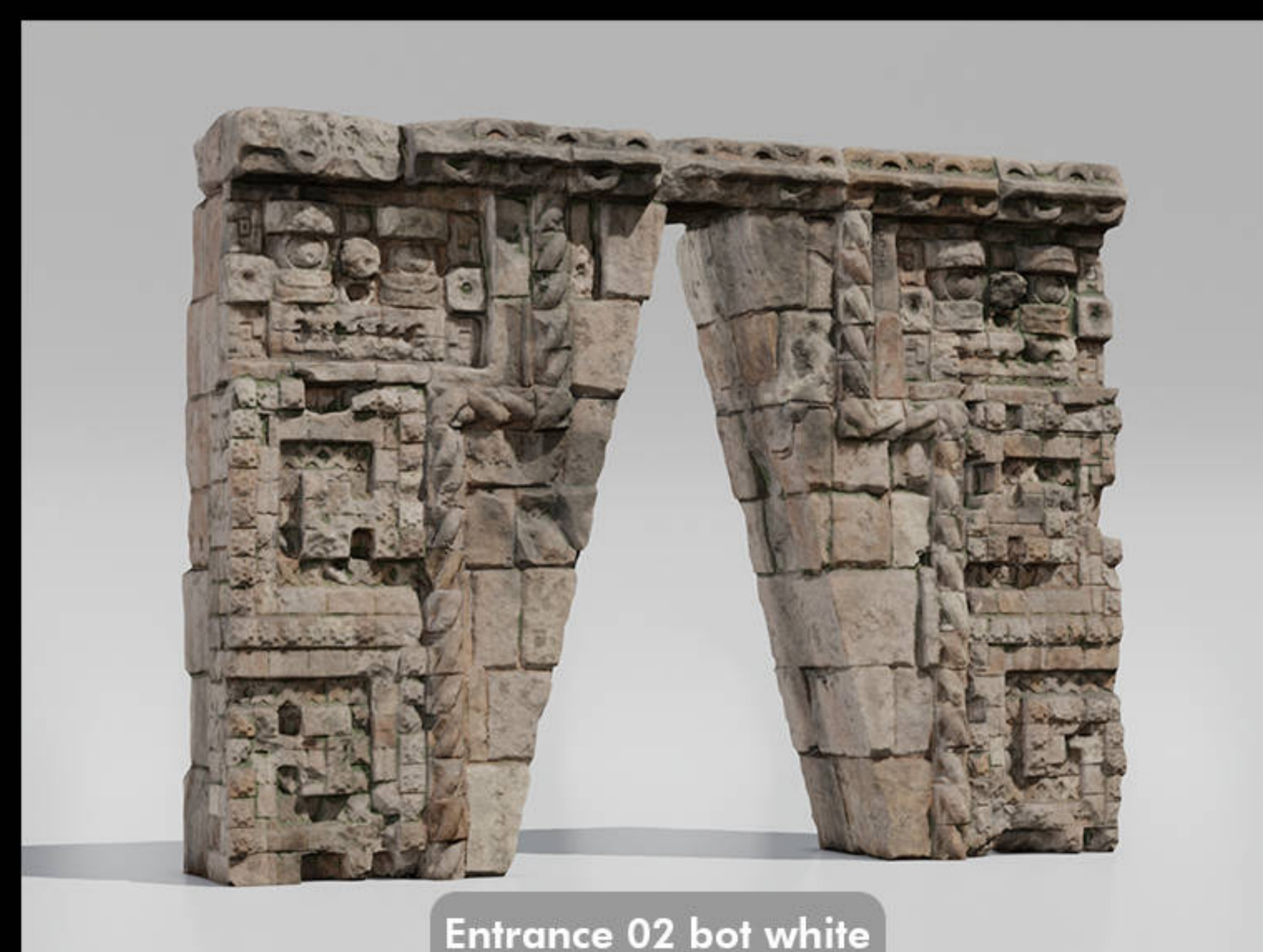
Entrance 02 bot dark



Entrance 02 bot dark



Entrance 02 bot white



Entrance 02 bot white

MODULAR ASSETS

Facades



Facade 01 mid dark



Facade 02 mid dark



Facade 03 mid dark



Facade 01 mid white



Facade 02 mid white



Facade 03 mid white



Facade 04 mid dark



Facade 05 mid dark



Facade 06 mid dark



Facade 04 mid white



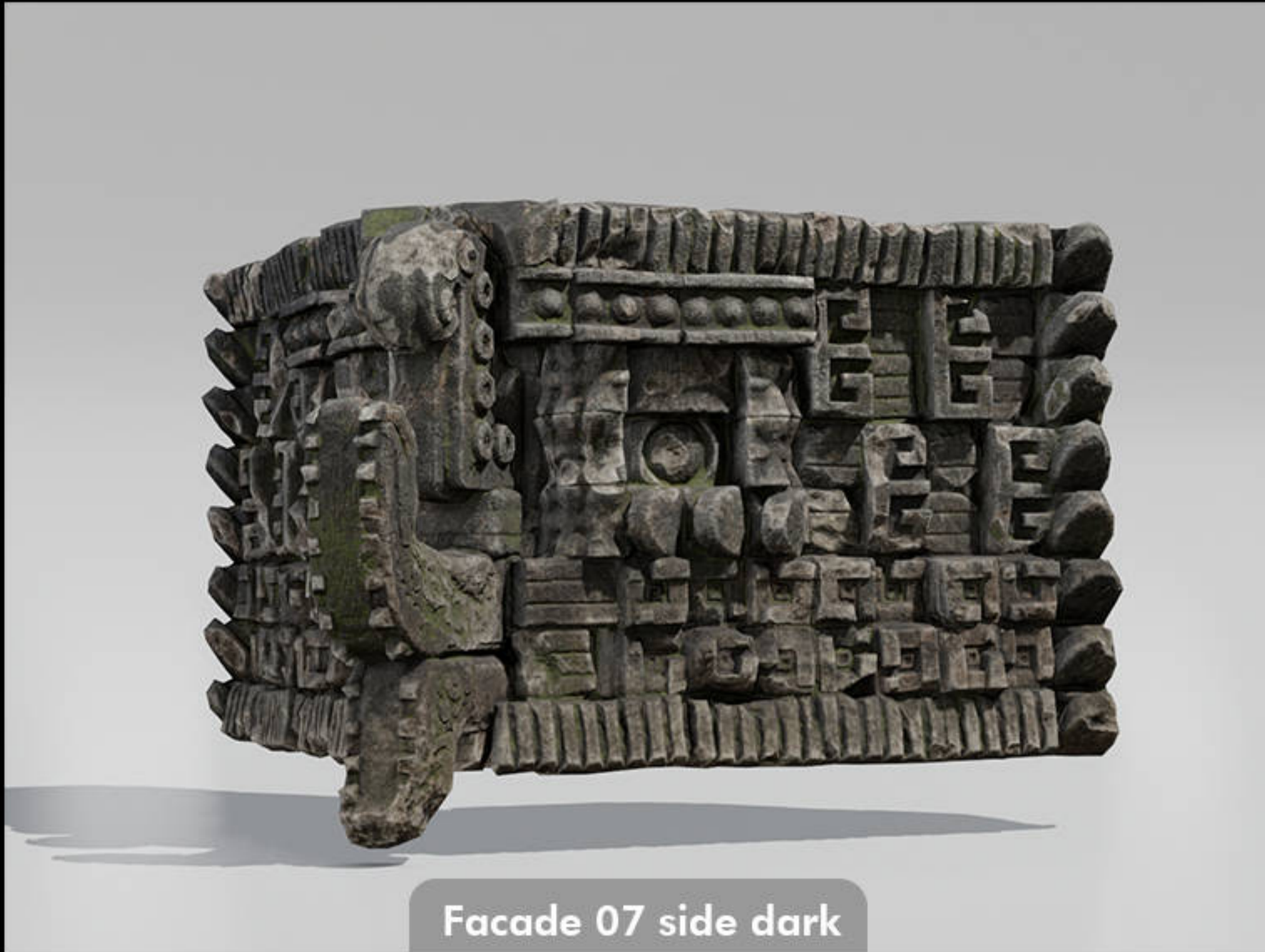
Facade 05 mid white



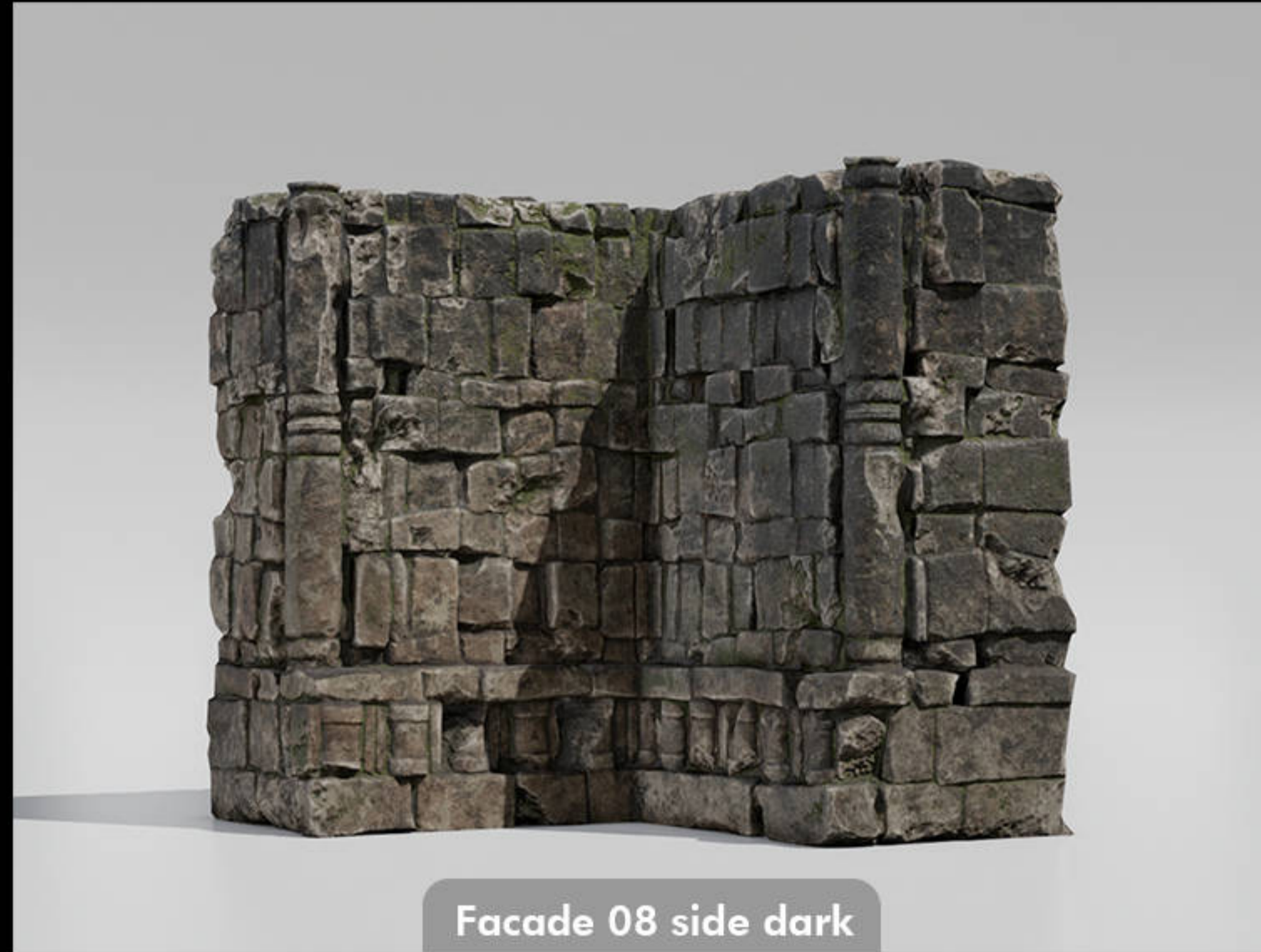
Facade 06 mid white

MODULAR ASSETS

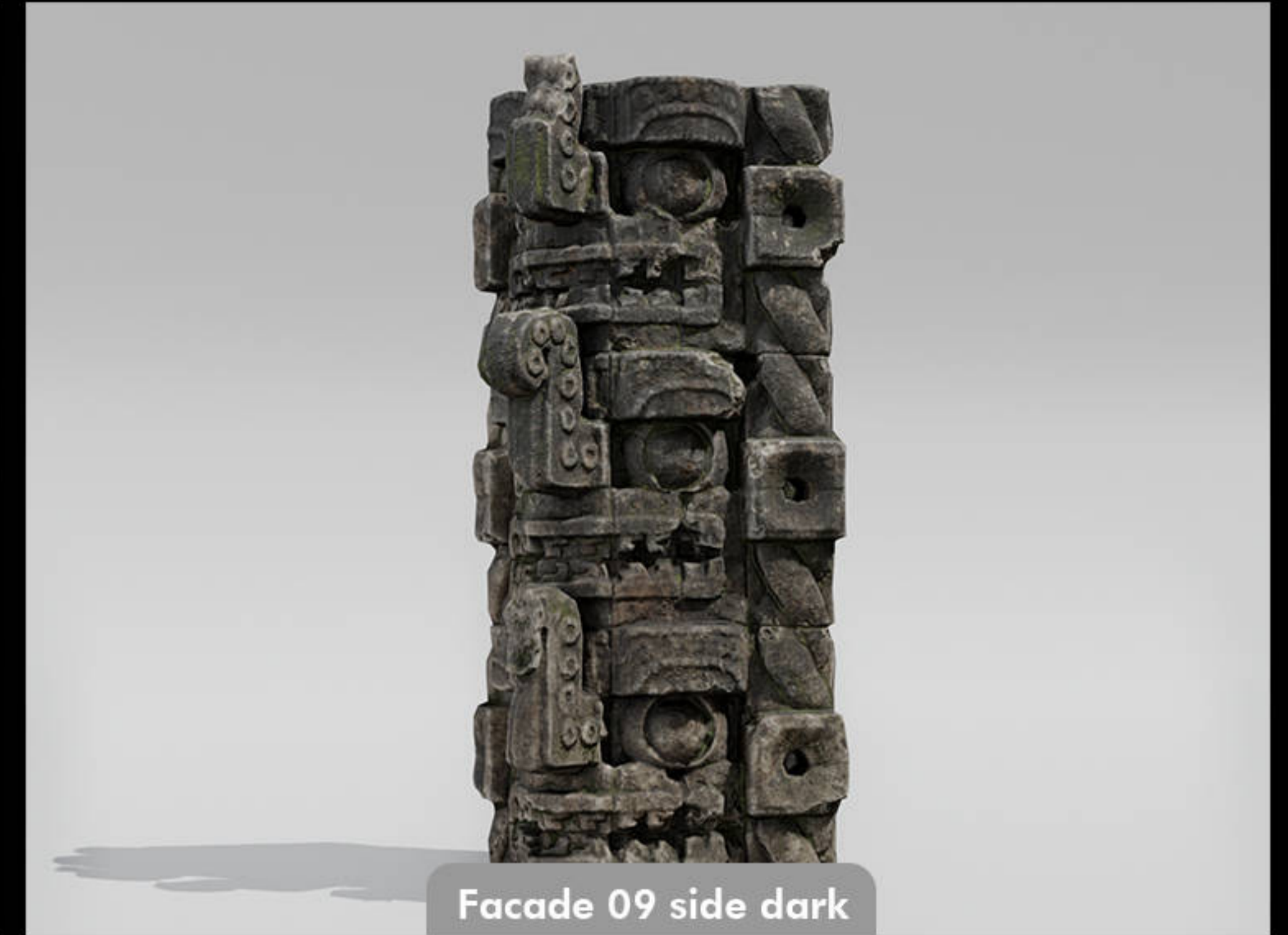
Facades



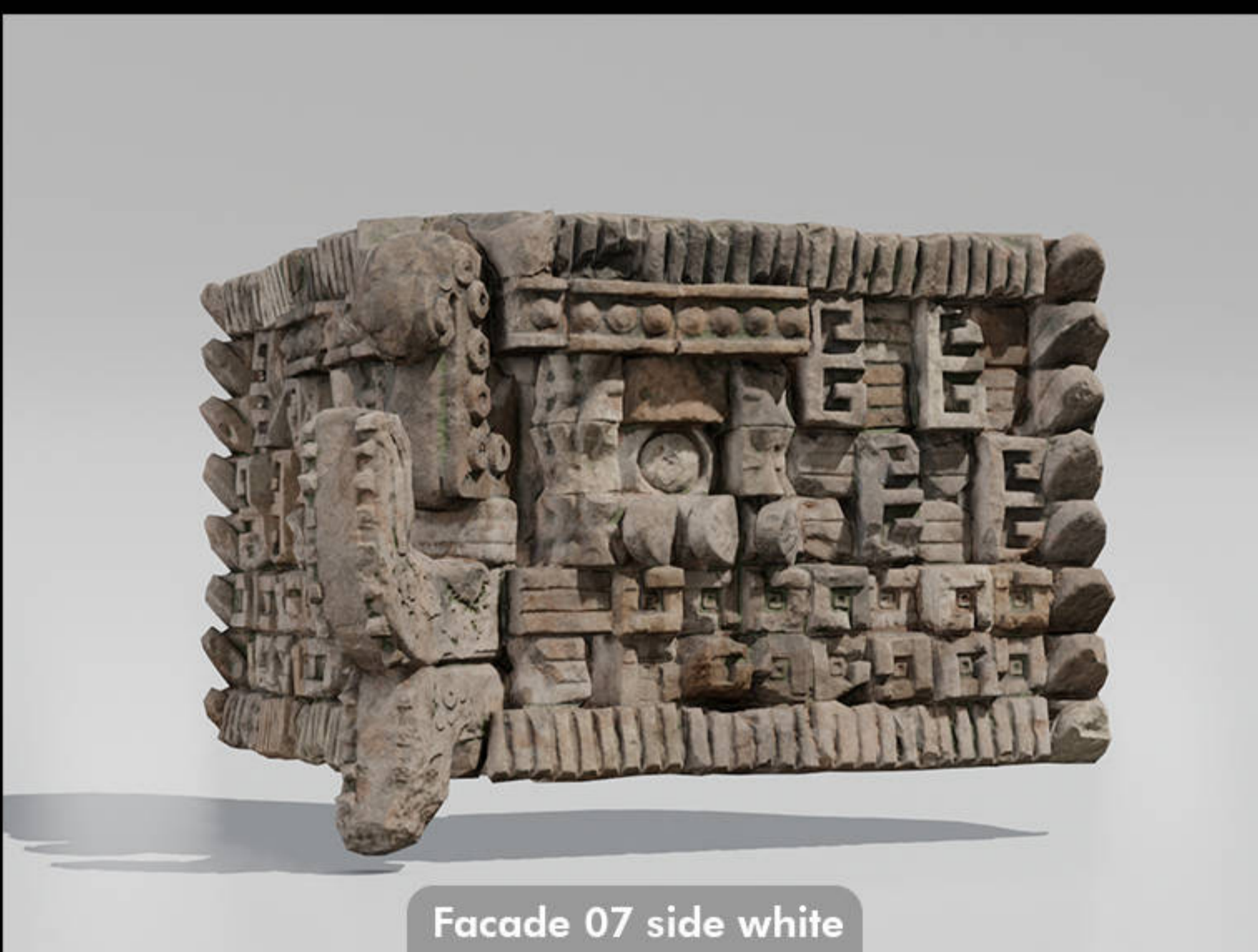
Facade 07 side dark



Facade 08 side dark



Facade 09 side dark



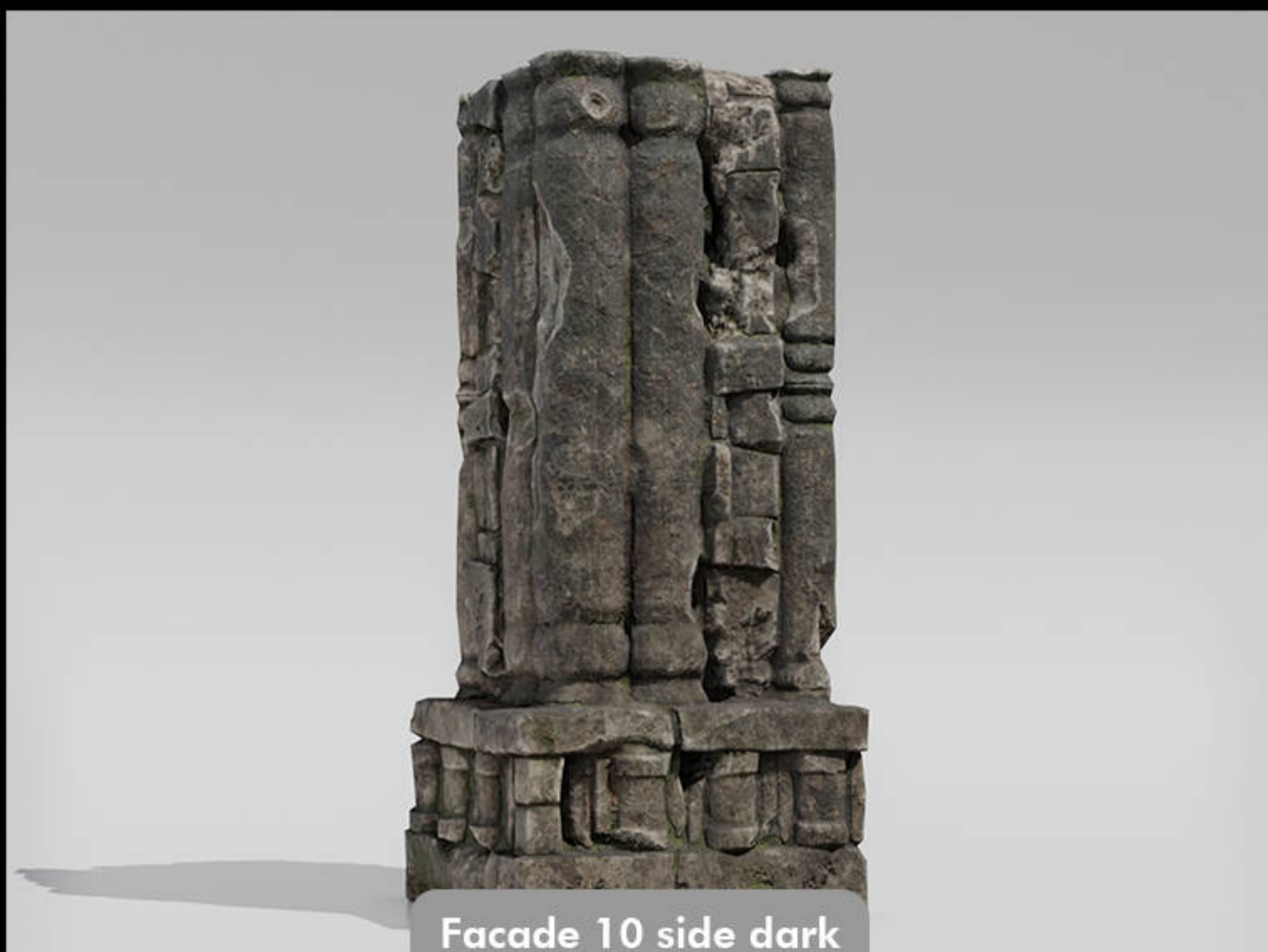
Facade 07 side white



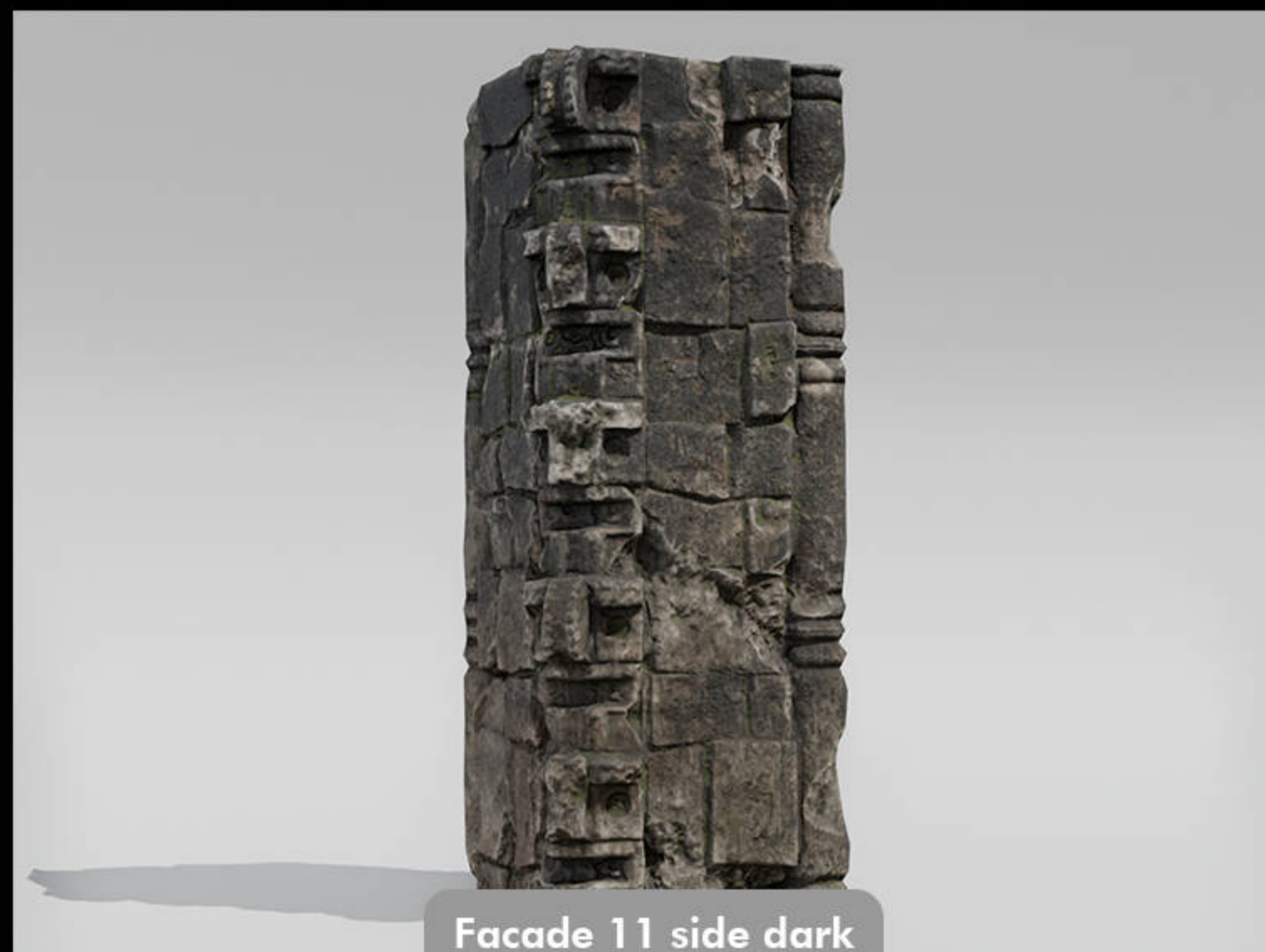
Facade 08 side white



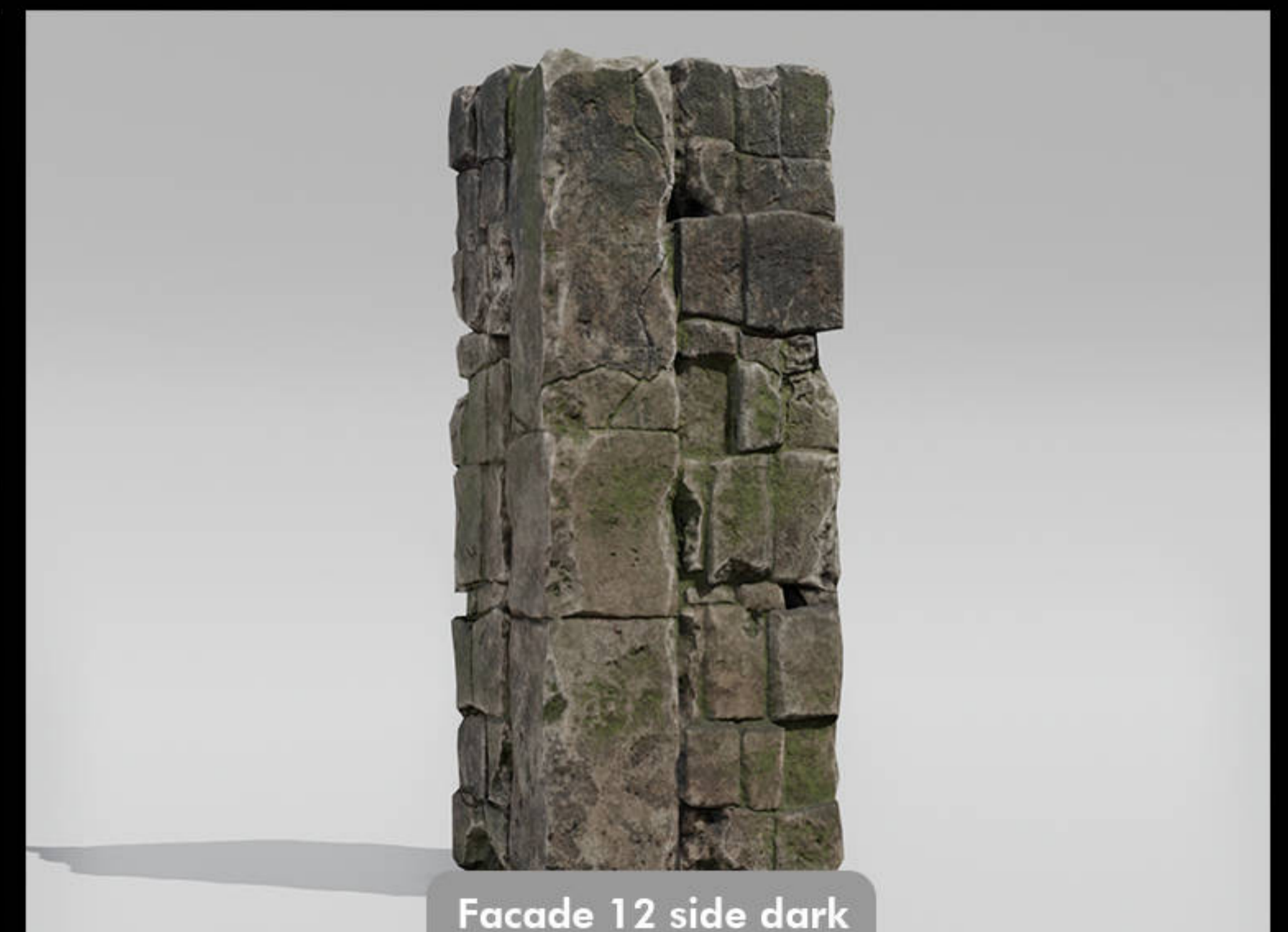
Facade 09 side white



Facade 10 side dark



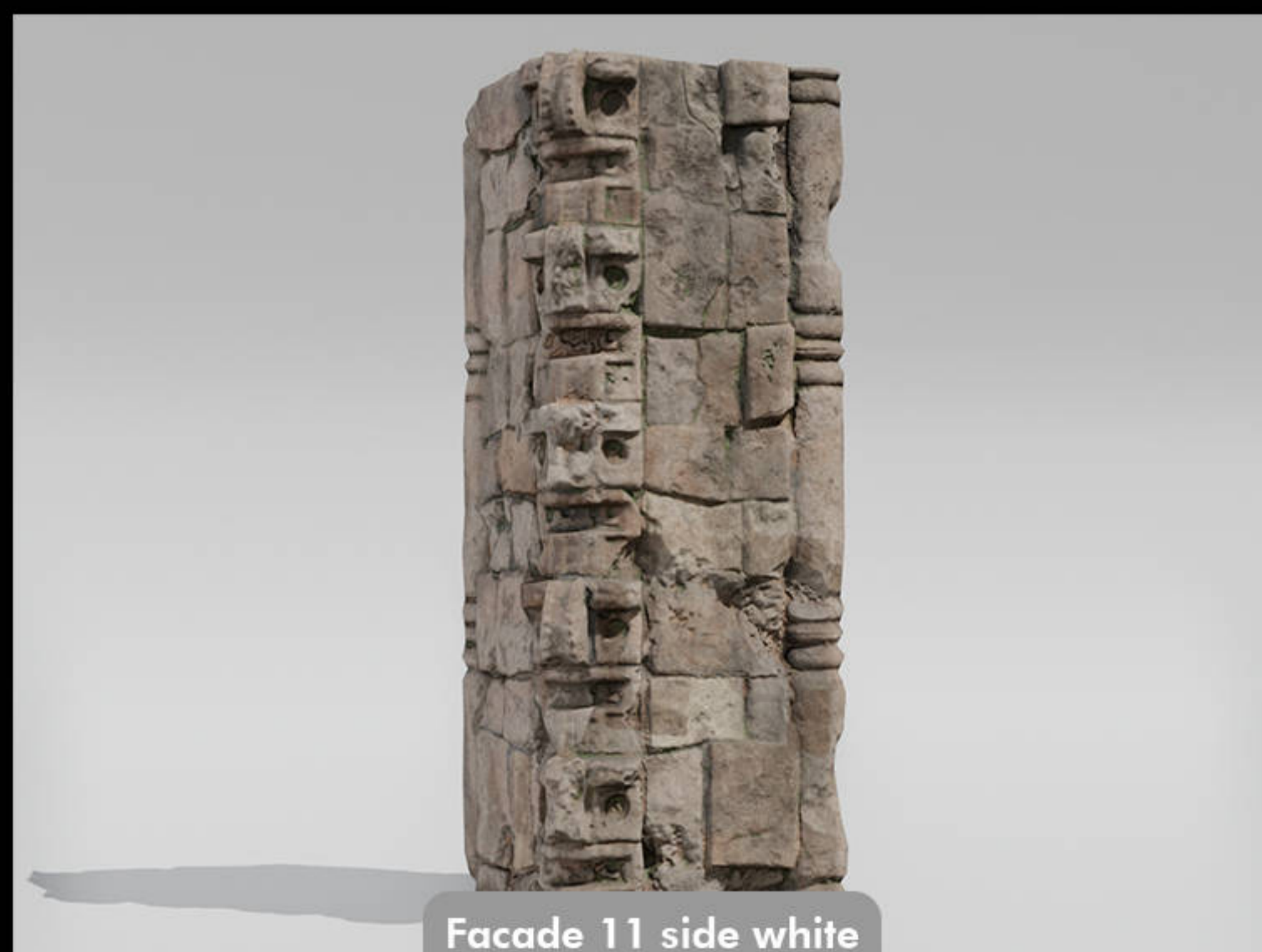
Facade 11 side dark



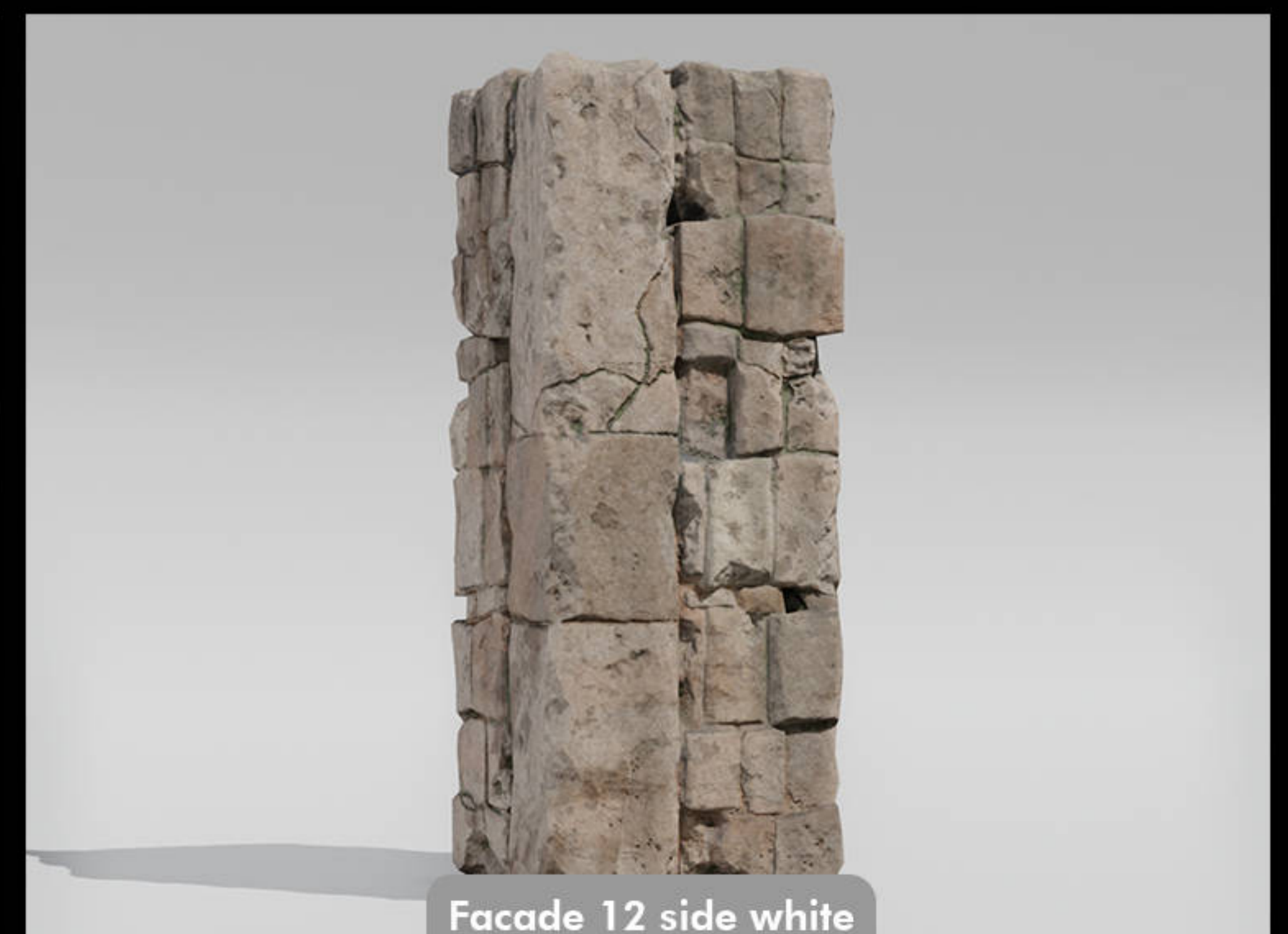
Facade 12 side dark



Facade 10 side white



Facade 11 side white



Facade 12 side white

MODULAR ASSETS

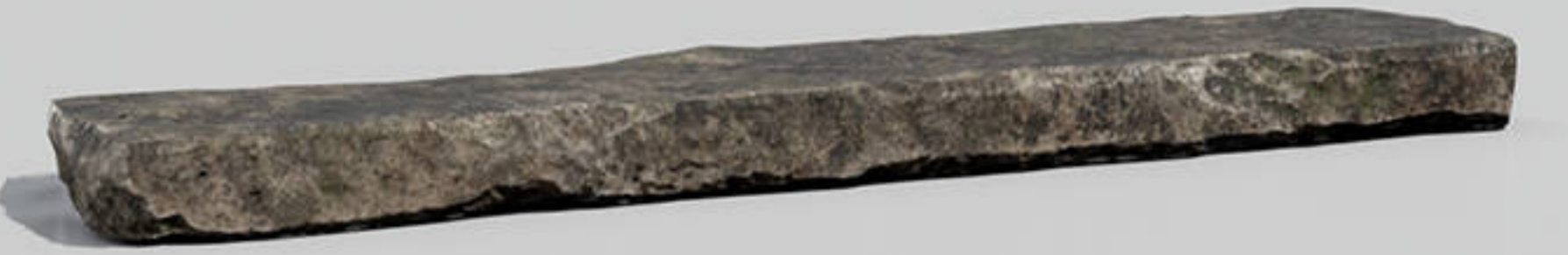
Pillars



Beam 01 dark



Beam 02 dark



Beam 03 dark



Beam 01 white



Beam 02 white



Beam 03 white



Pillar 01 dark



Pillar 02 bot dark



Pillar 02 mid dark



Pillar 02 white



Pillar 02 bot white



Pillar 02 mid white

MODULAR ASSETS

Pillars



Pillar 02 top dark



Pillar 03 bot dark



Pillar 03 mid dark



Pillar 02 top white



Pillar 03 bot white



Pillar 03 mid white



Pillar 04 mid dark



Pillar 05 mid dark



Pillar 06 mid dark



Pillar 04 mid white



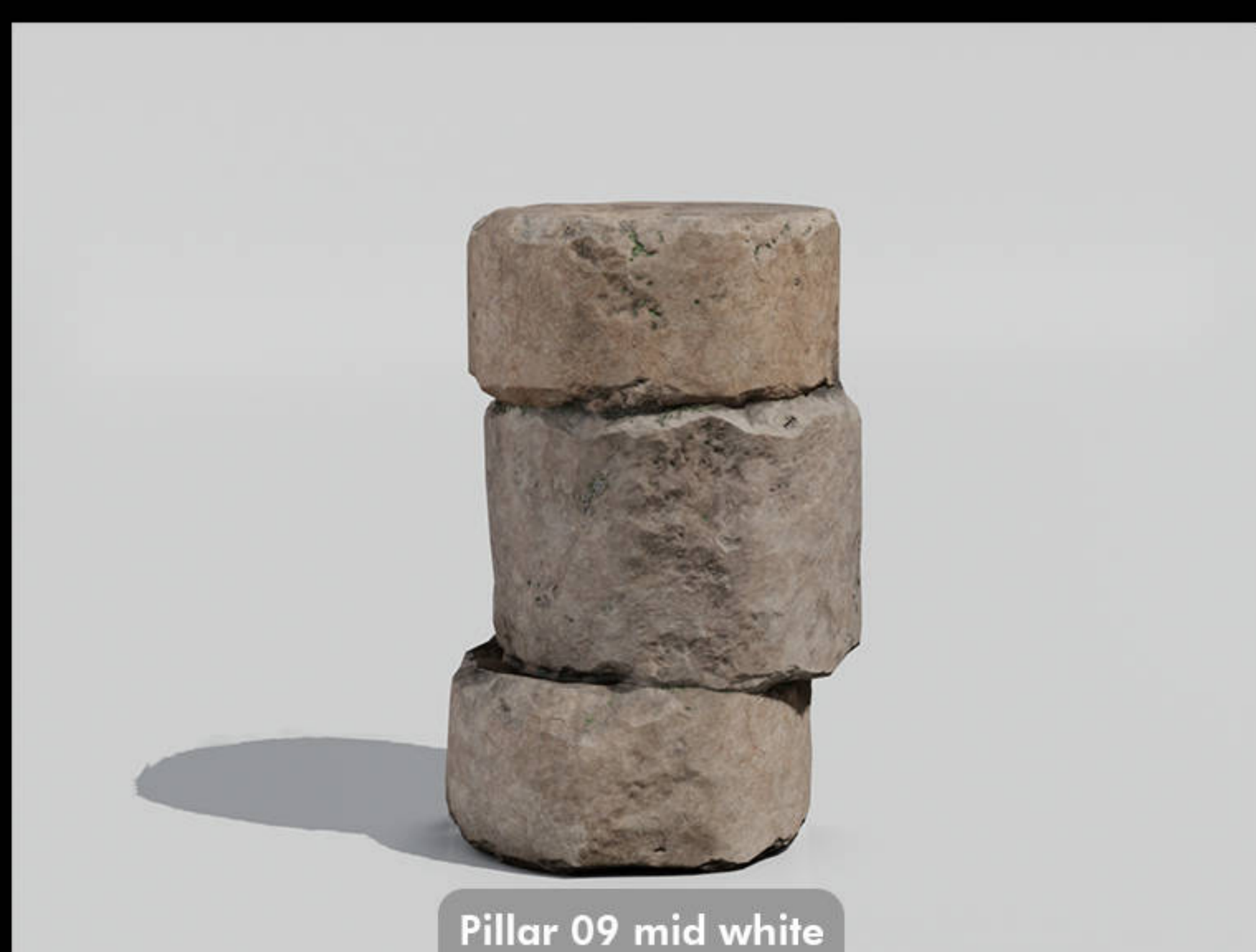
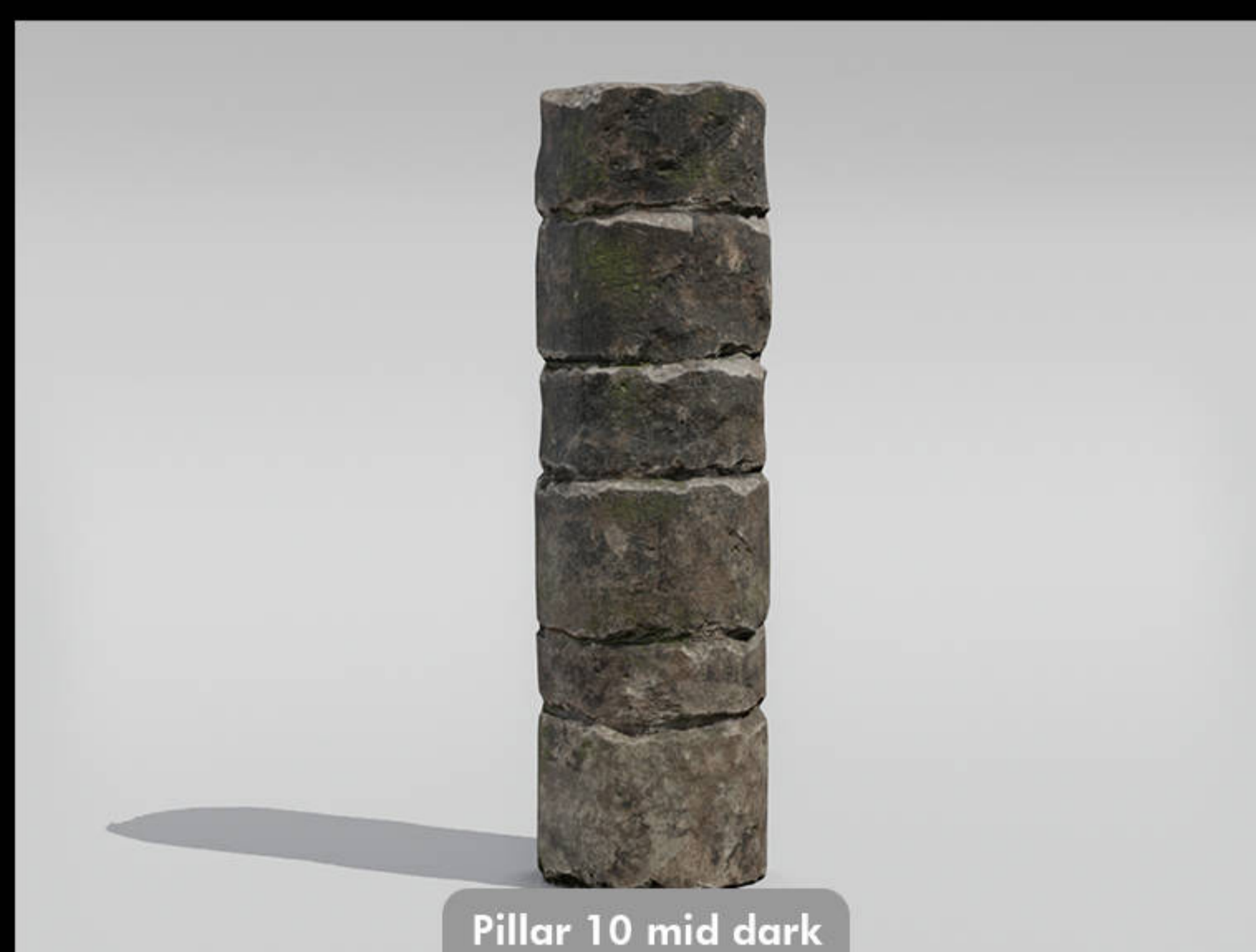
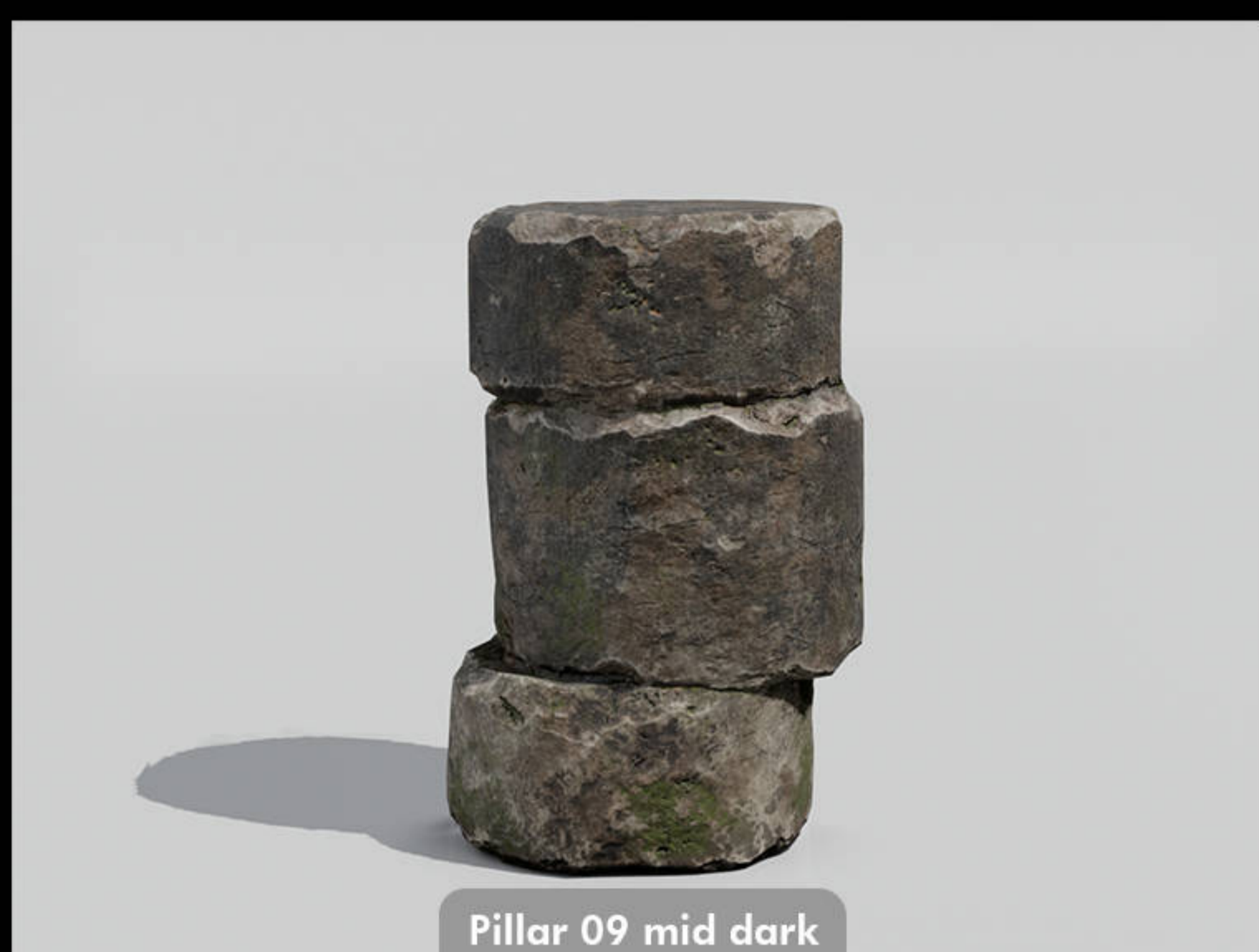
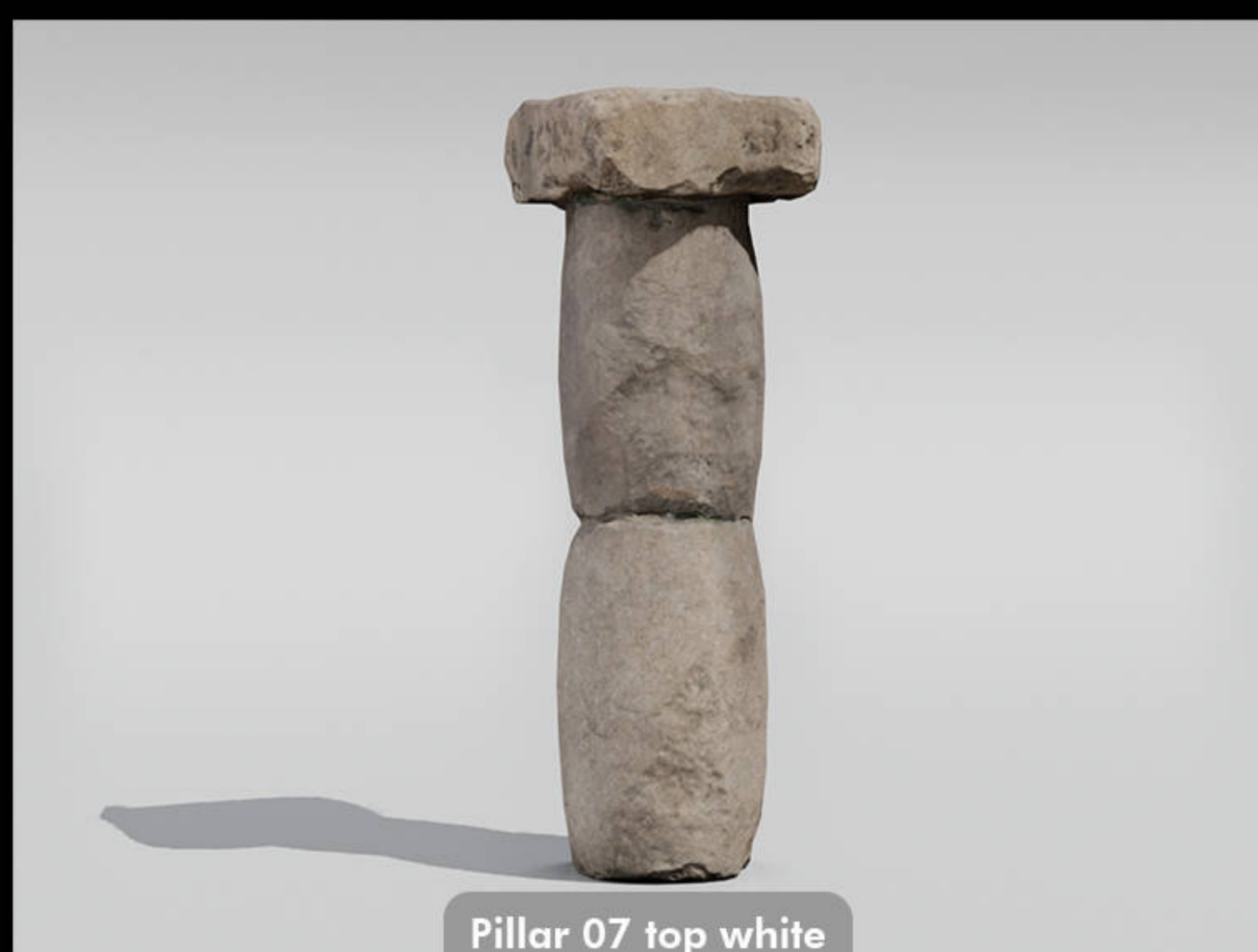
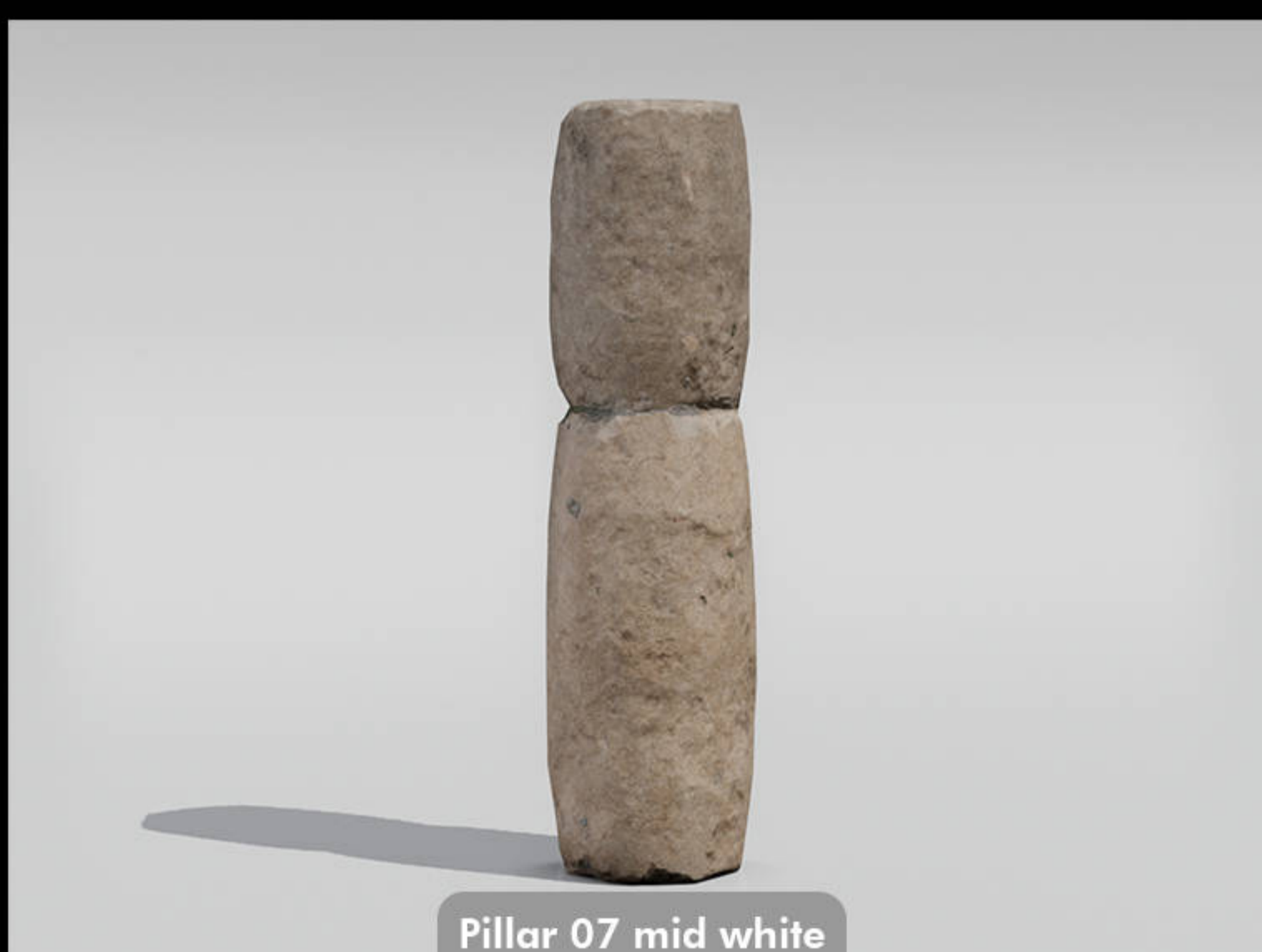
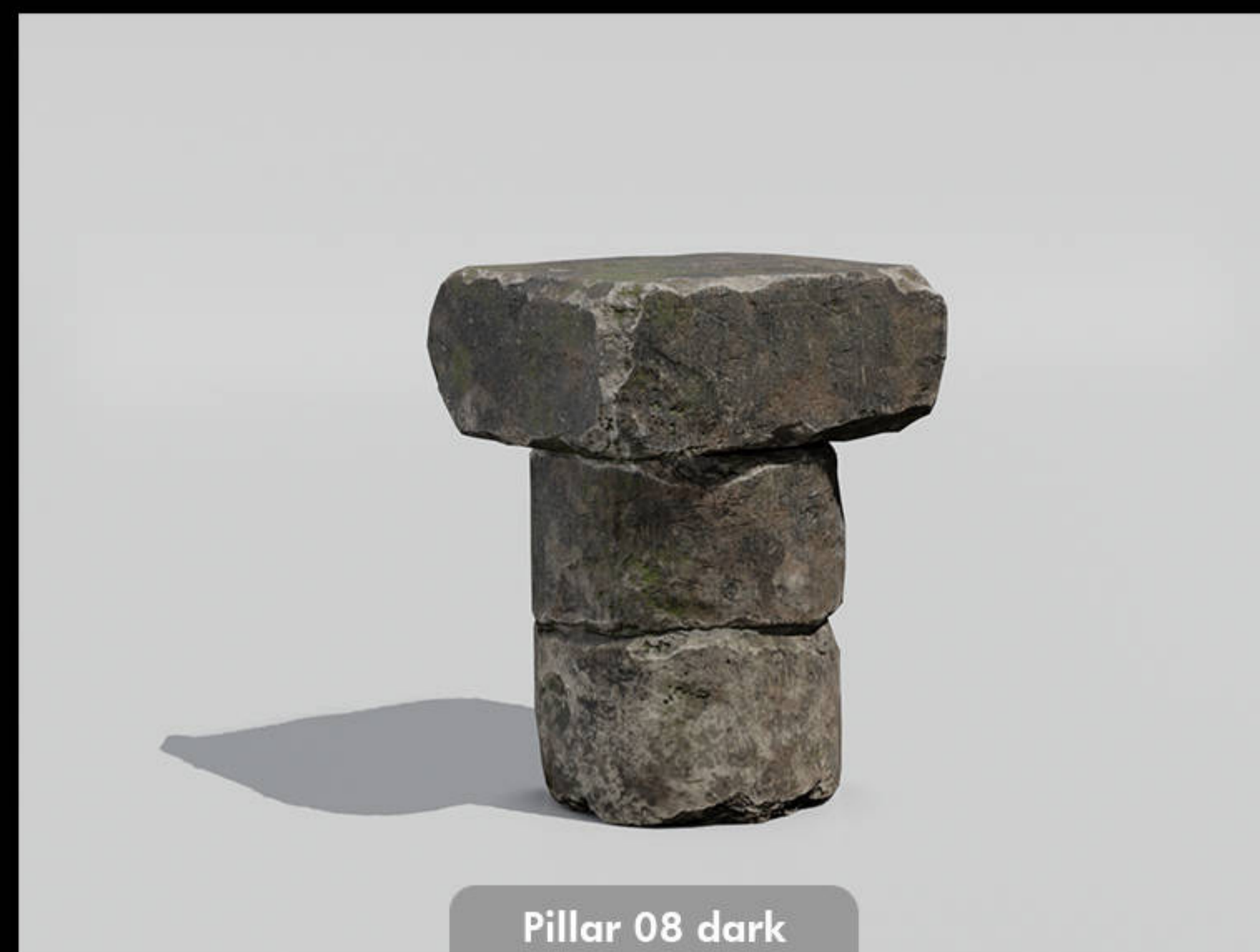
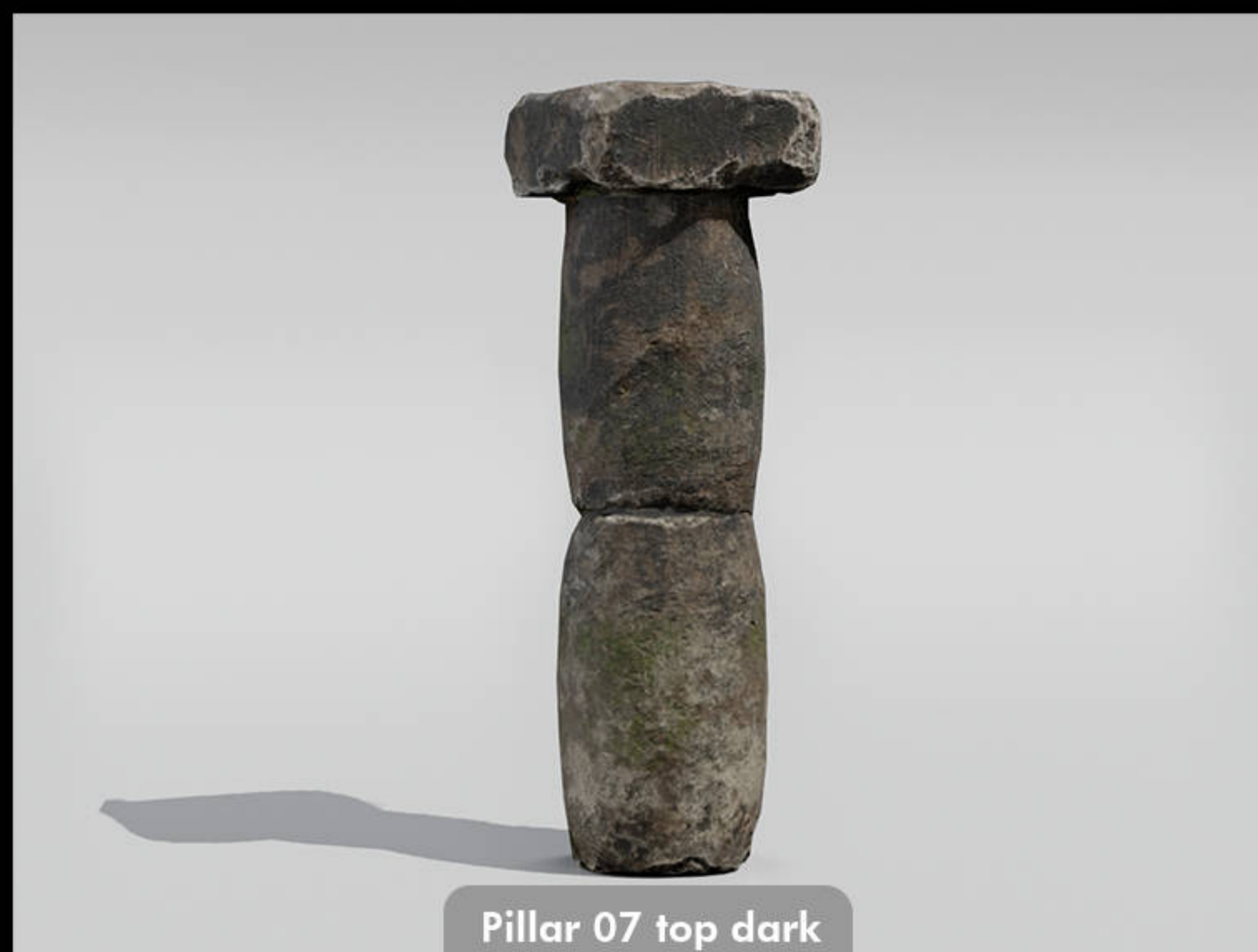
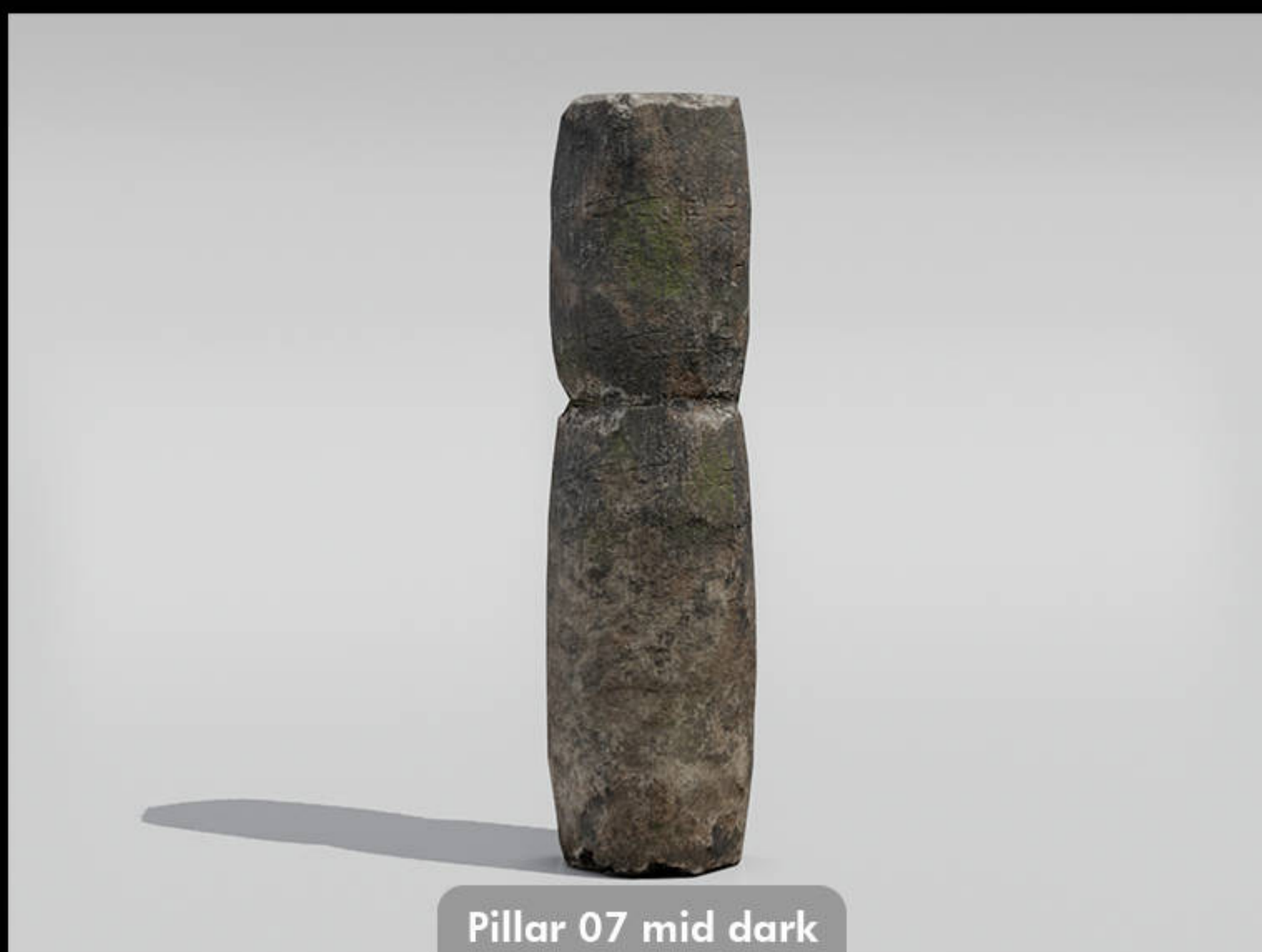
Pillar 05 mid white



Pillar 06 mid white

MODULAR ASSETS

Pillars

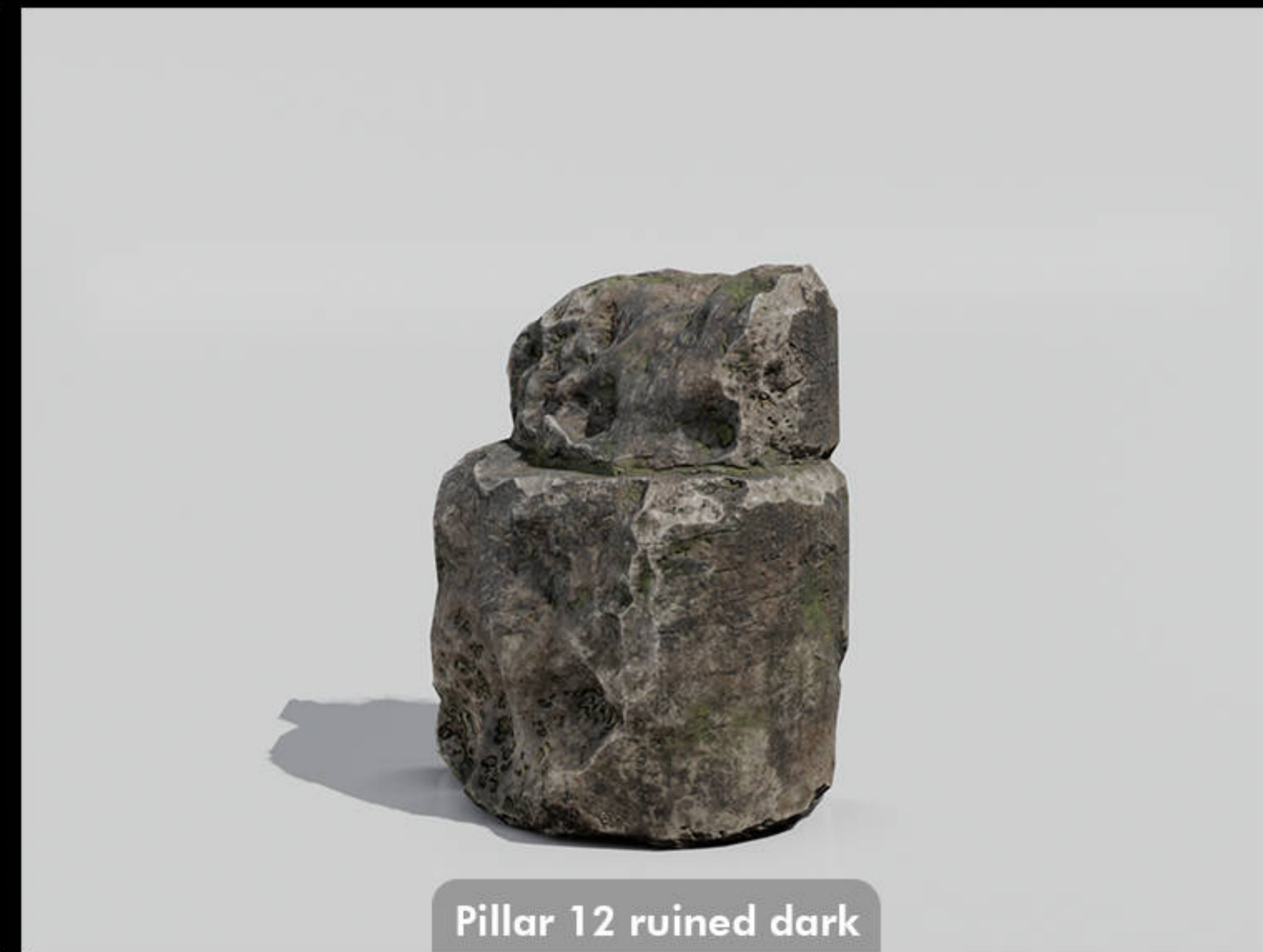


MODULAR ASSETS

Pillars



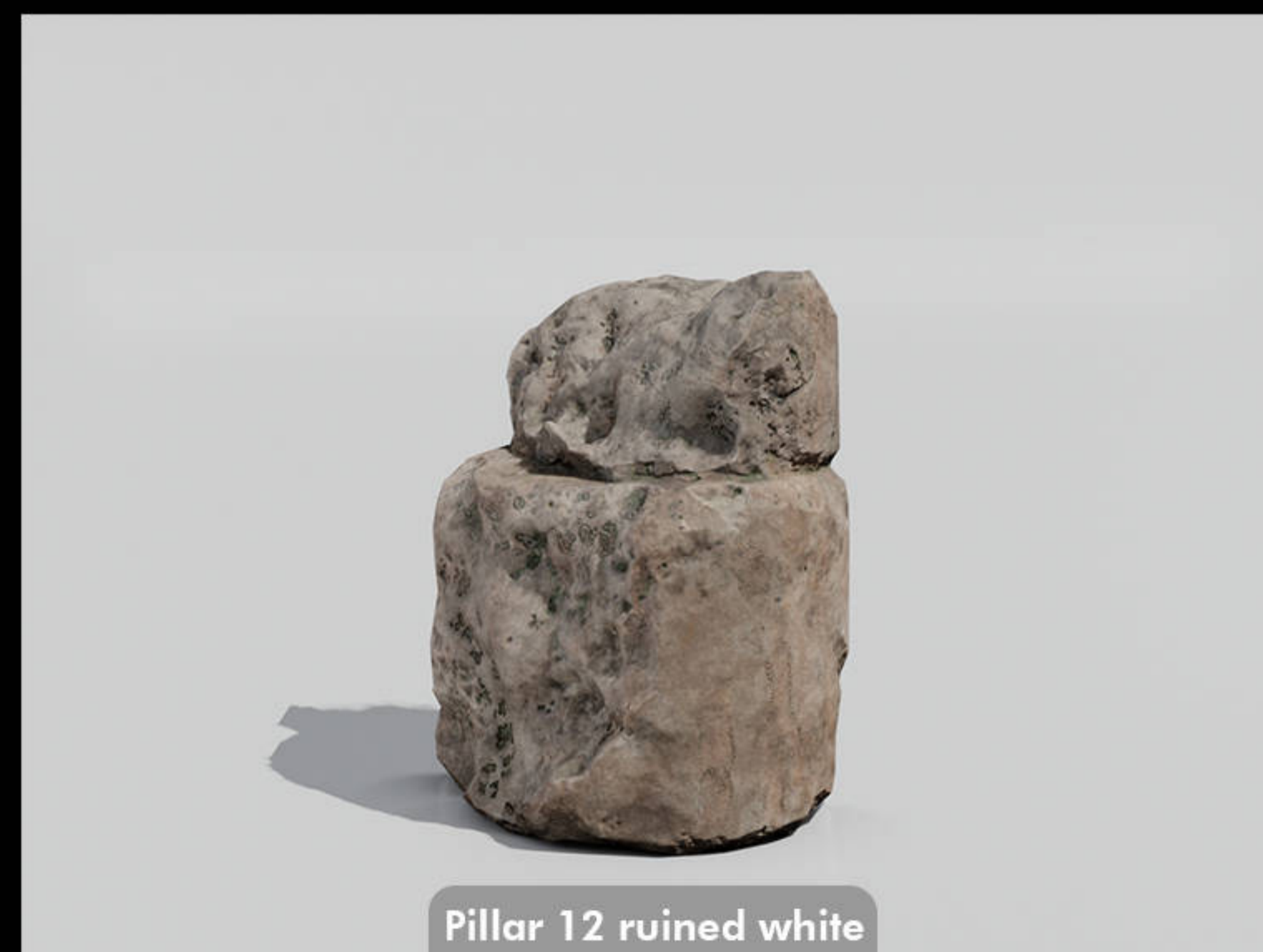
Pillar 11 ruined dark



Pillar 12 ruined dark

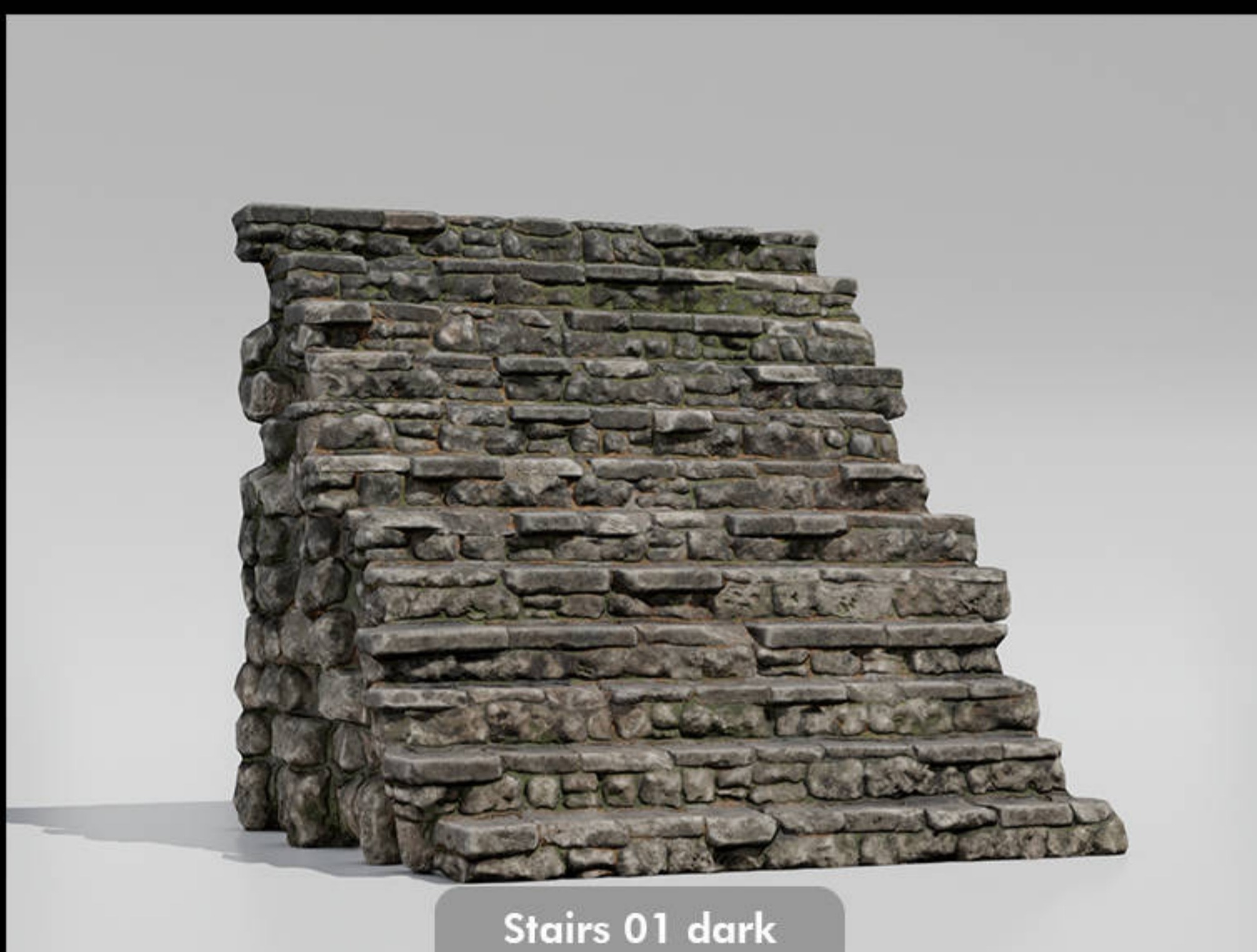


Pillar 11 ruined white

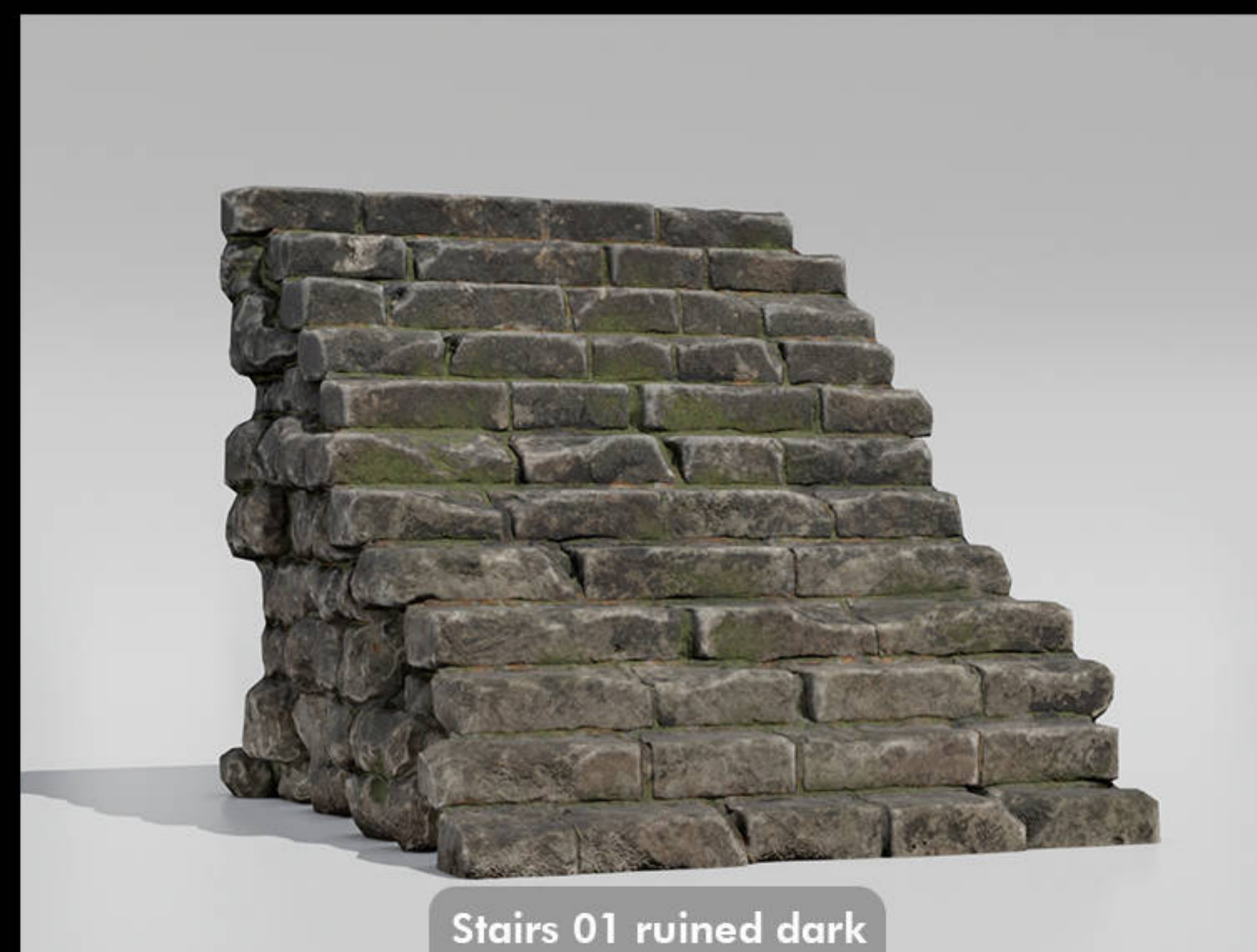


Pillar 12 ruined white

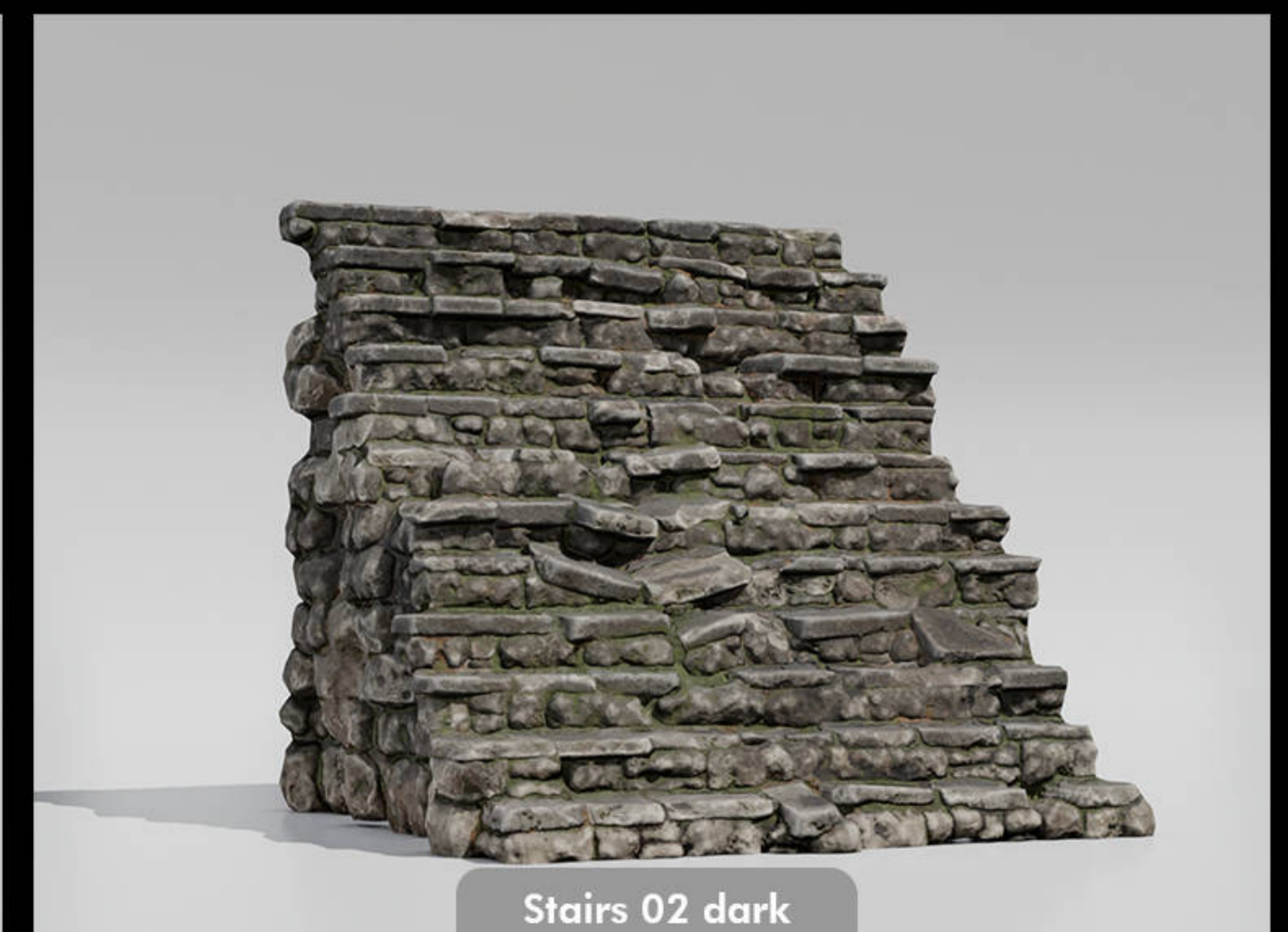
Stairs



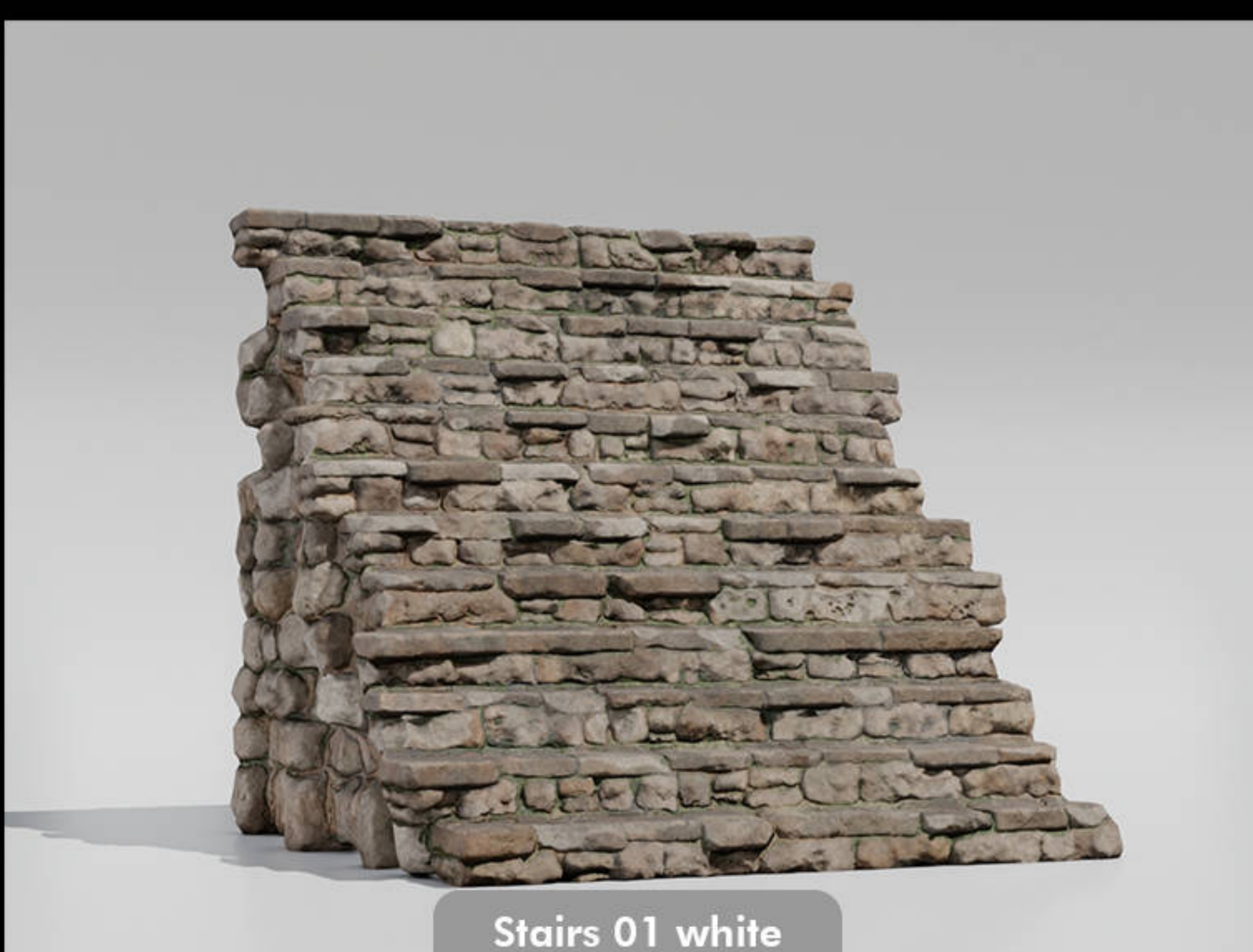
Stairs 01 dark



Stairs 01 ruined dark



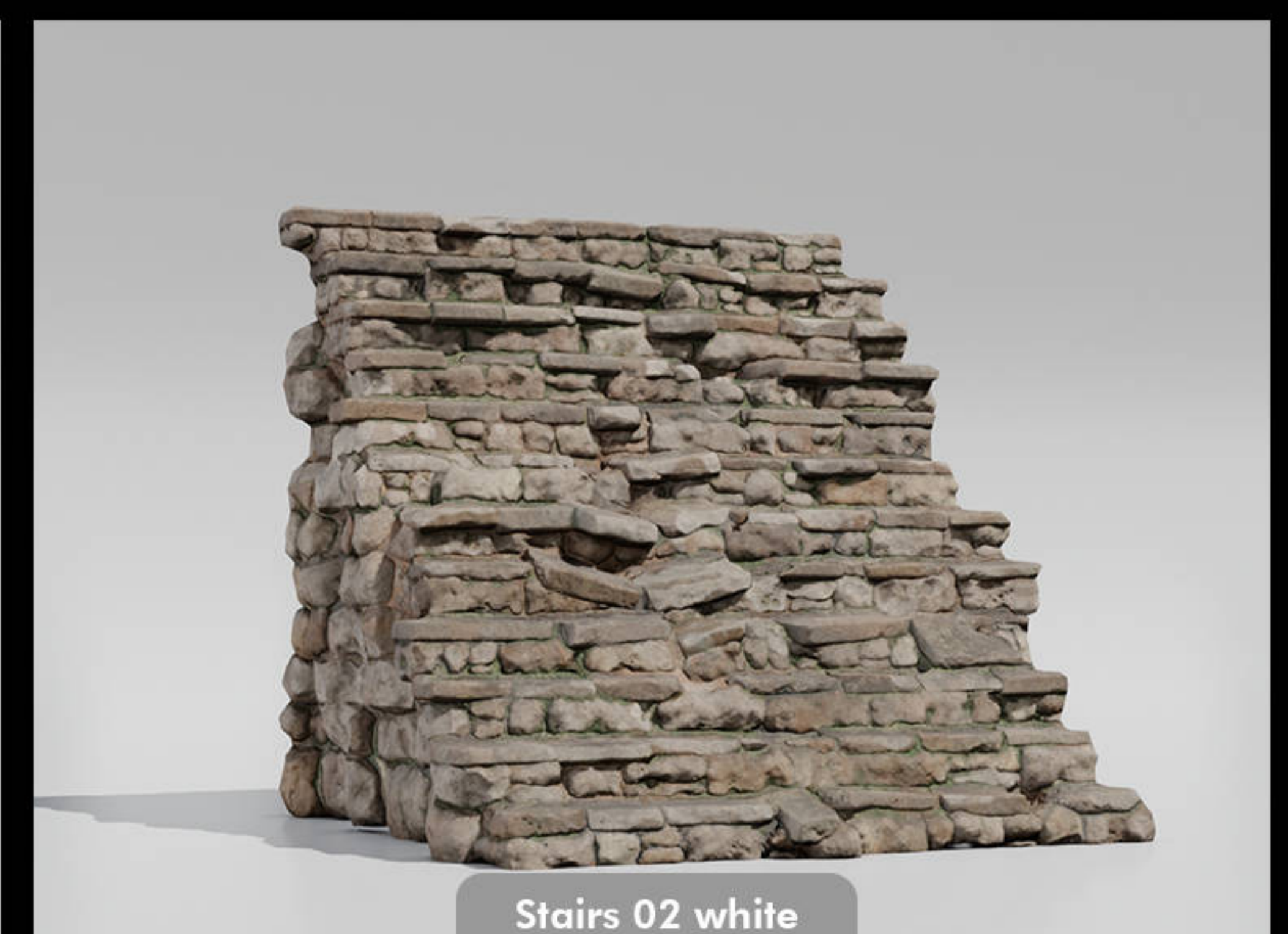
Stairs 02 dark



Stairs 01 white



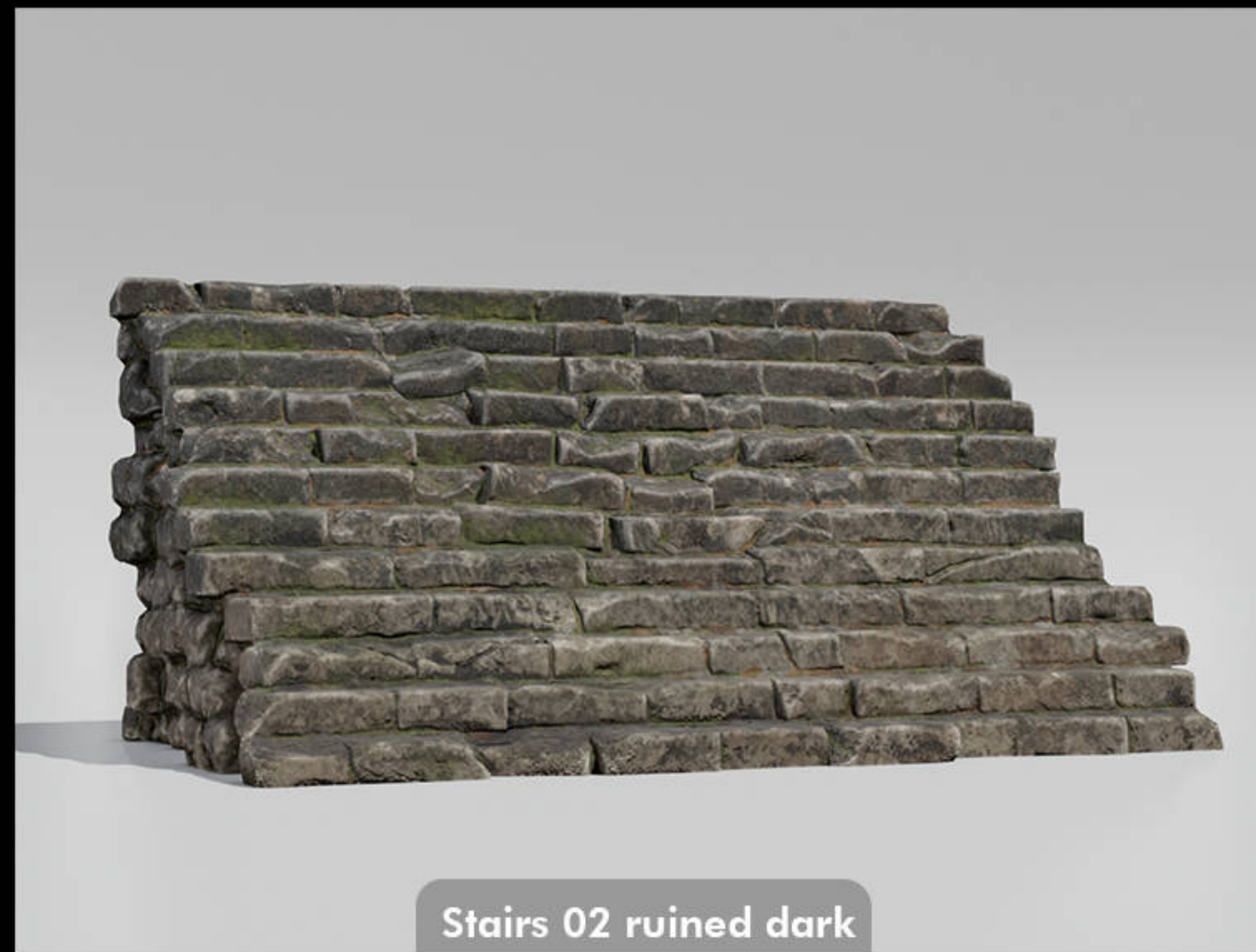
Stairs 01 ruined white



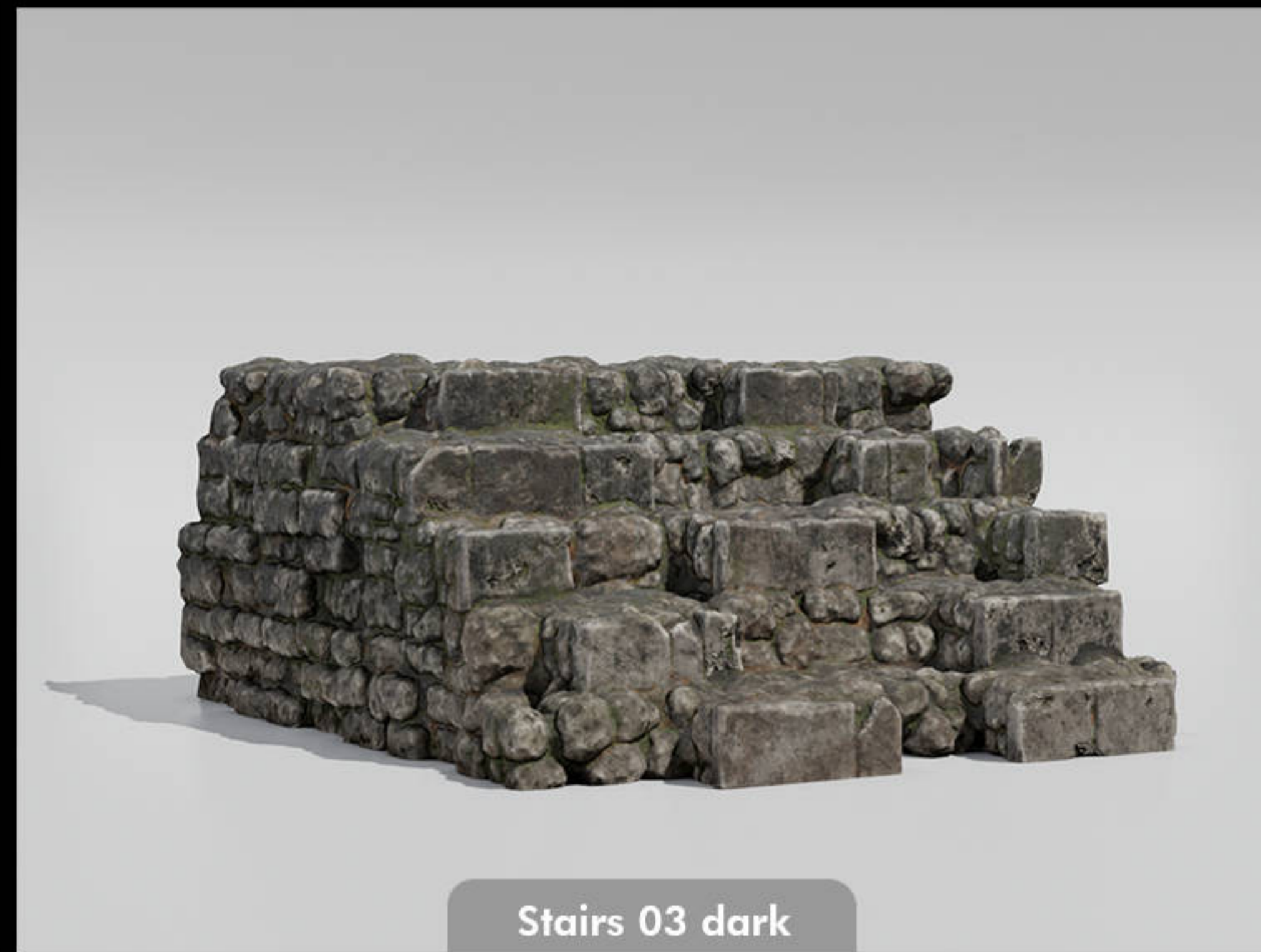
Stairs 02 white

MODULAR ASSETS

Stairs



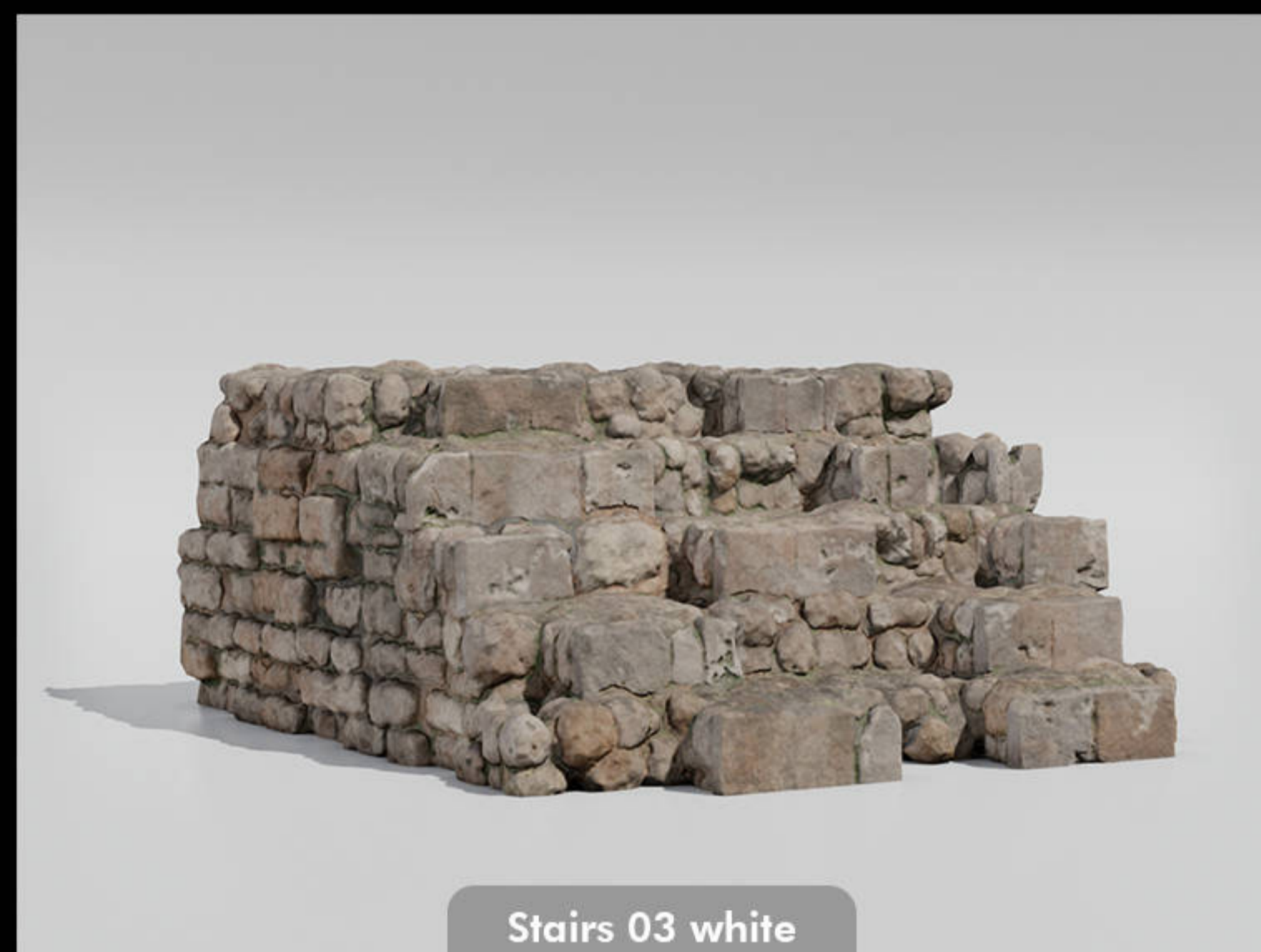
Stairs 02 ruined dark



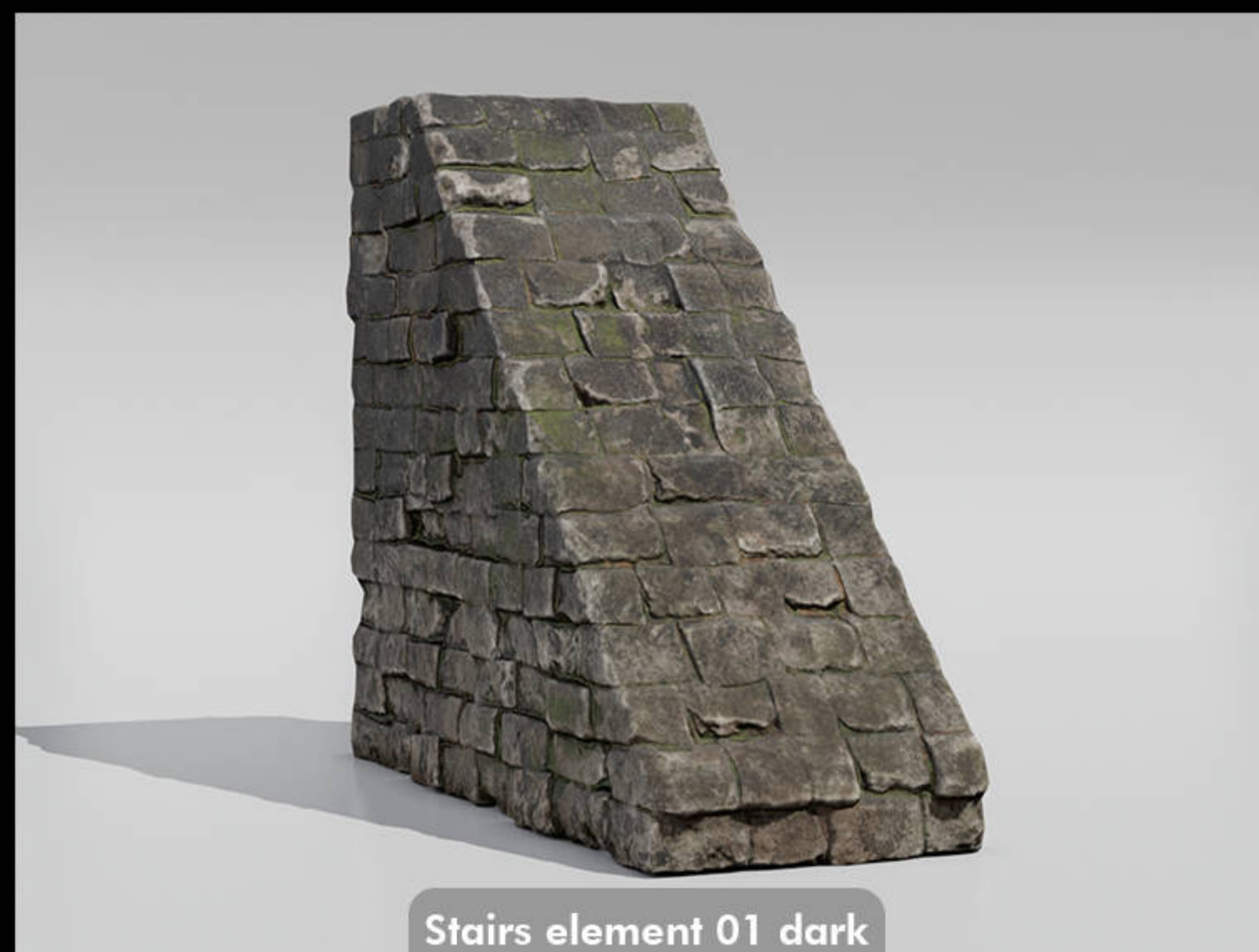
Stairs 03 dark



Stairs 02 ruined white



Stairs 03 white



Stairs element 01 dark



Stairs element 02 dark



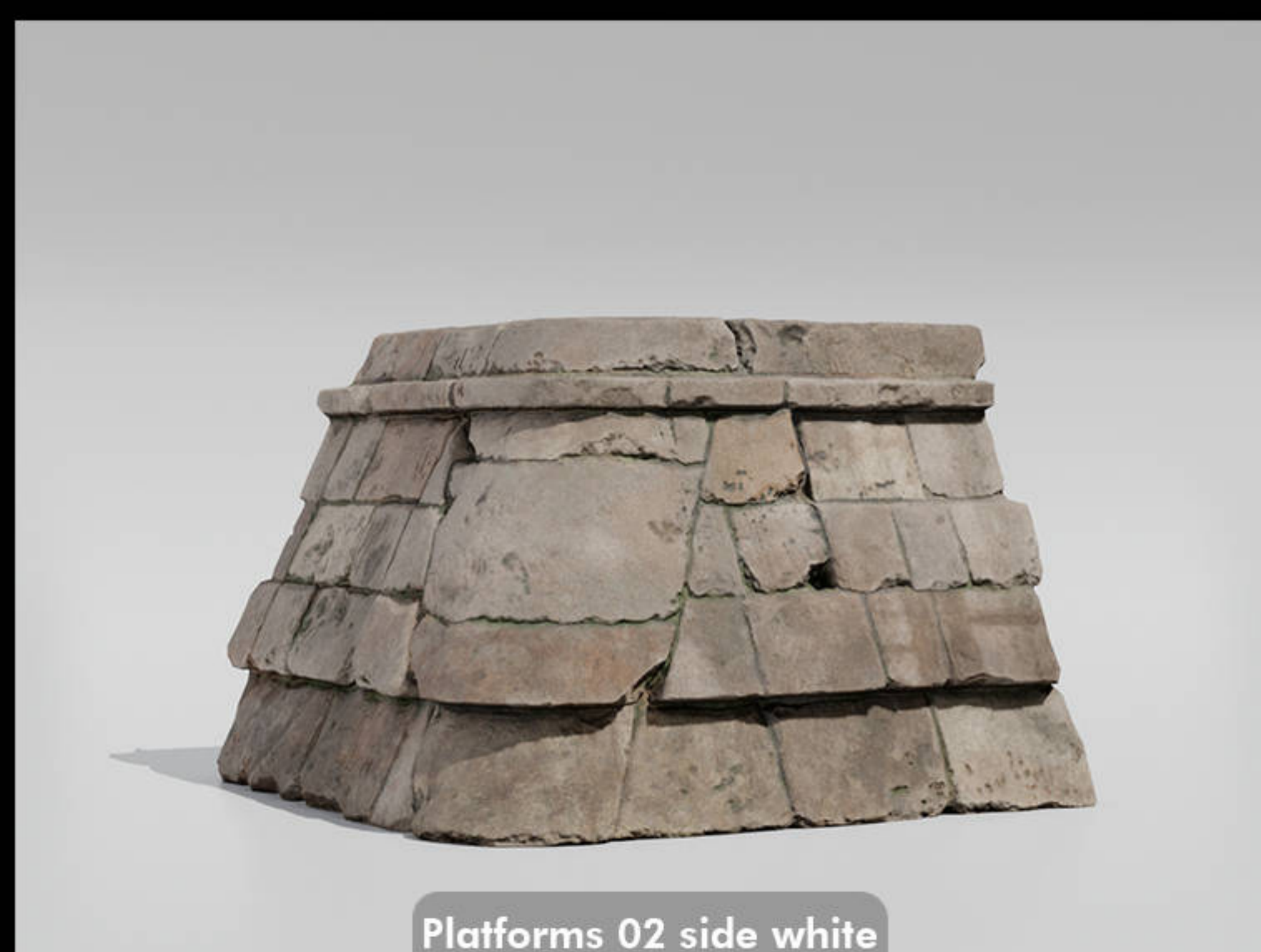
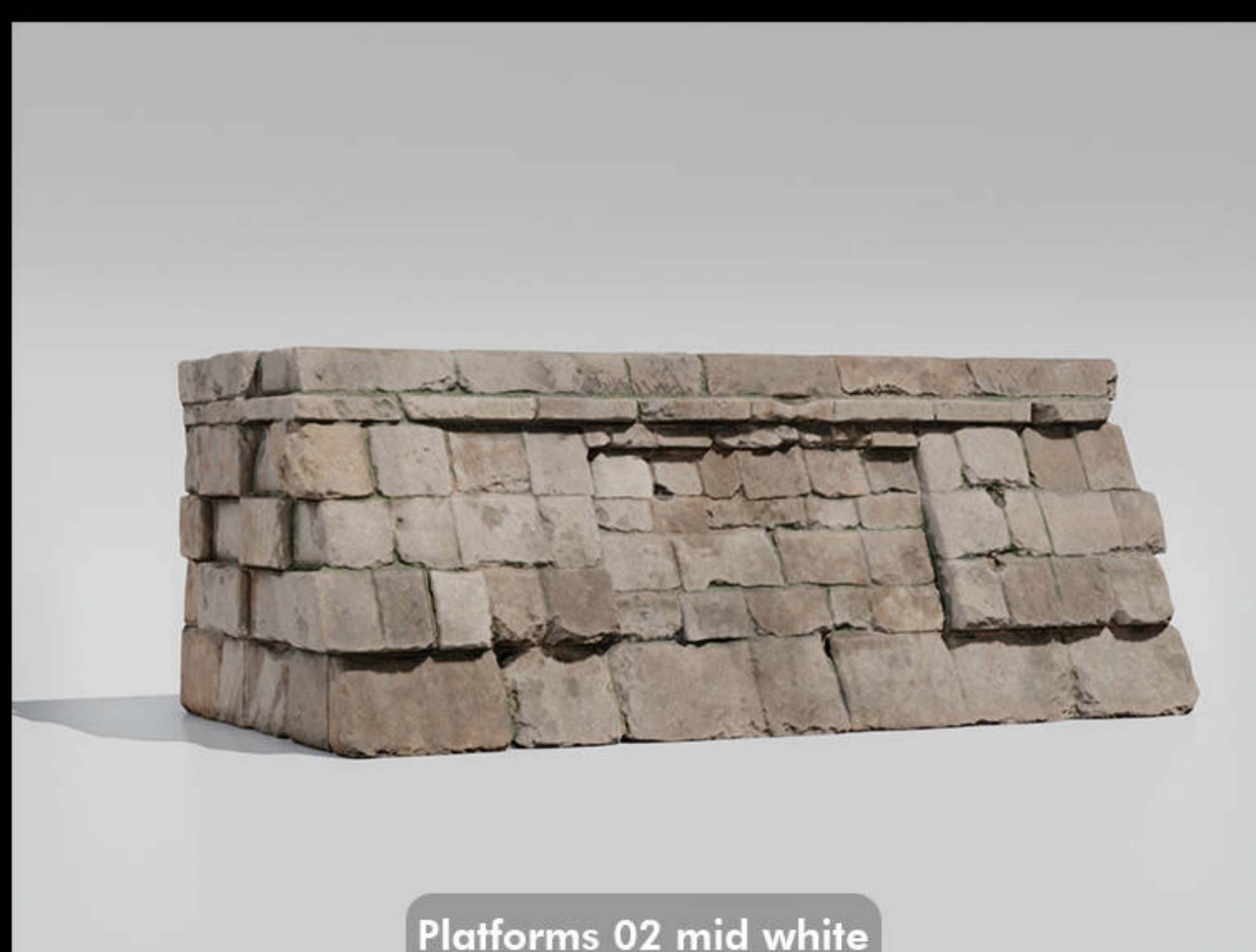
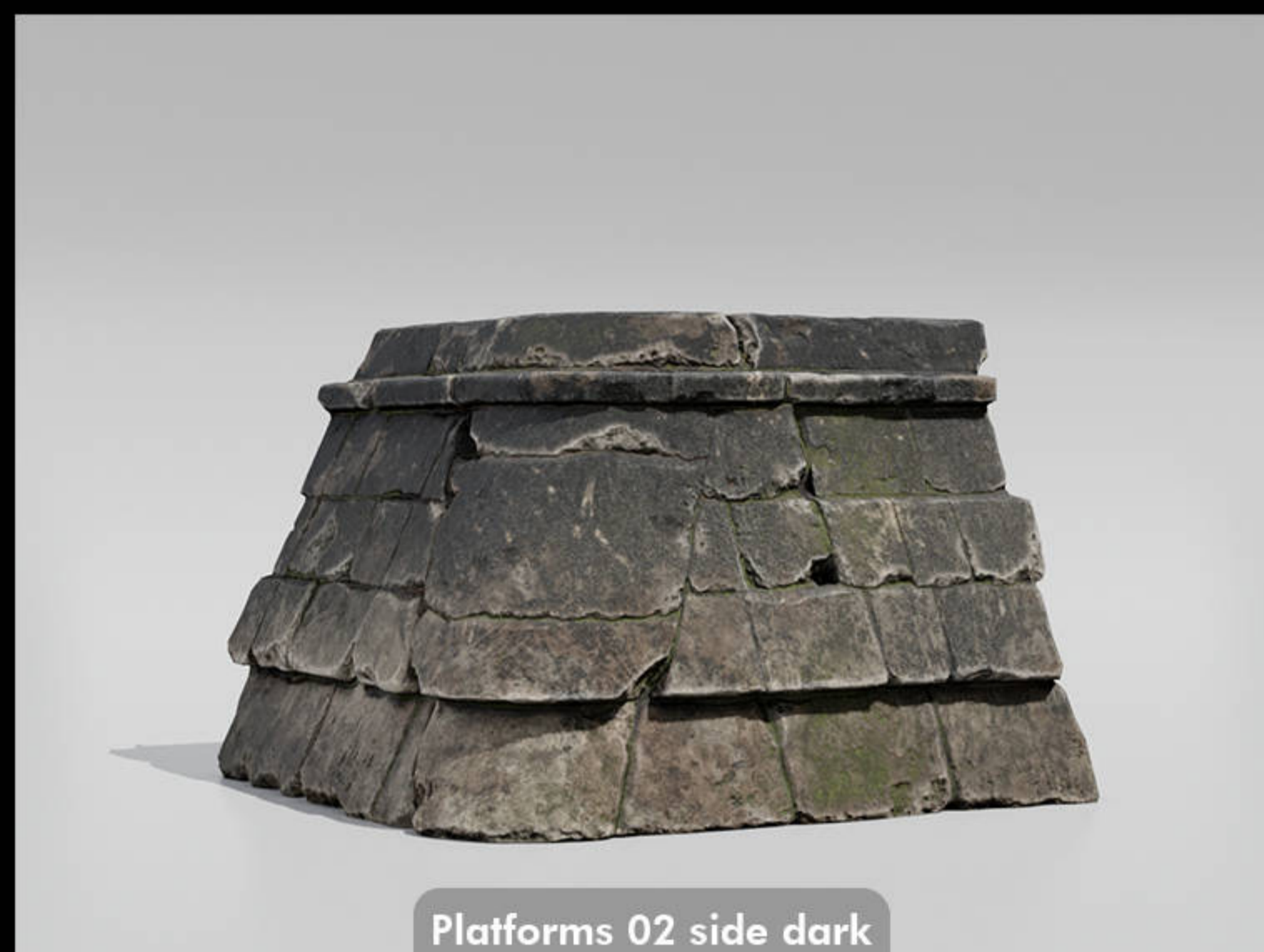
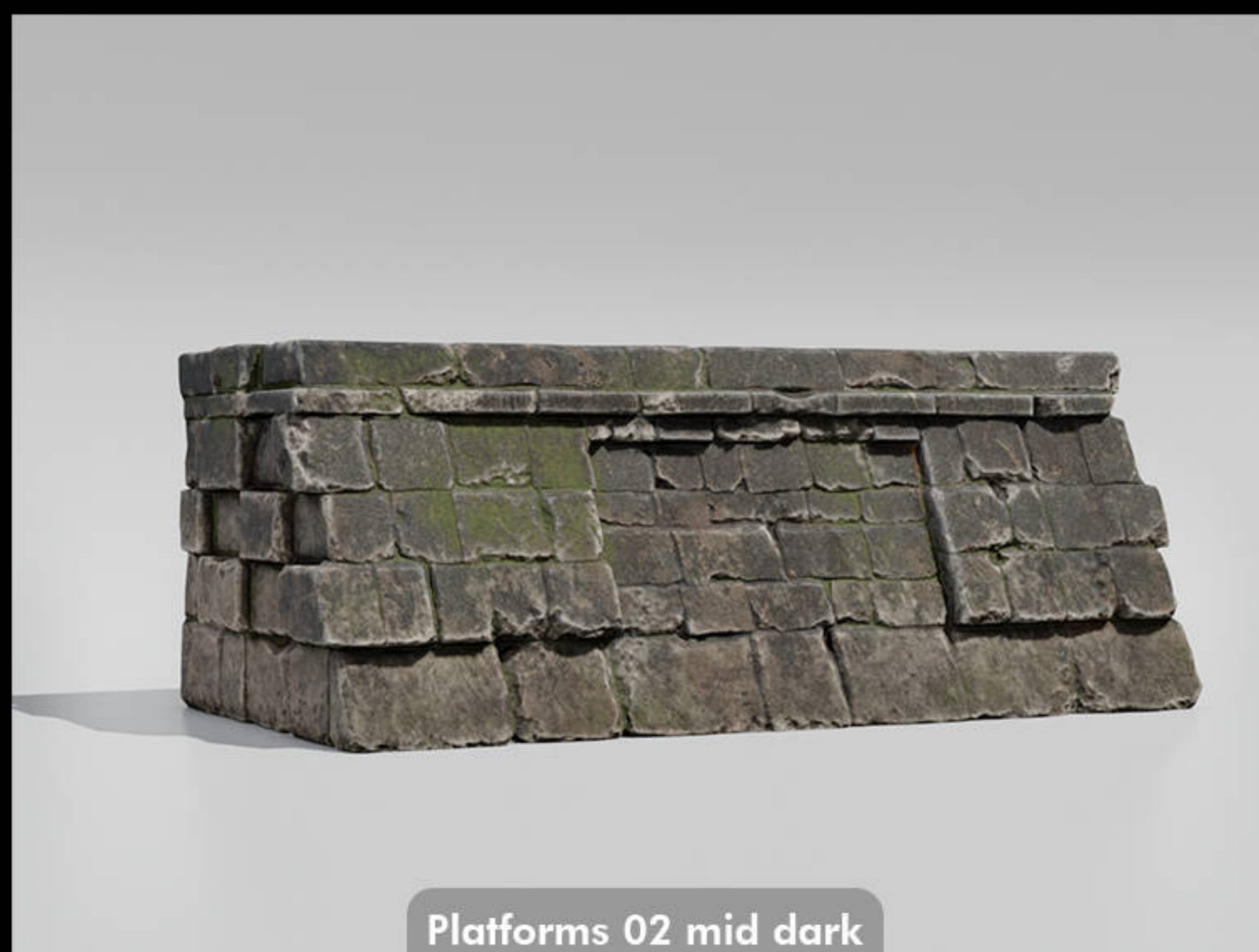
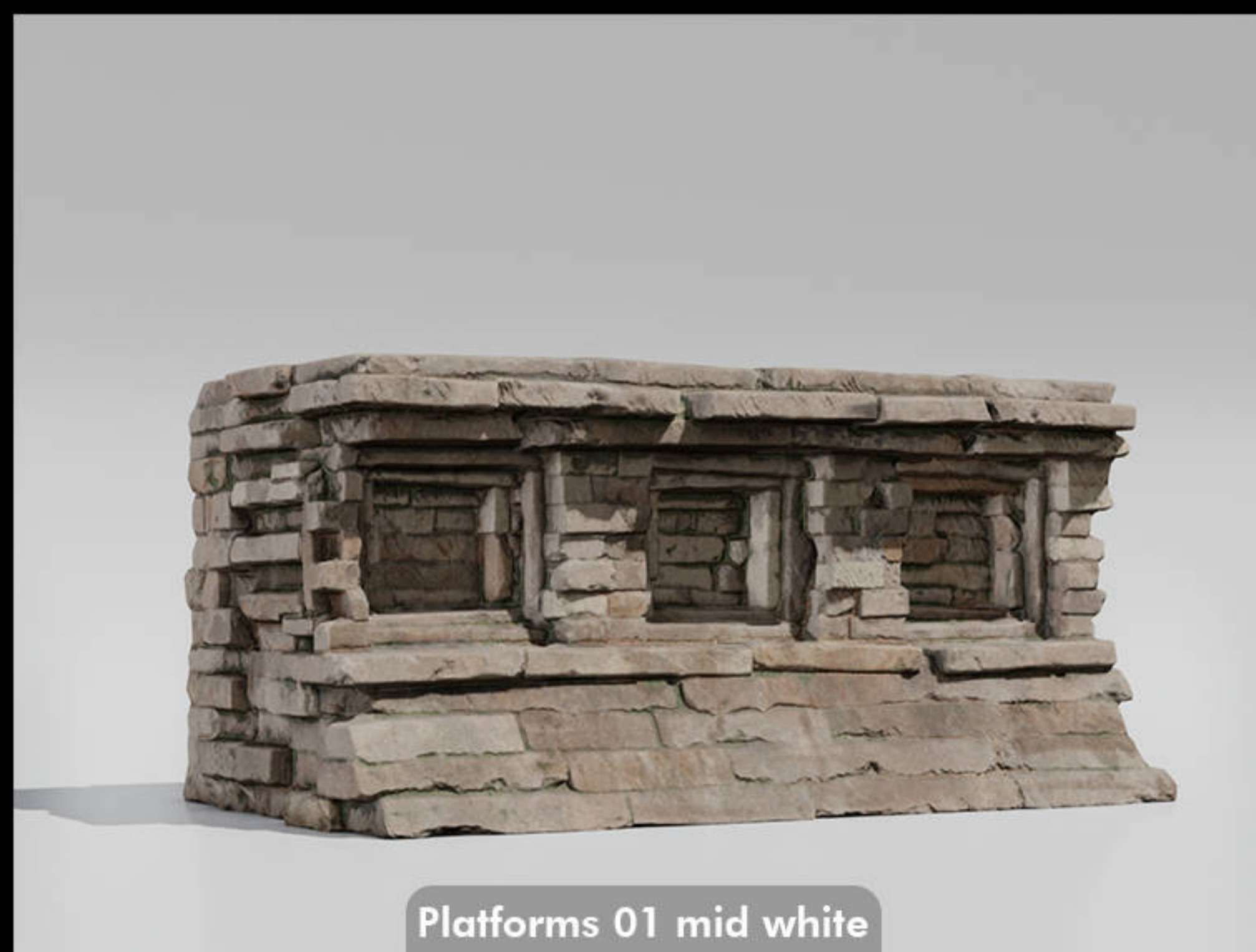
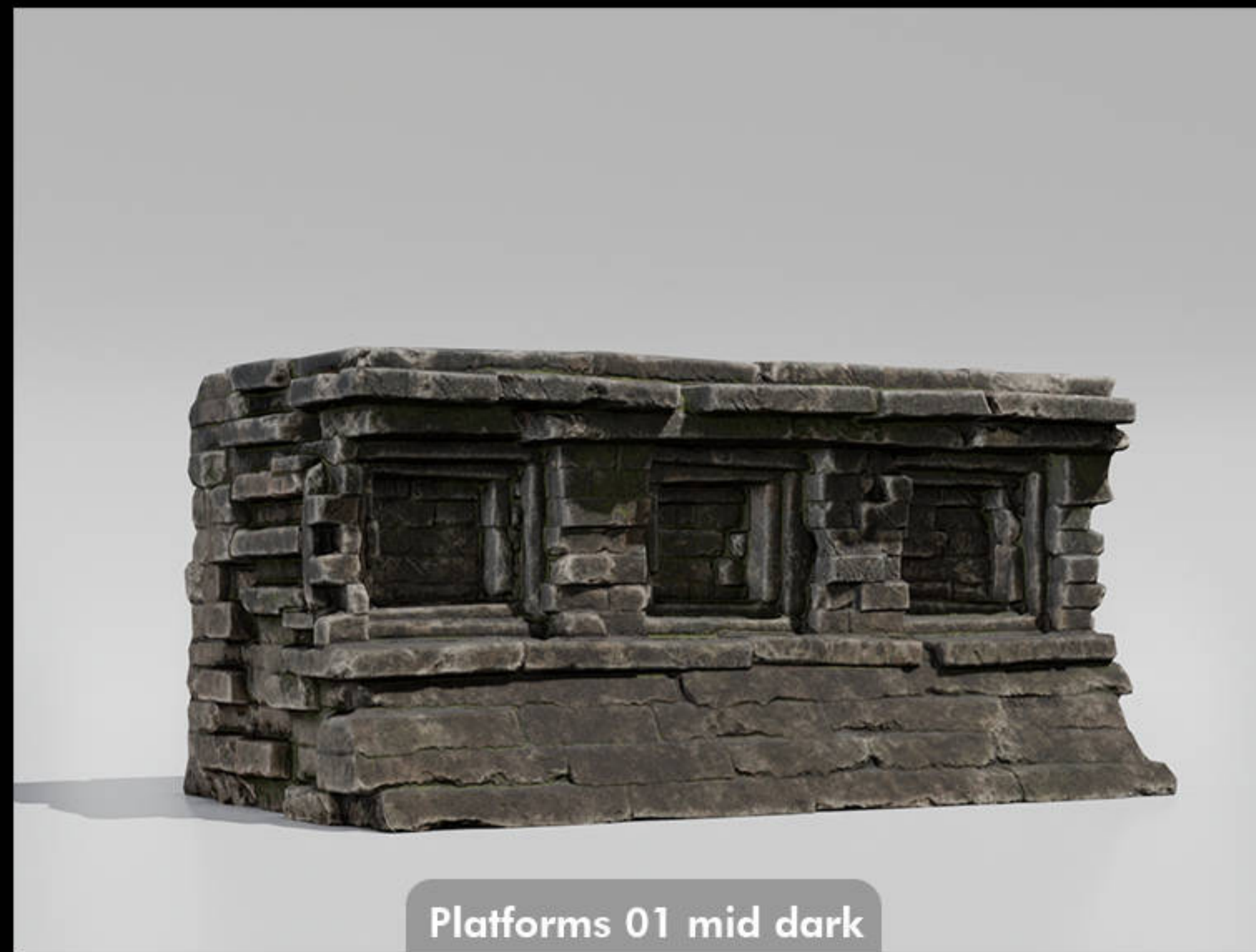
Stairs element 01 white



Stairs element 02 white

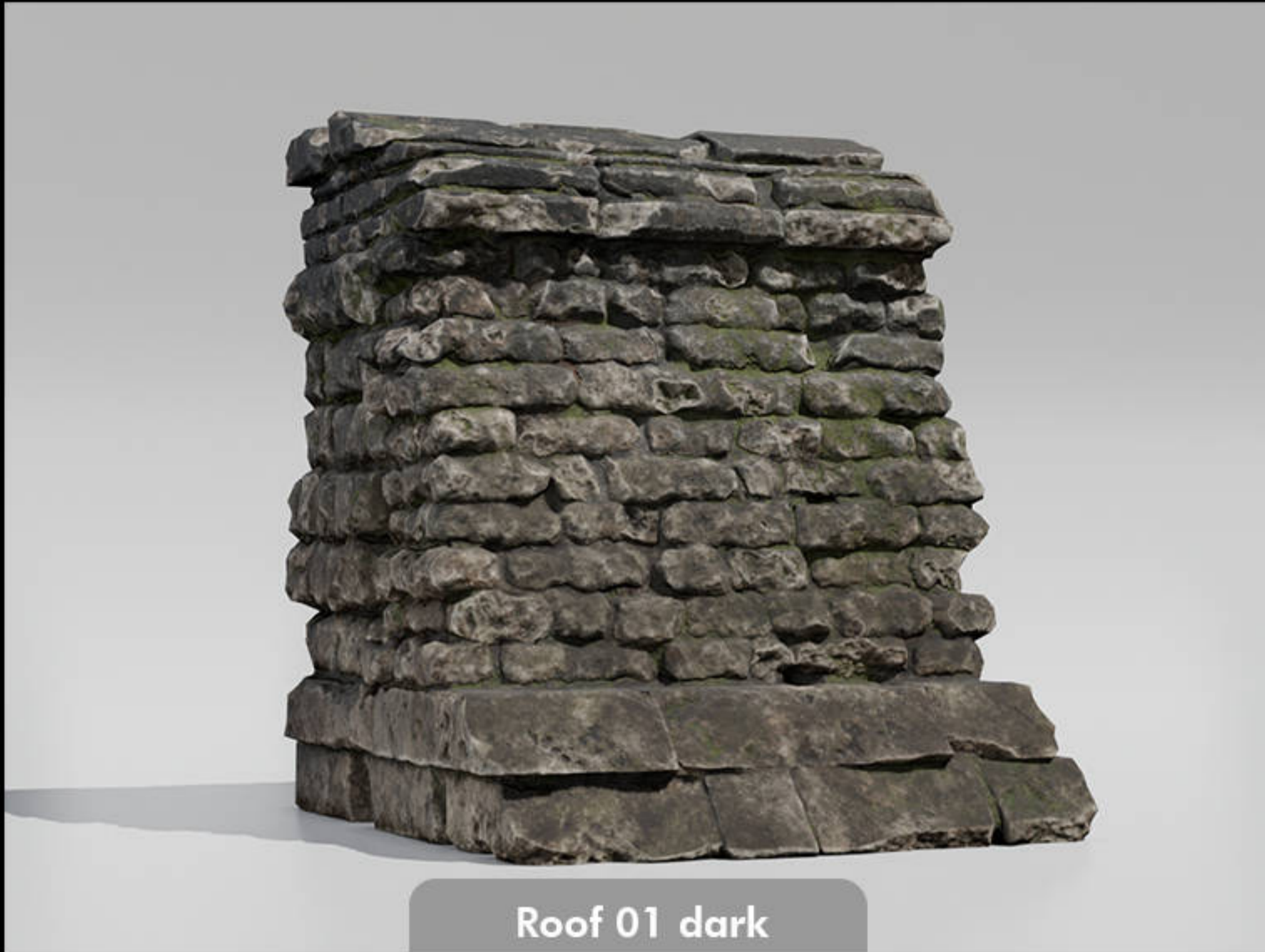
MODULAR ASSETS

Platforms



MODULAR ASSETS

Roofs



Roof 01 dark



Roof 02 dark



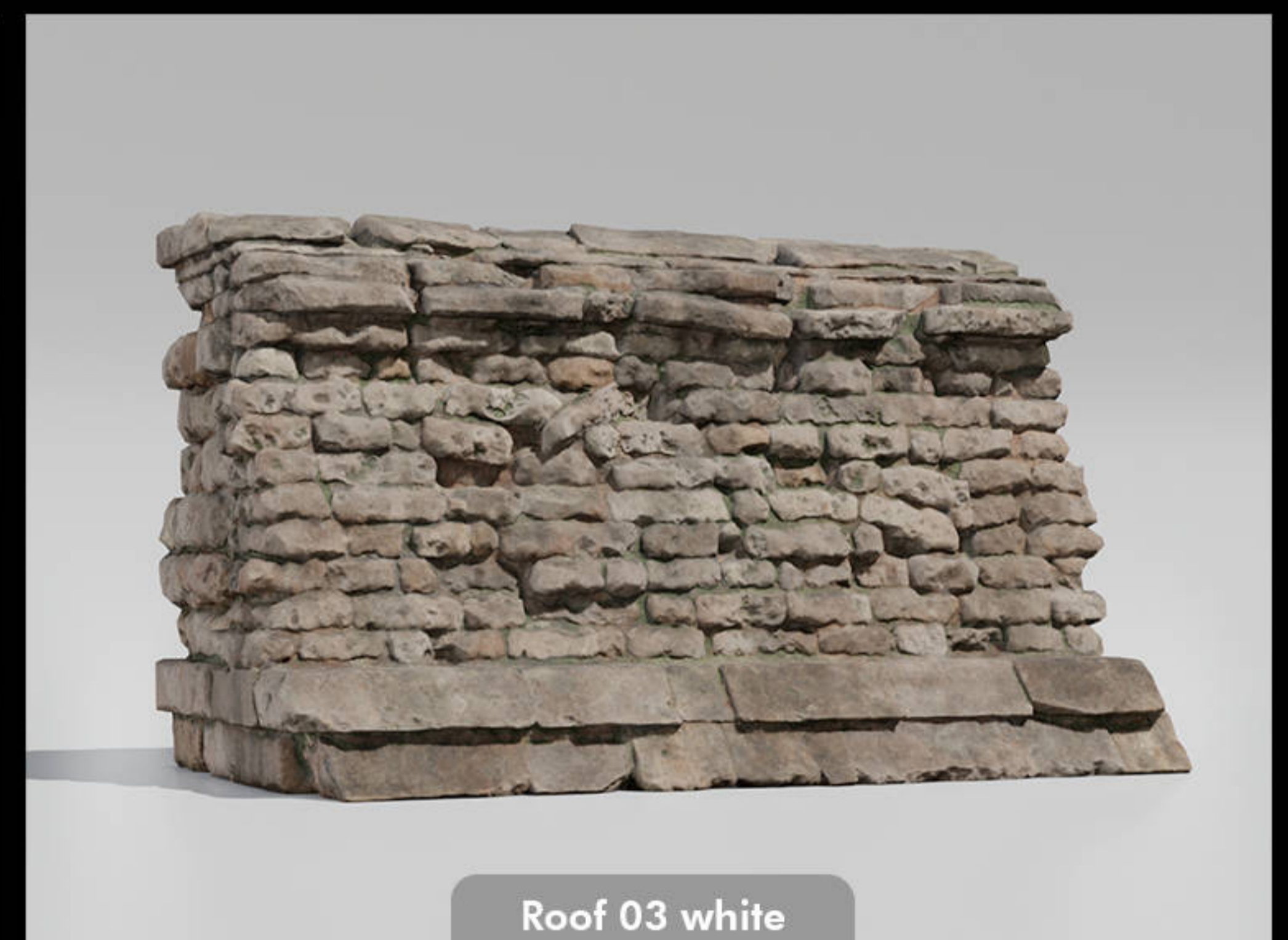
Roof 03 dark



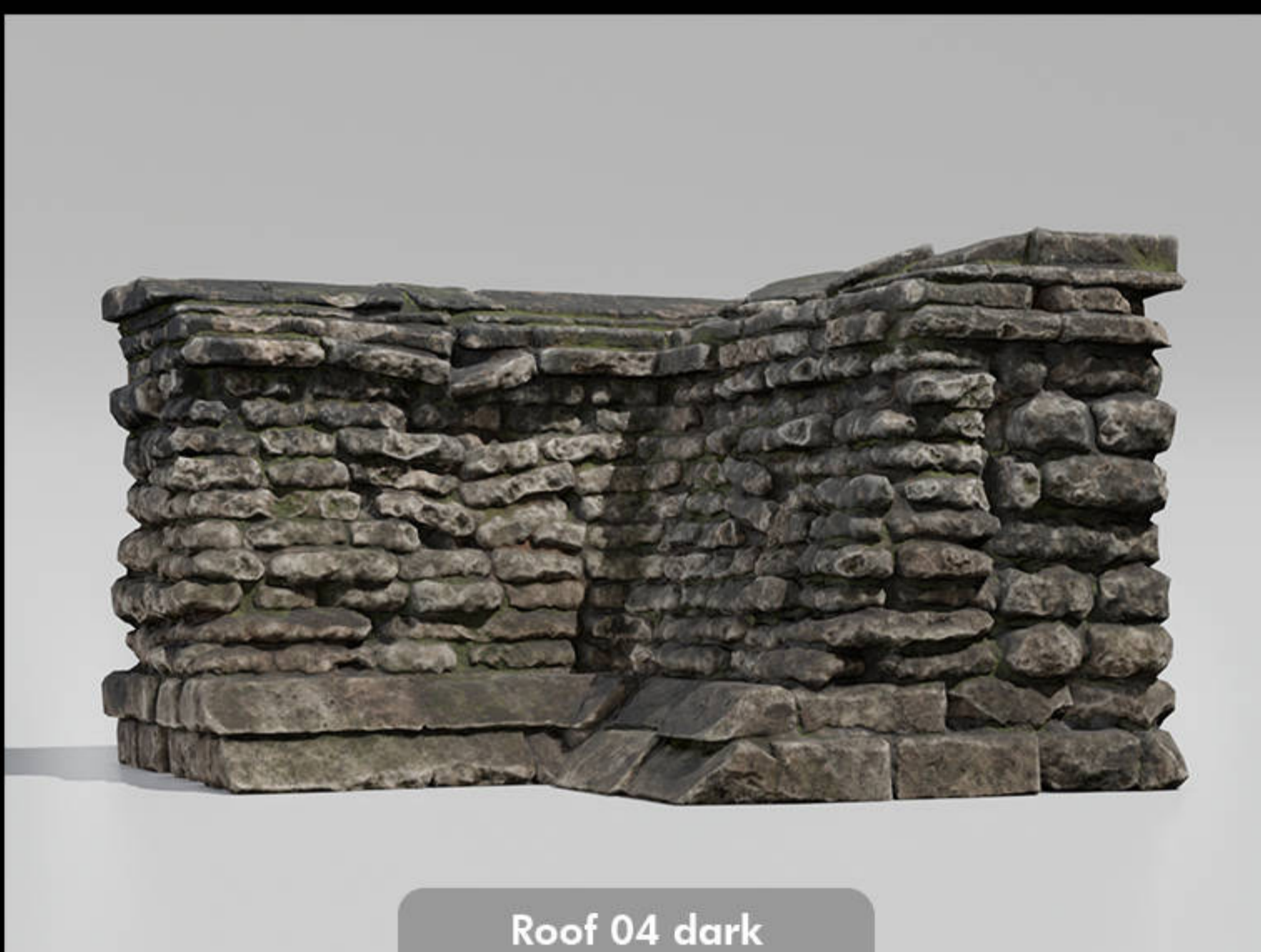
Roof 01 white



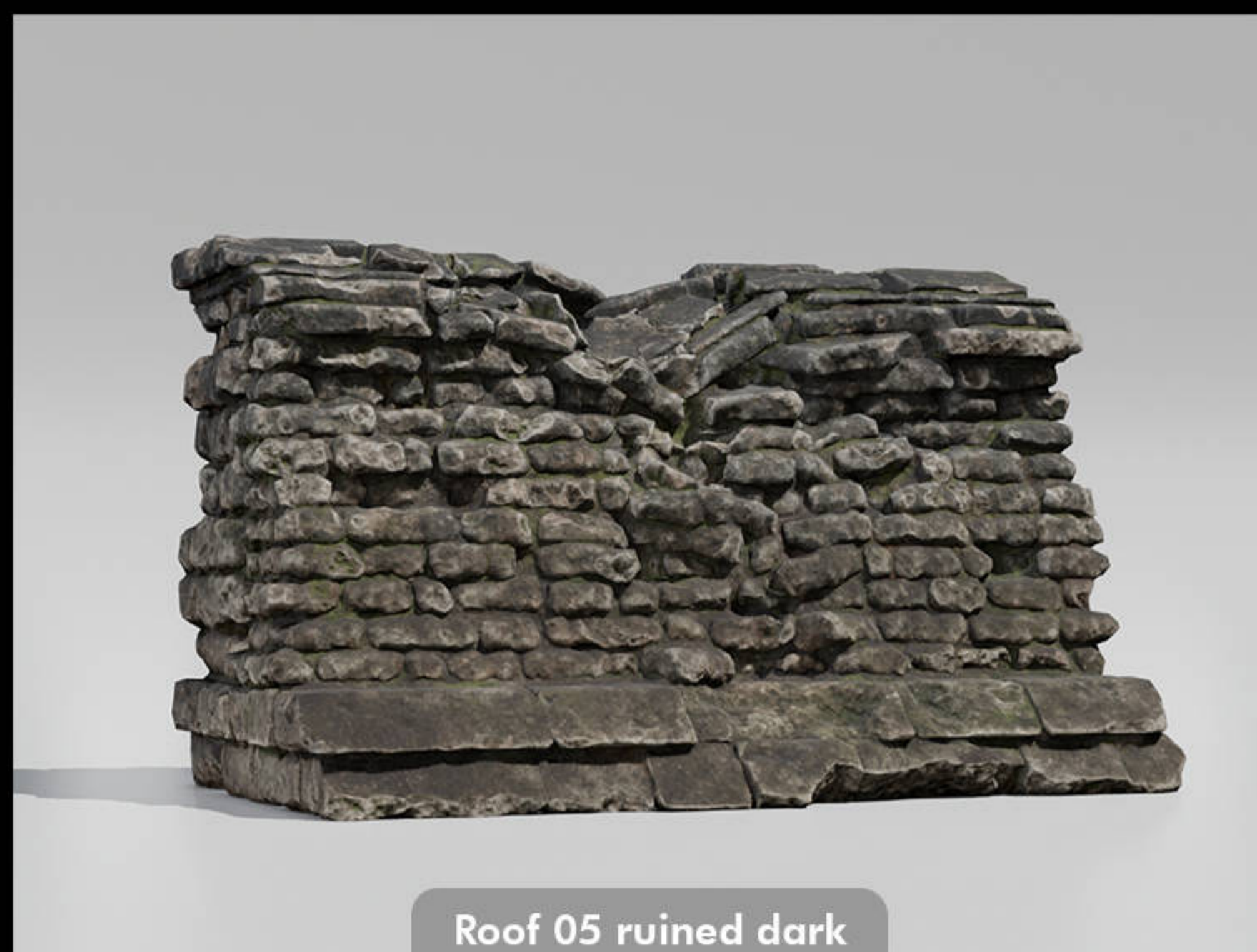
Roof 02 white



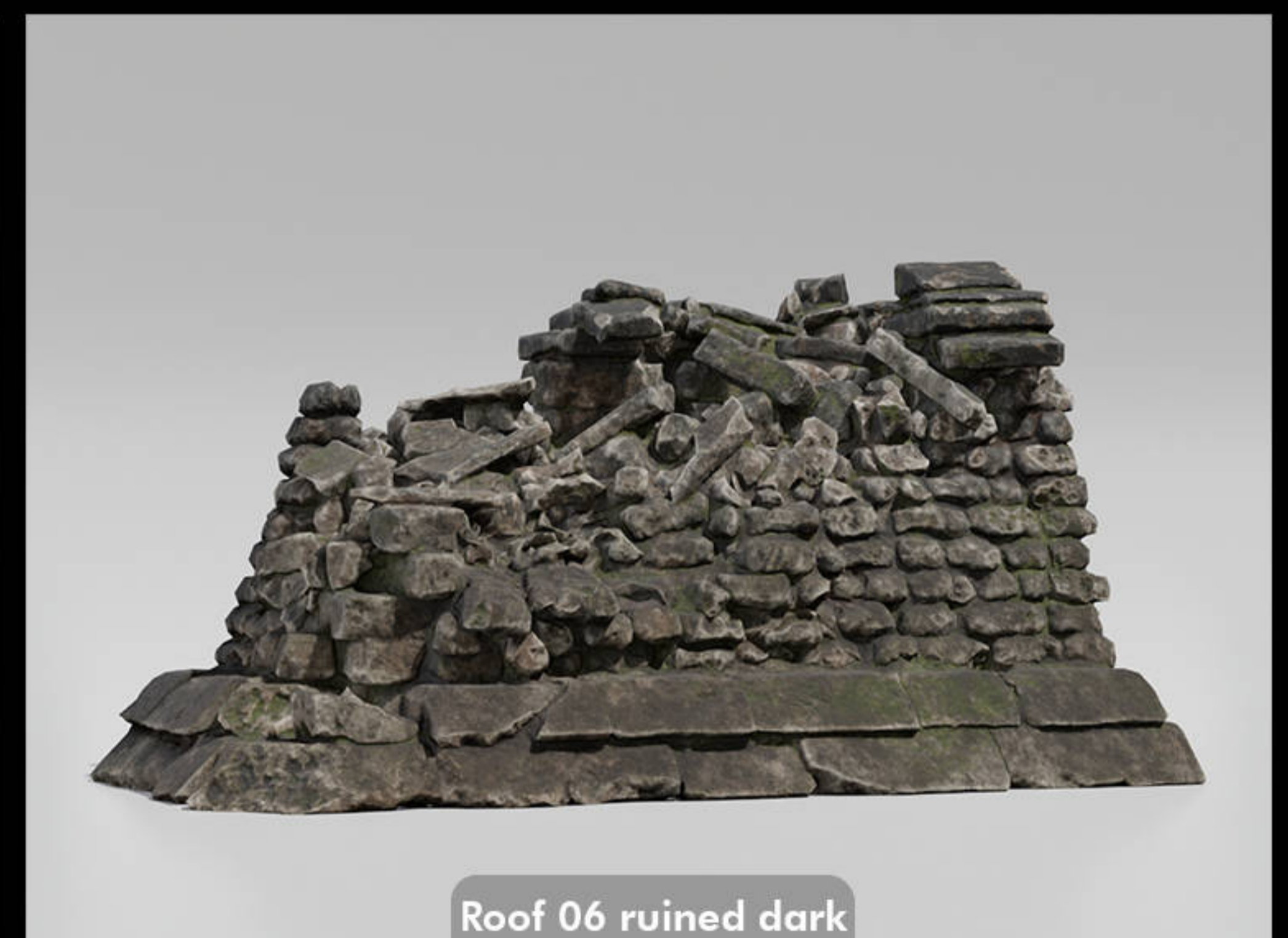
Roof 03 white



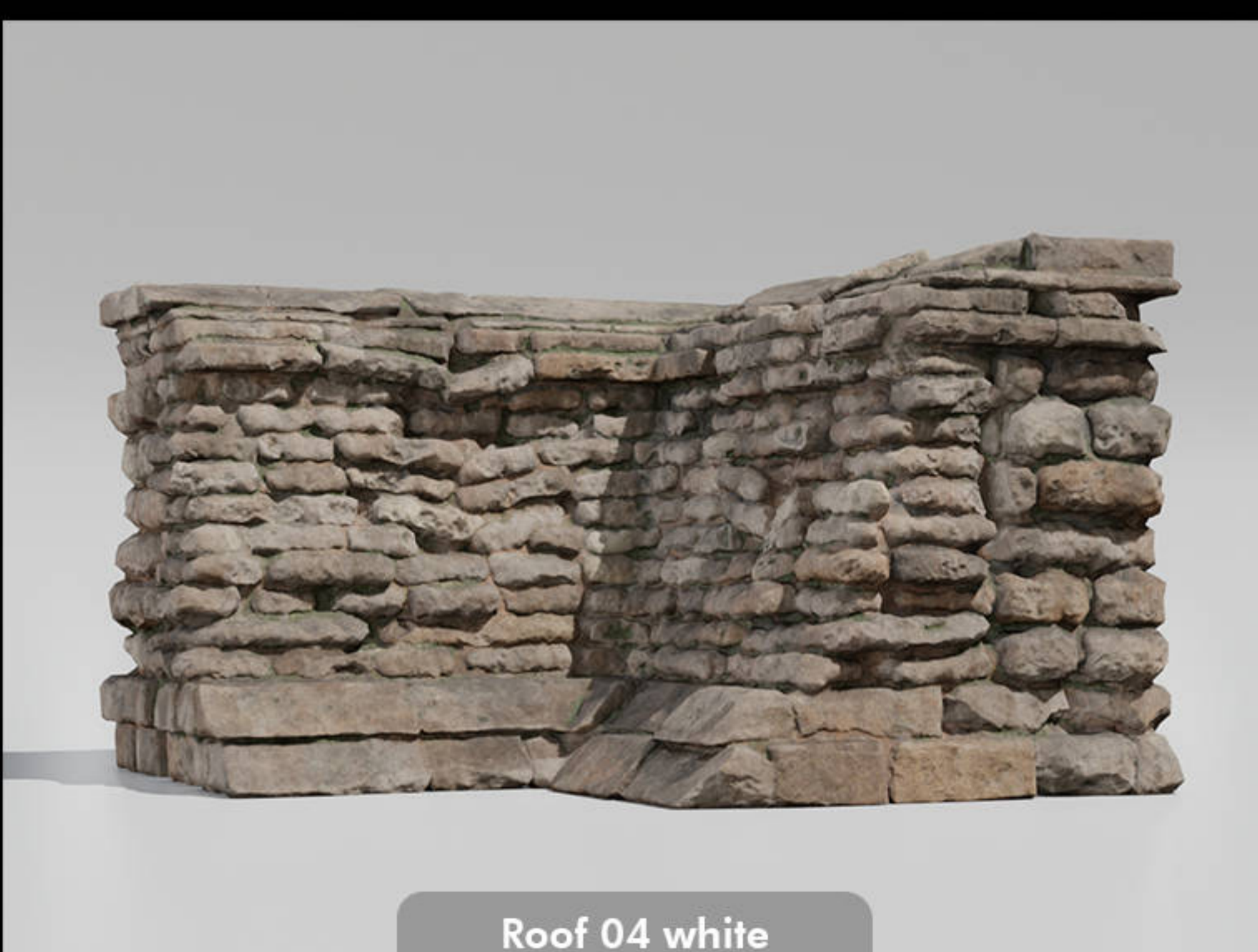
Roof 04 dark



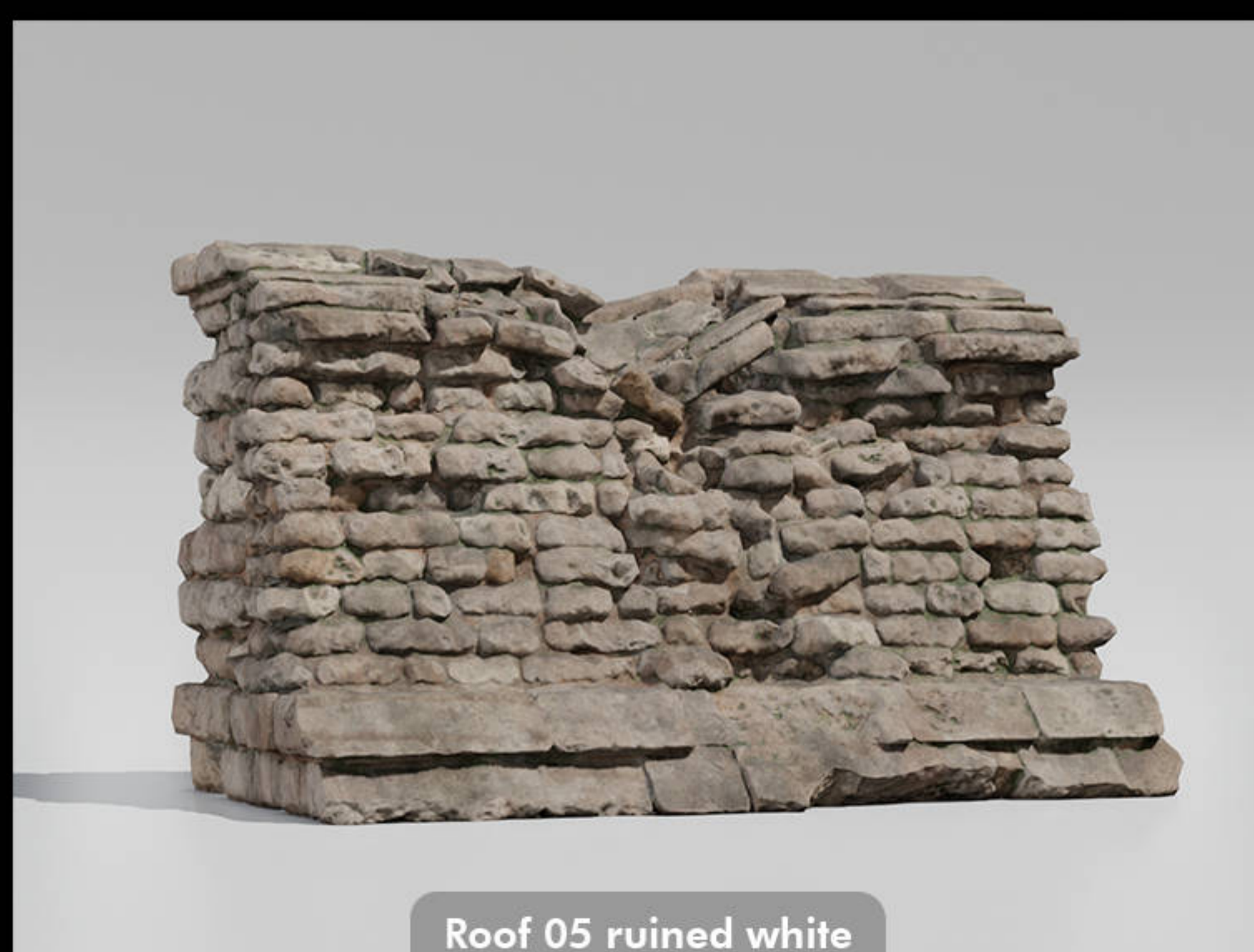
Roof 05 ruined dark



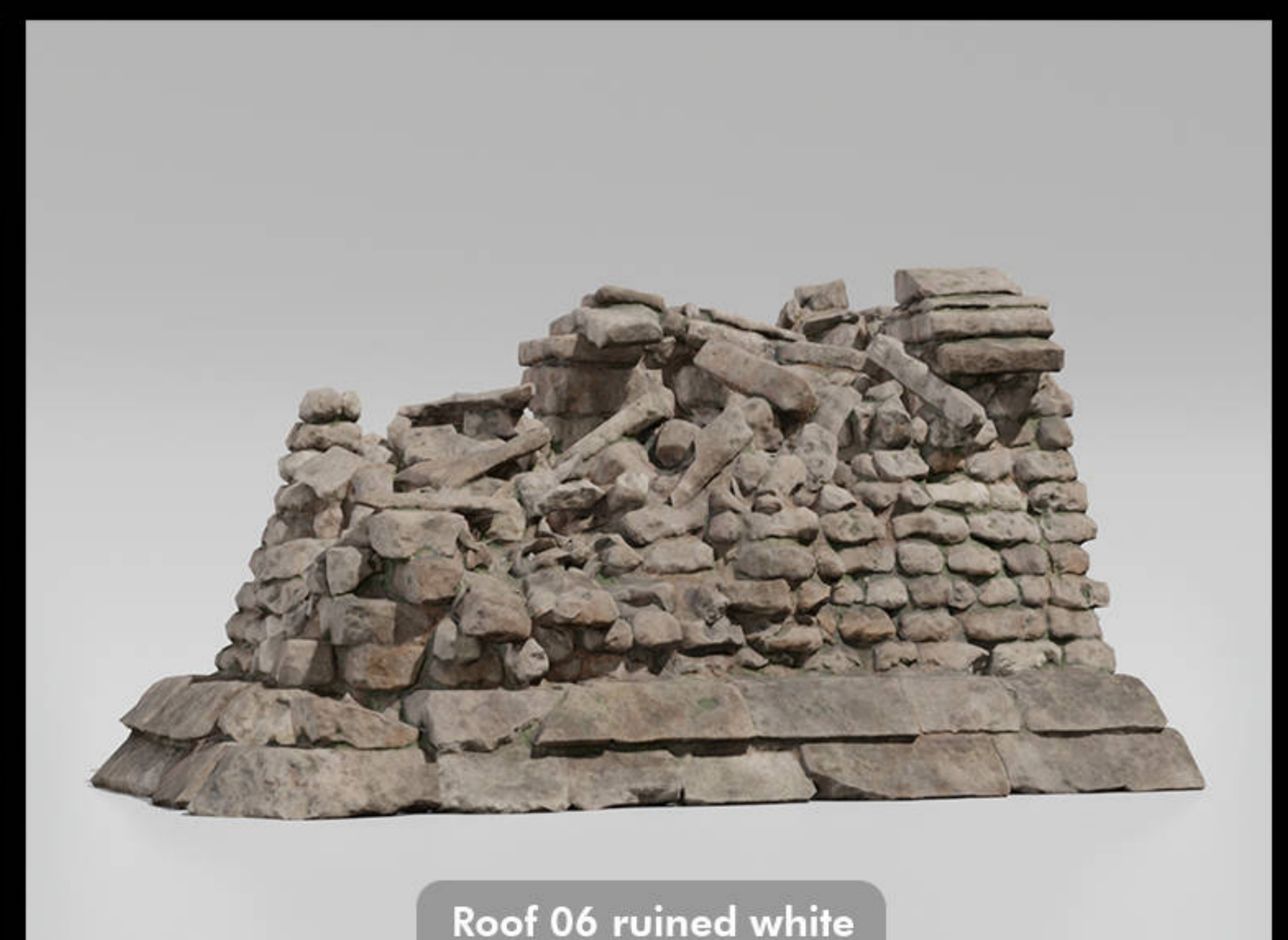
Roof 06 ruined dark



Roof 04 white



Roof 05 ruined white



Roof 06 ruined white

MODULAR ASSETS

Walls



Wall 01 dark



Wall 02 dark



Wall 01 white



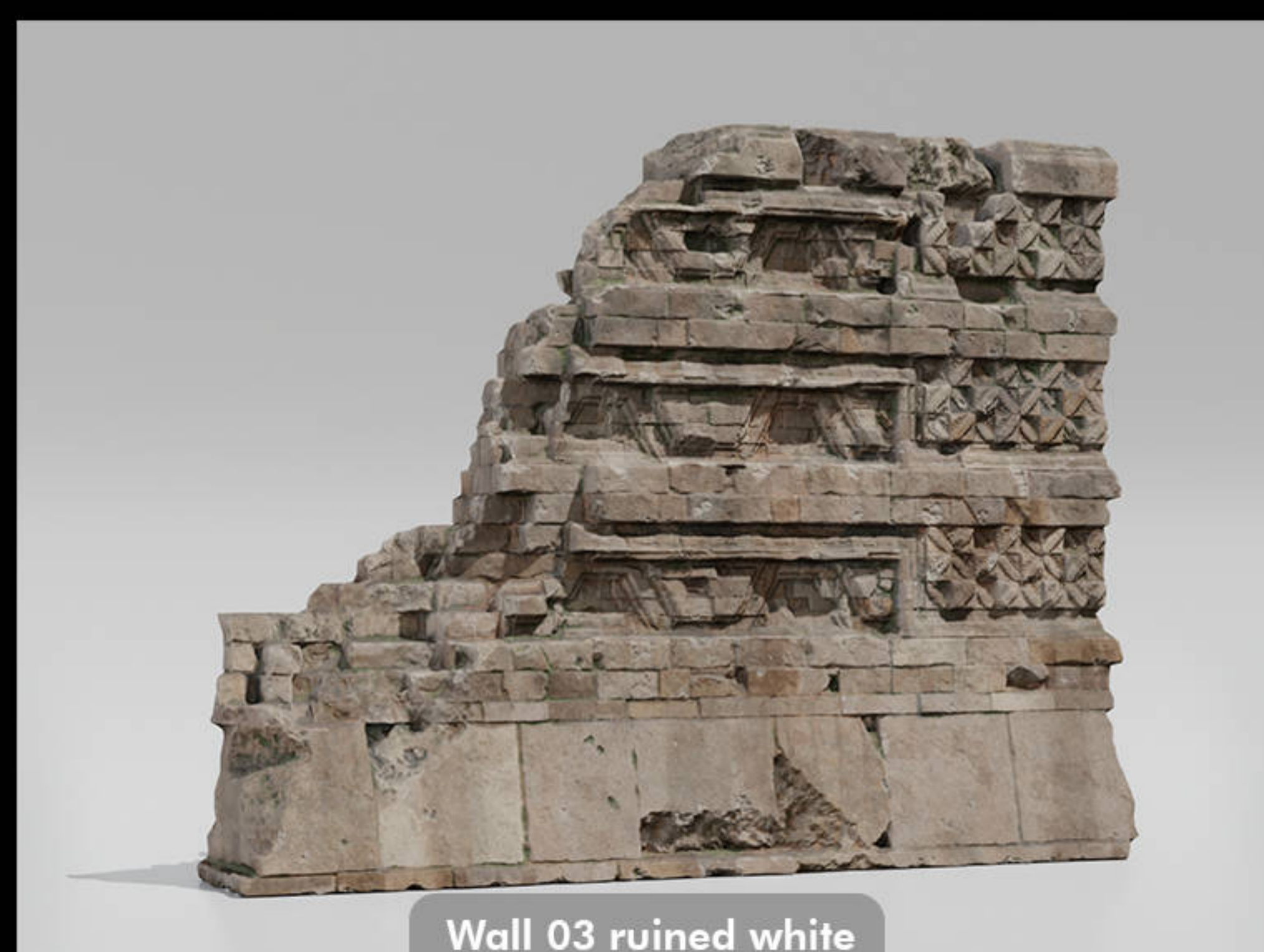
Wall 02 white



Wall 03 ruined dark



Wall 04 ruined dark



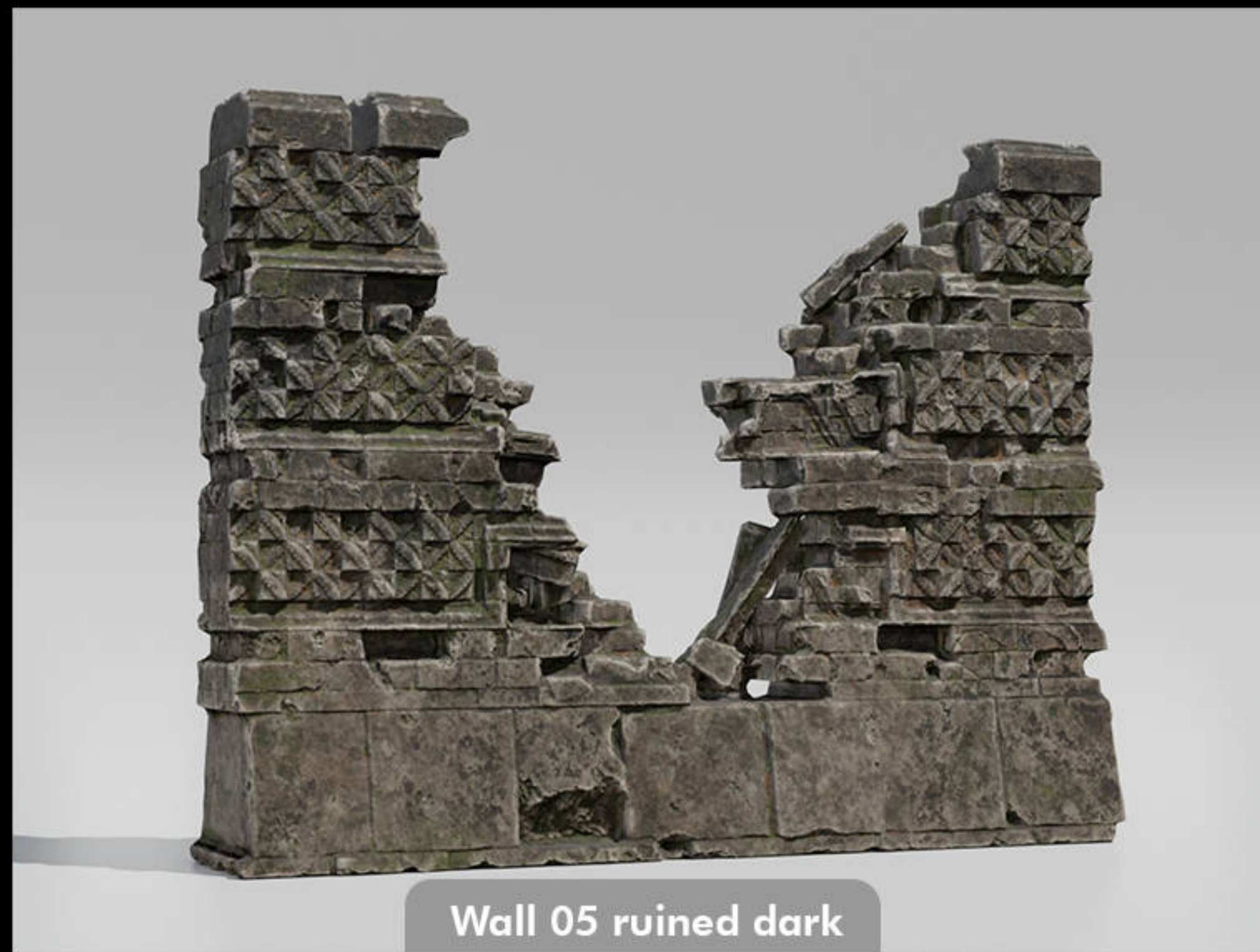
Wall 03 ruined white



Wall 04 ruined white

MODULAR ASSETS

Walls



TEXTURES

Texture based



Texture 01



Texture 02



Texture 03



Texture 04



Texture 05



Texture 06



Texture 07



Texture 08



Texture 09



Texture 10



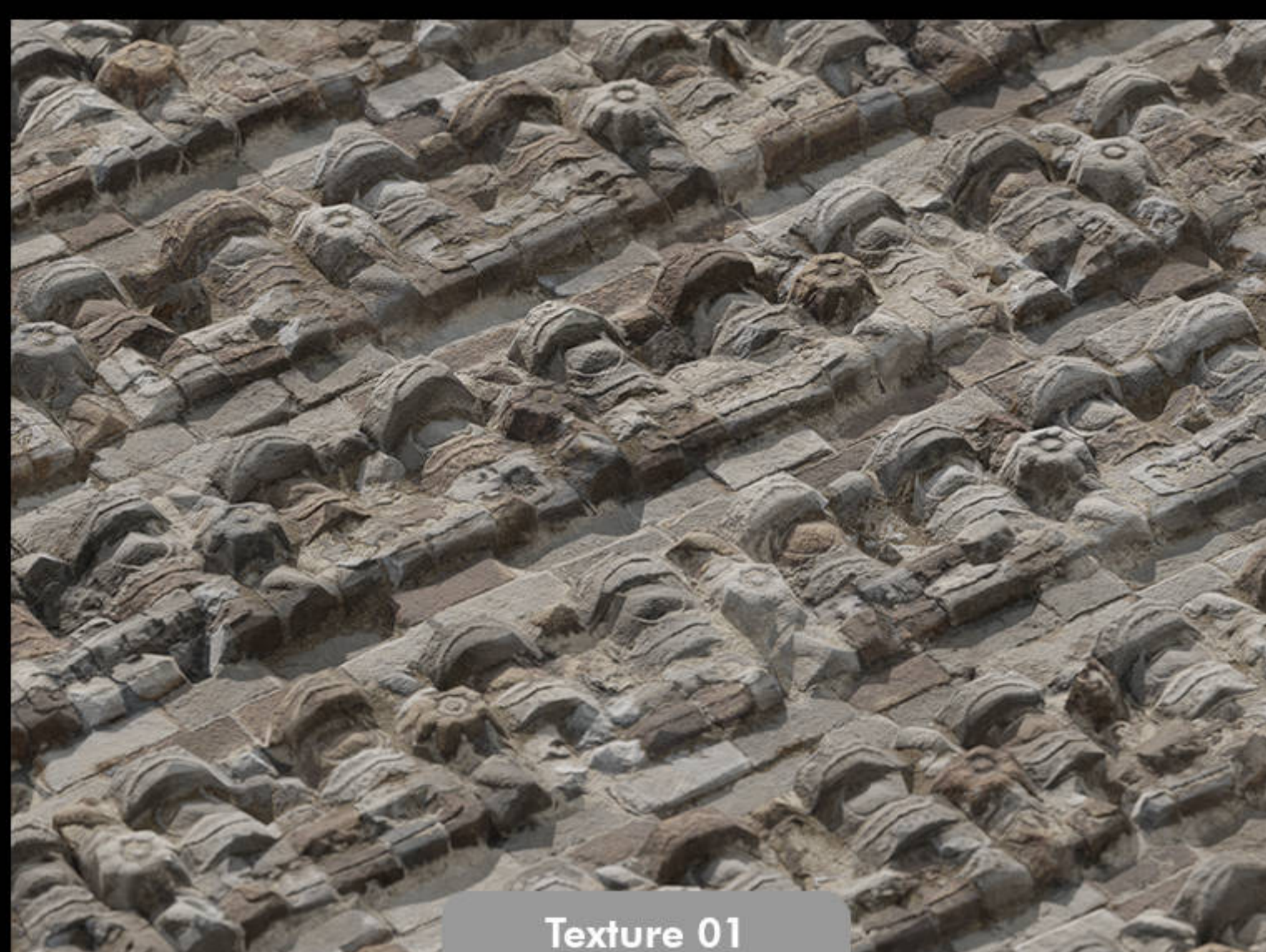
Texture 11



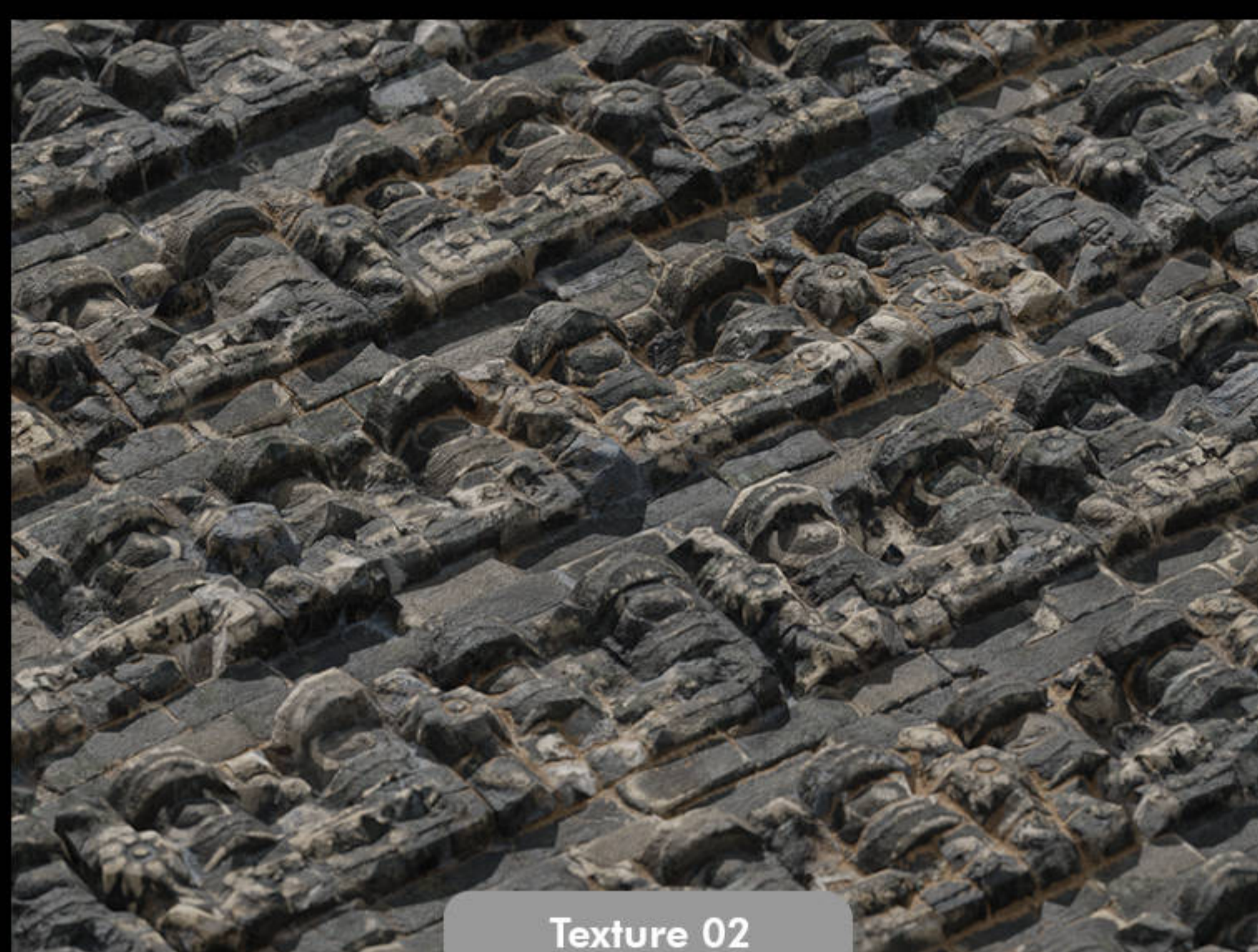
Texture 12

TEXTURES

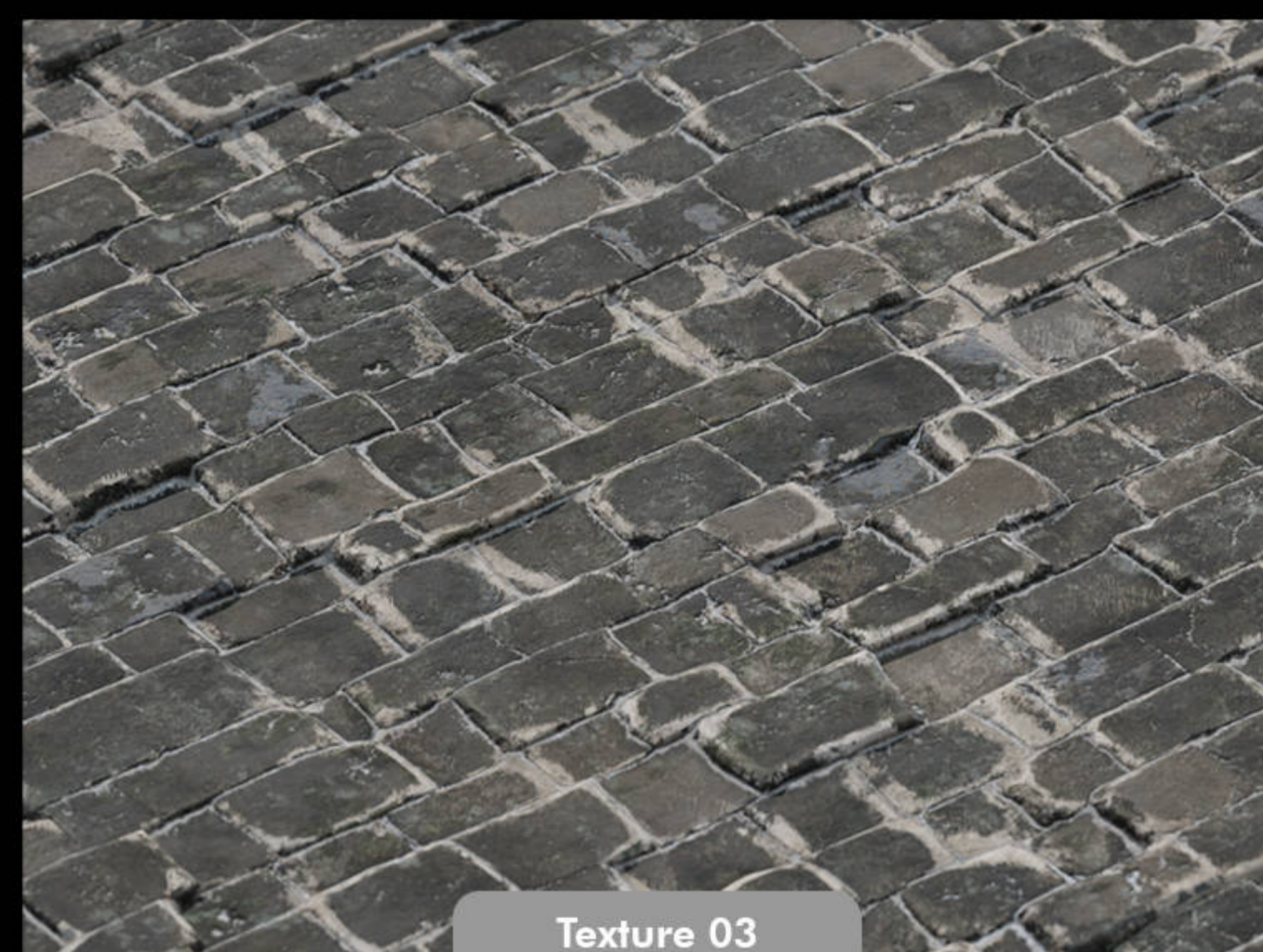
Geometry based



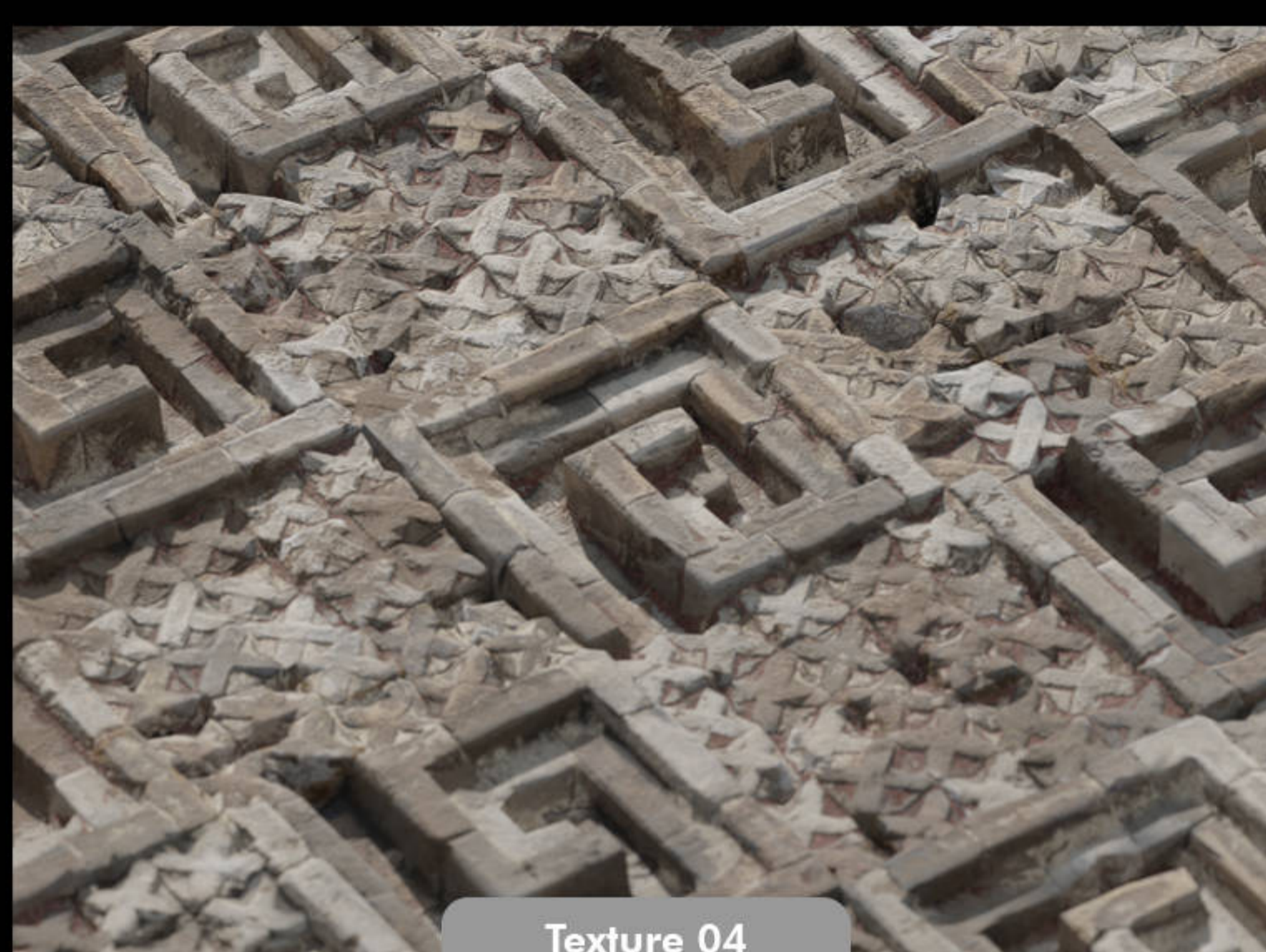
Texture 01



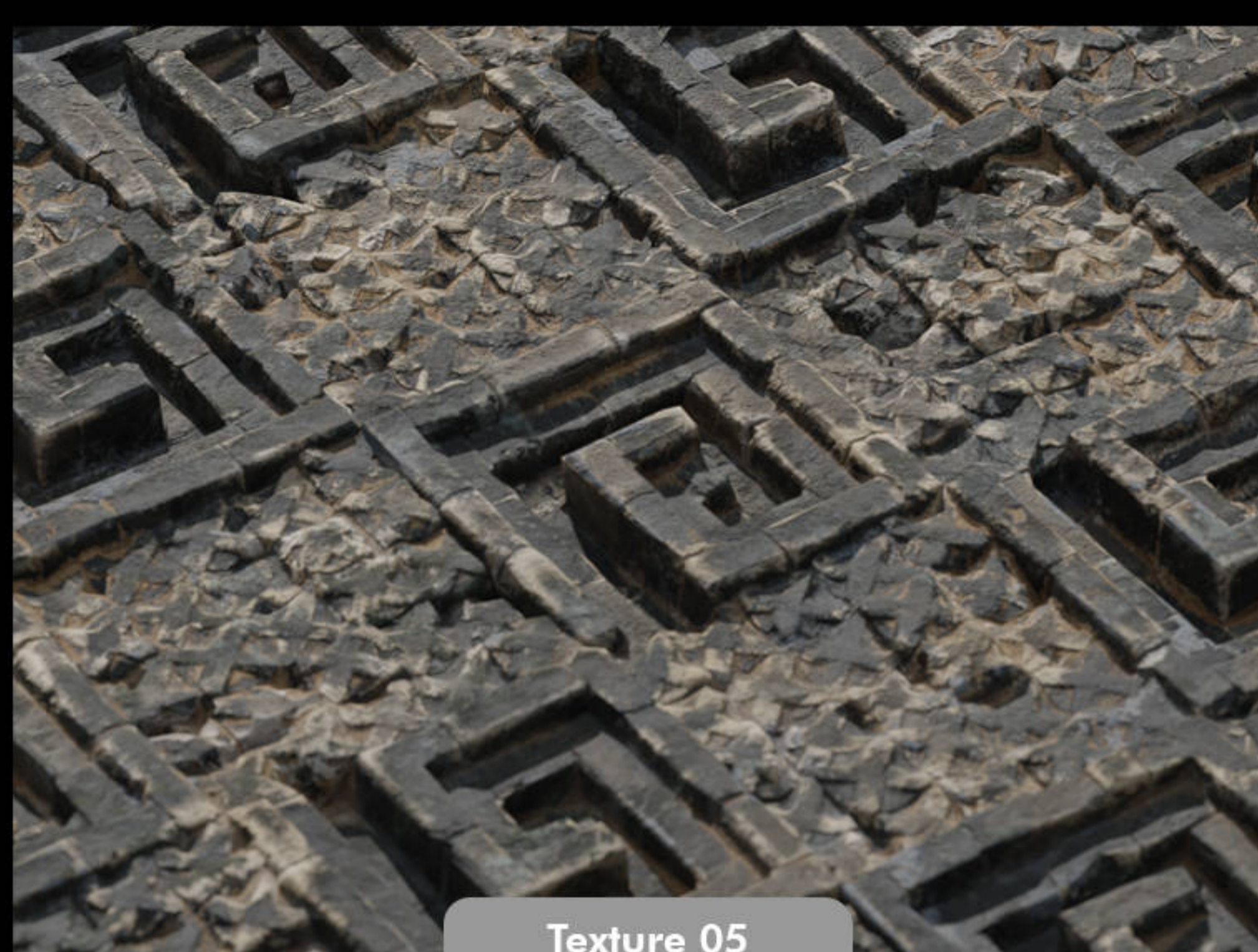
Texture 02



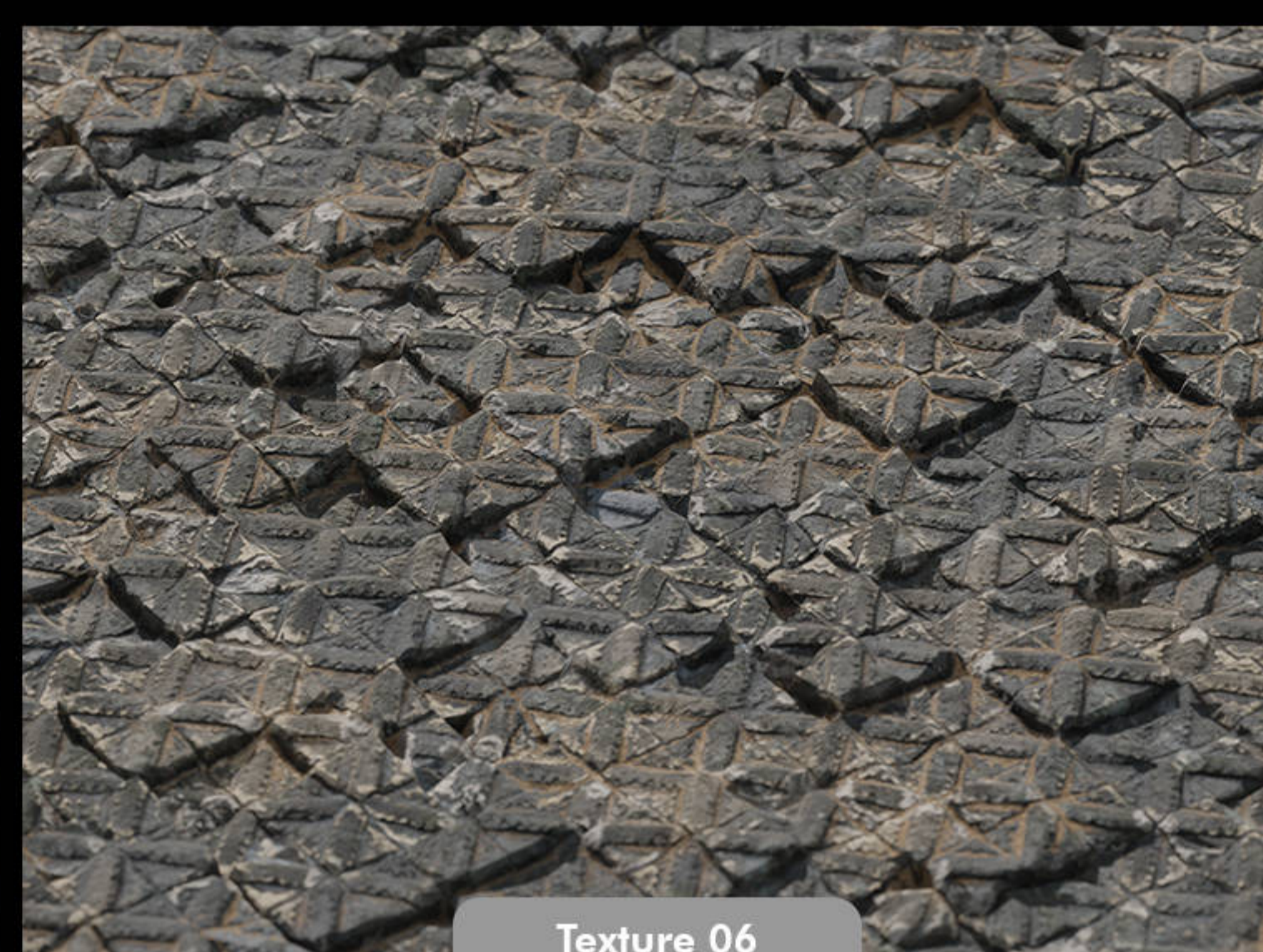
Texture 03



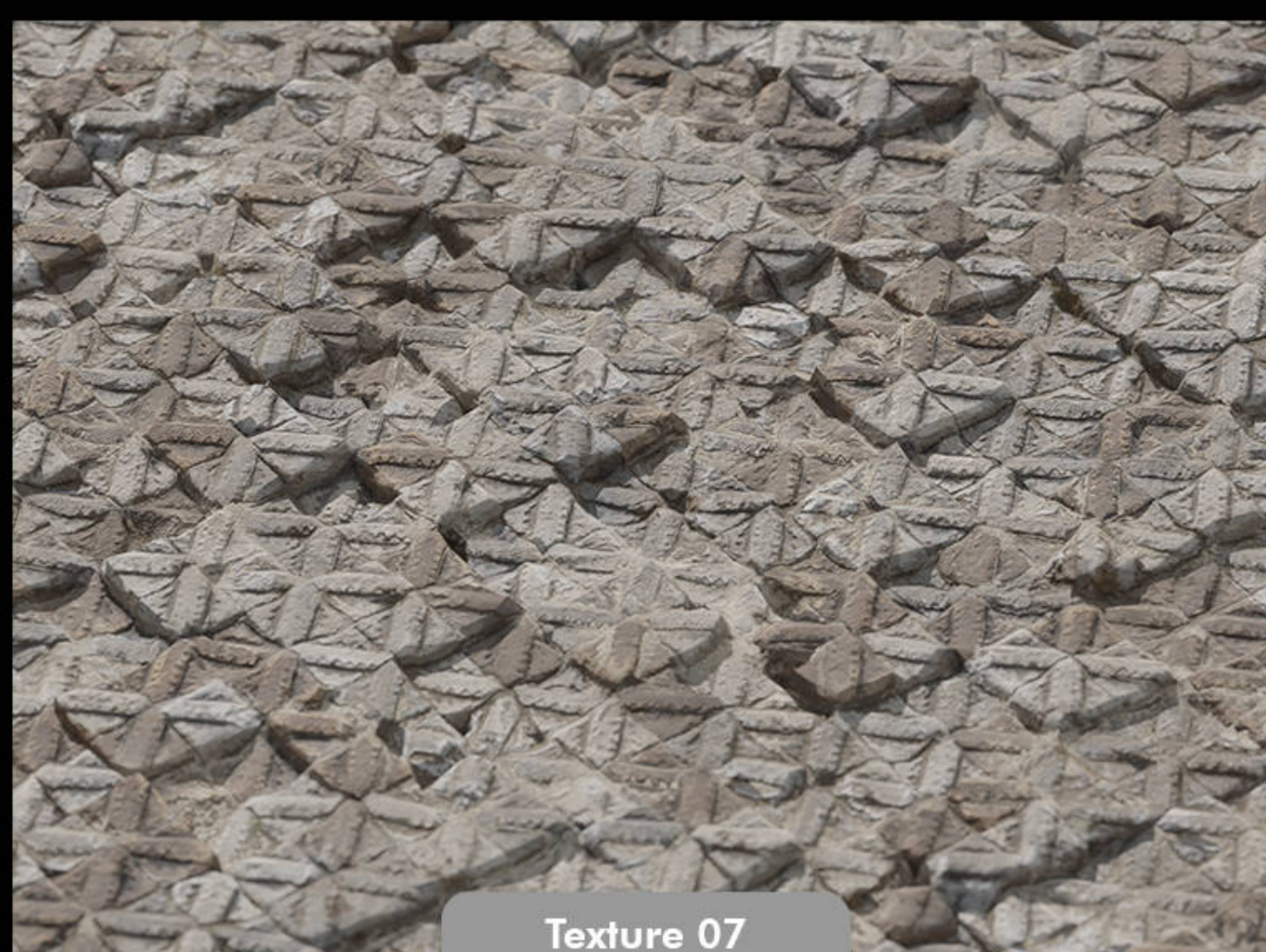
Texture 04



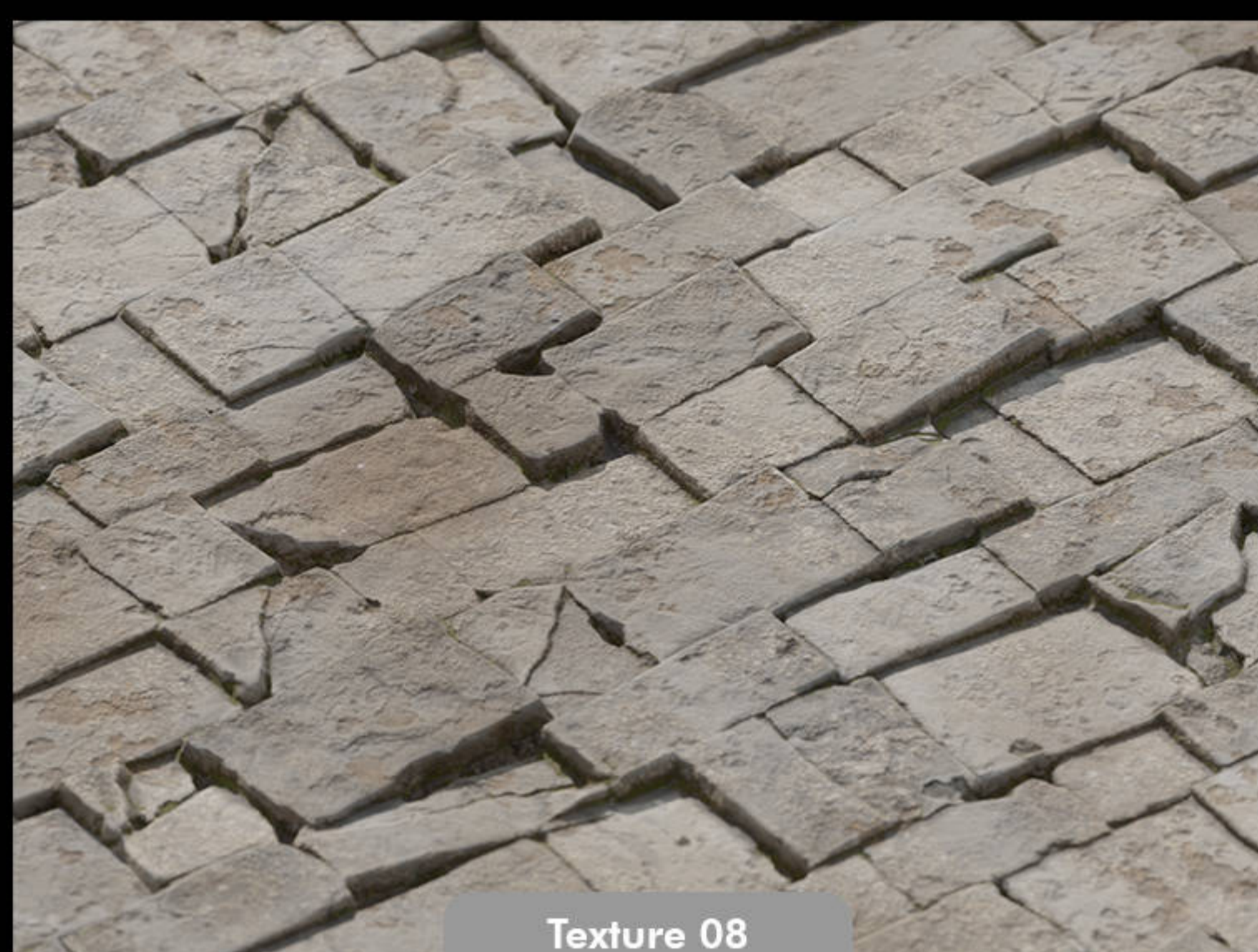
Texture 05



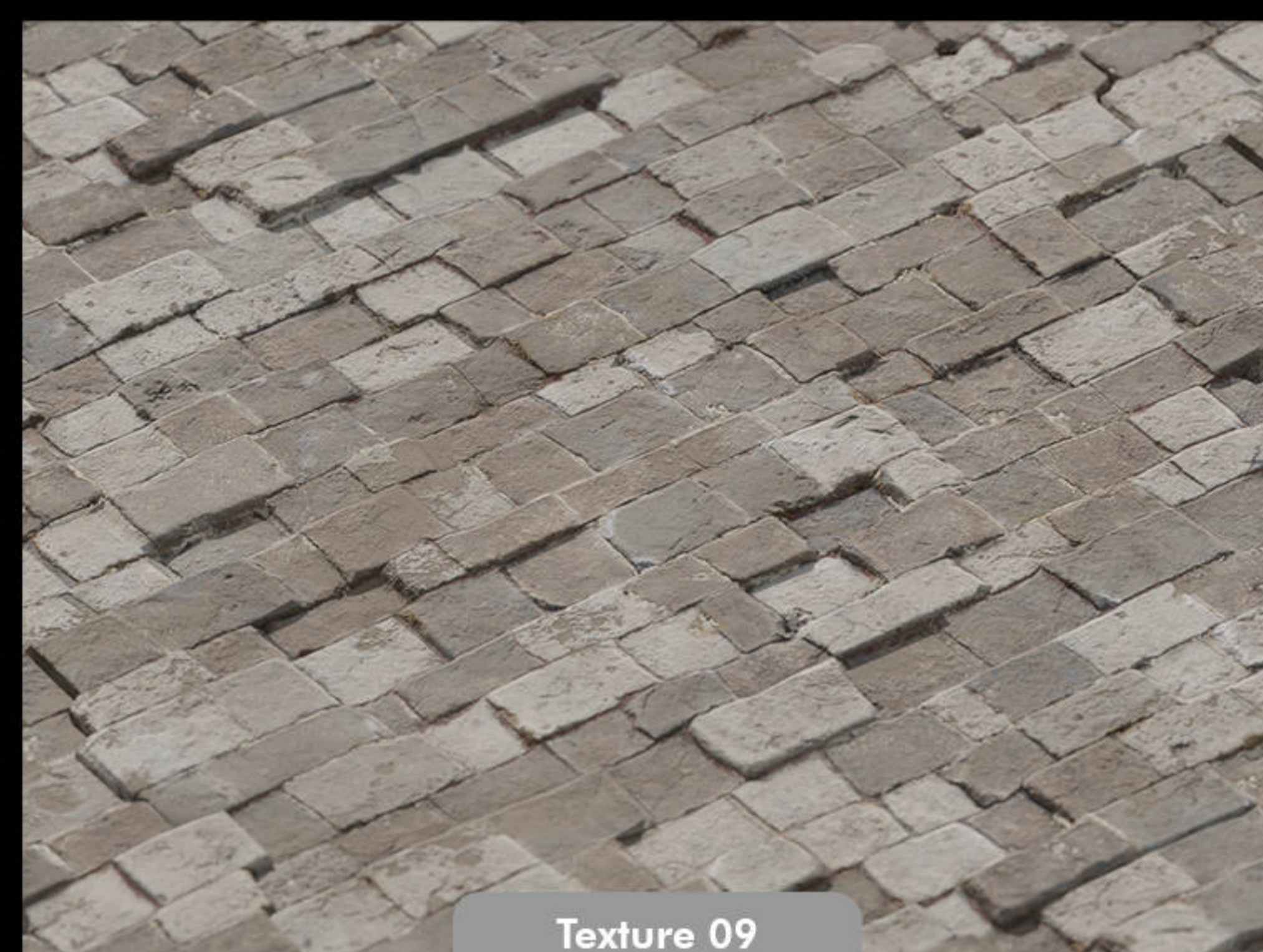
Texture 06



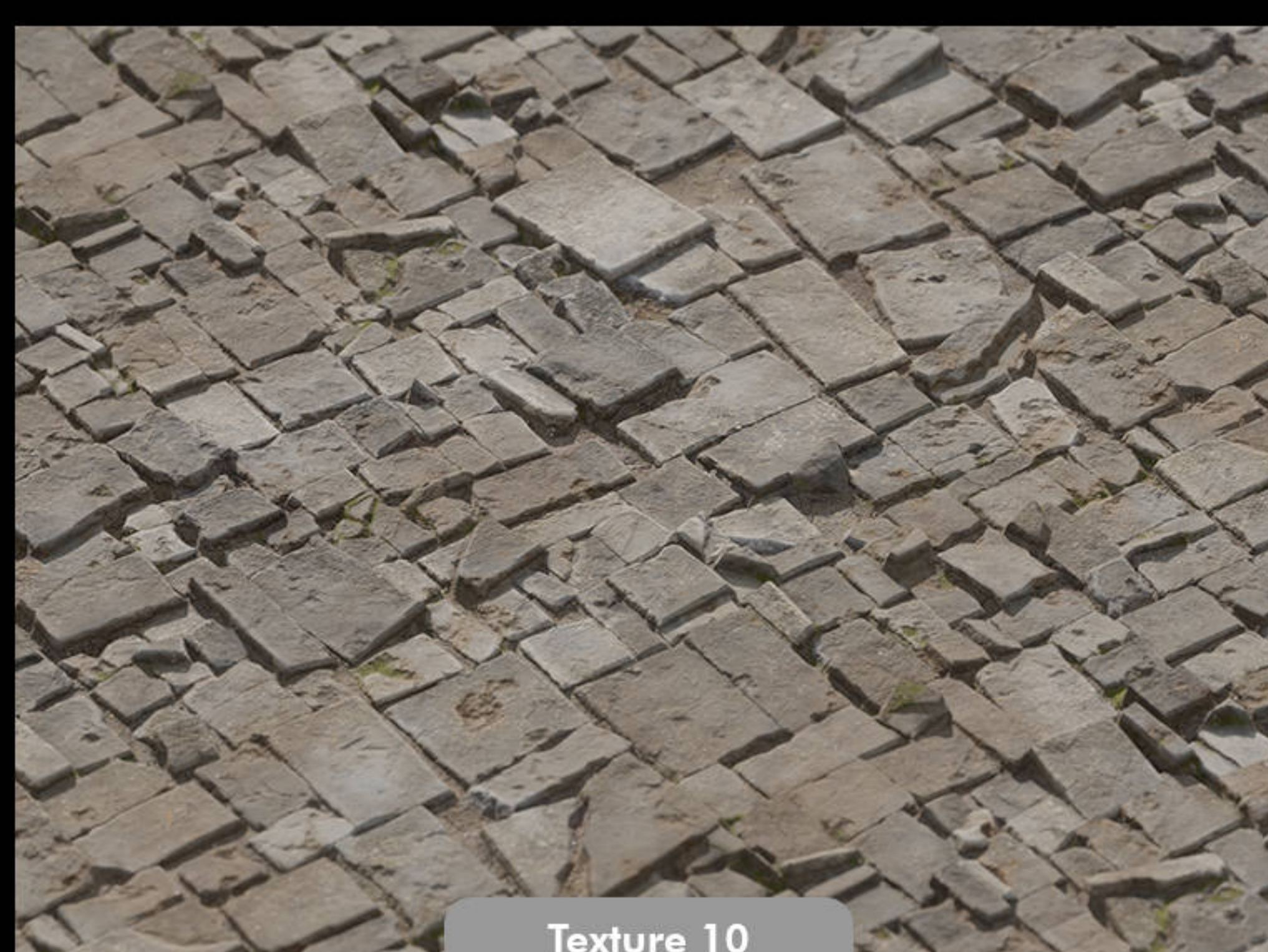
Texture 07



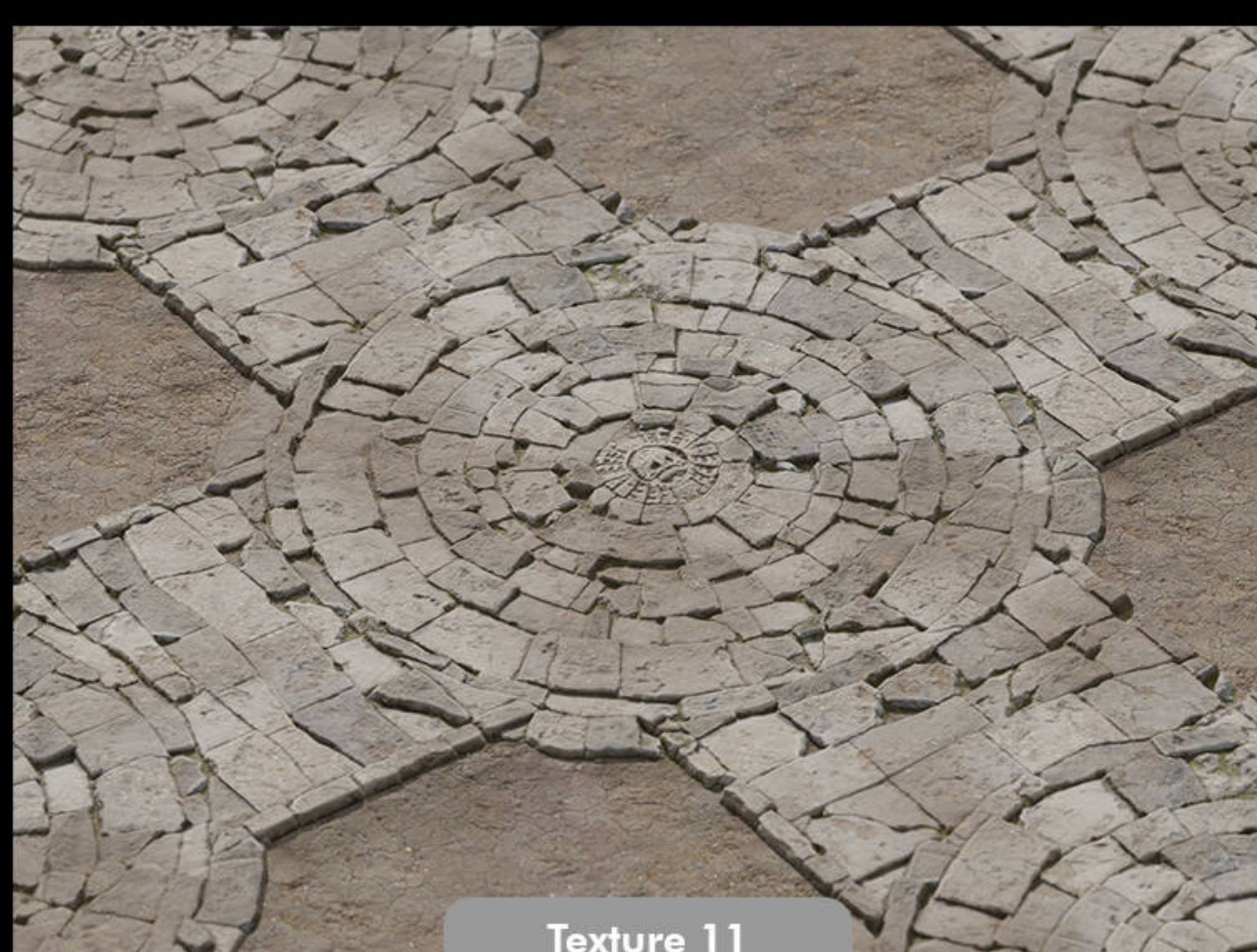
Texture 08



Texture 09



Texture 10



Texture 11

NATIVE UNREAL ENGINE FILES

