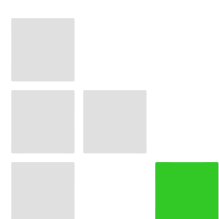
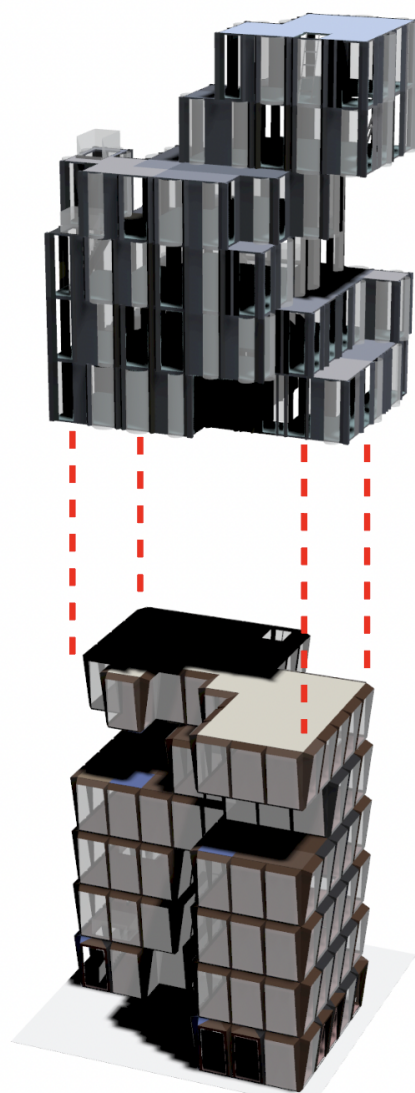


# Habitats: Trait Breakdown



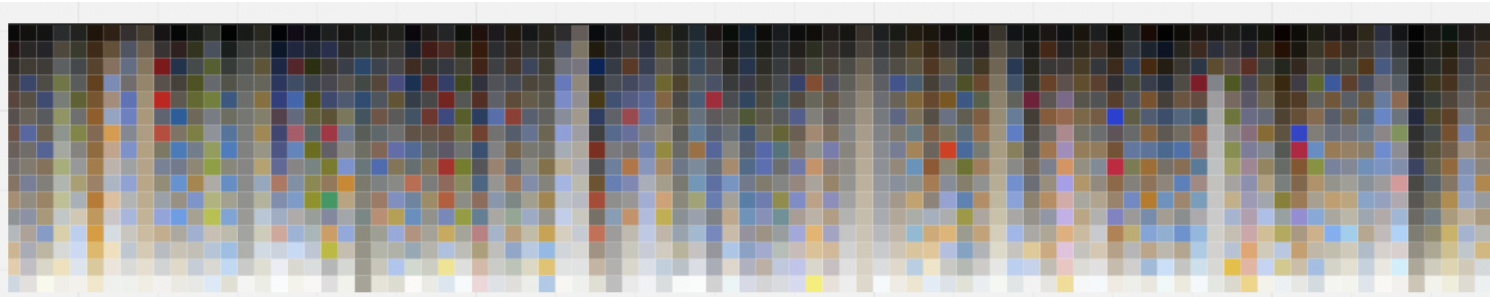
## Stackable:

The rare "Stackable" trait signifies that the habitat does not have a "ground plane", nor any "ground decorations". This means that the habitat structure is completely self contained, thus giving it the ability to easily stack together on top of another Habitat 3D model.



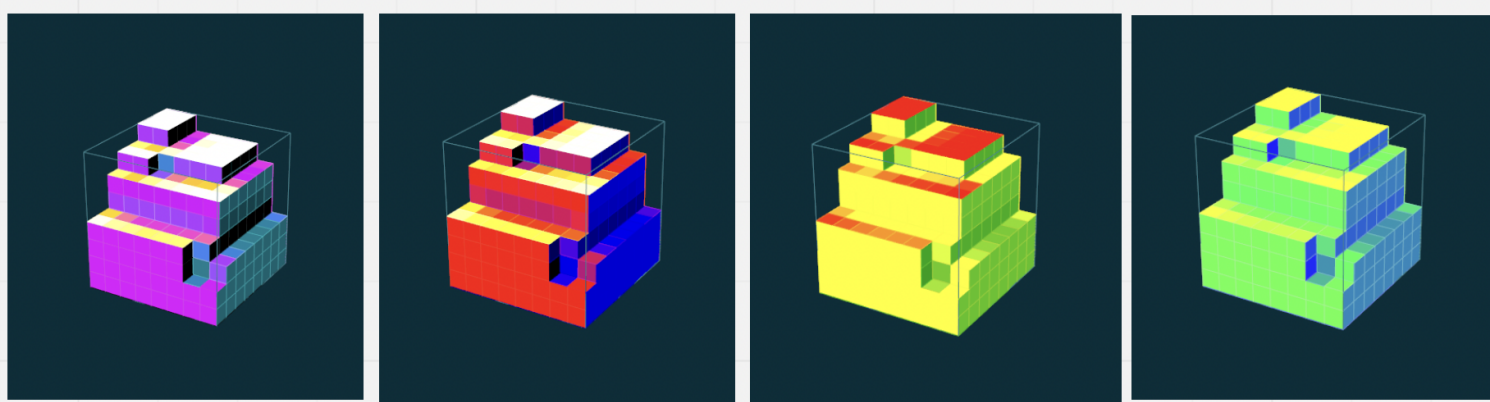
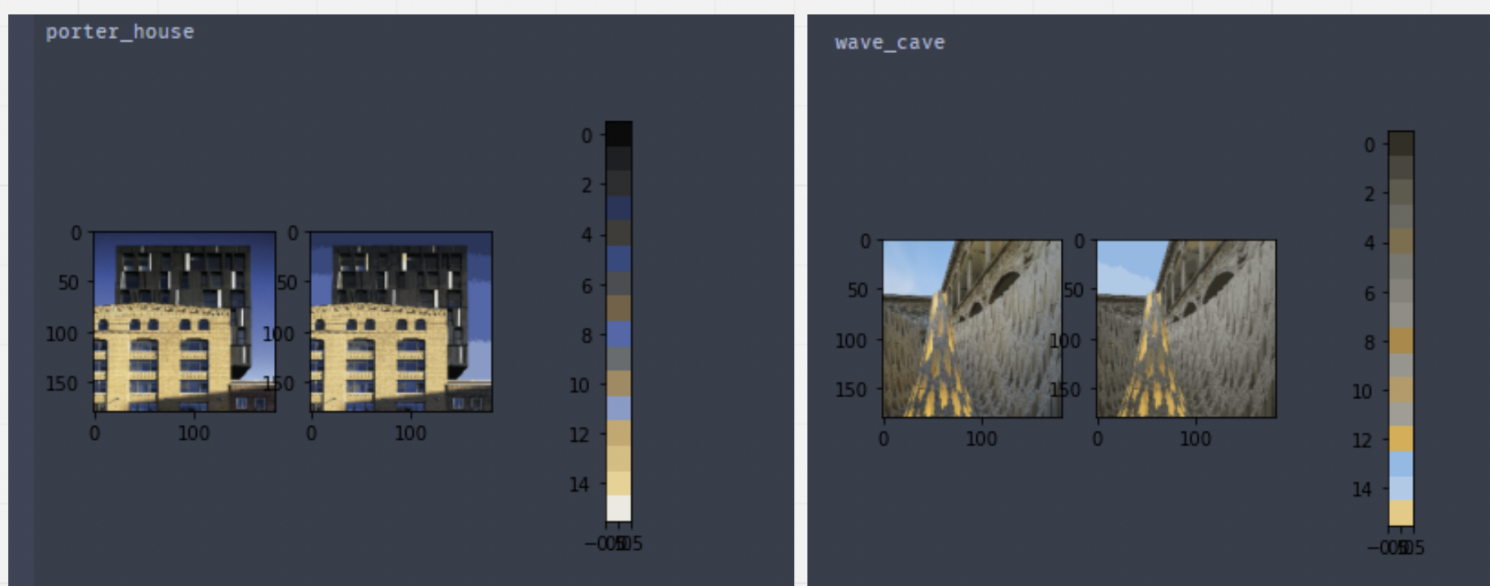
## Accent Color:

The "Accent Color" trait references whether there are any additional accent colors other than the ones from the facade palette already used in the Habitat.



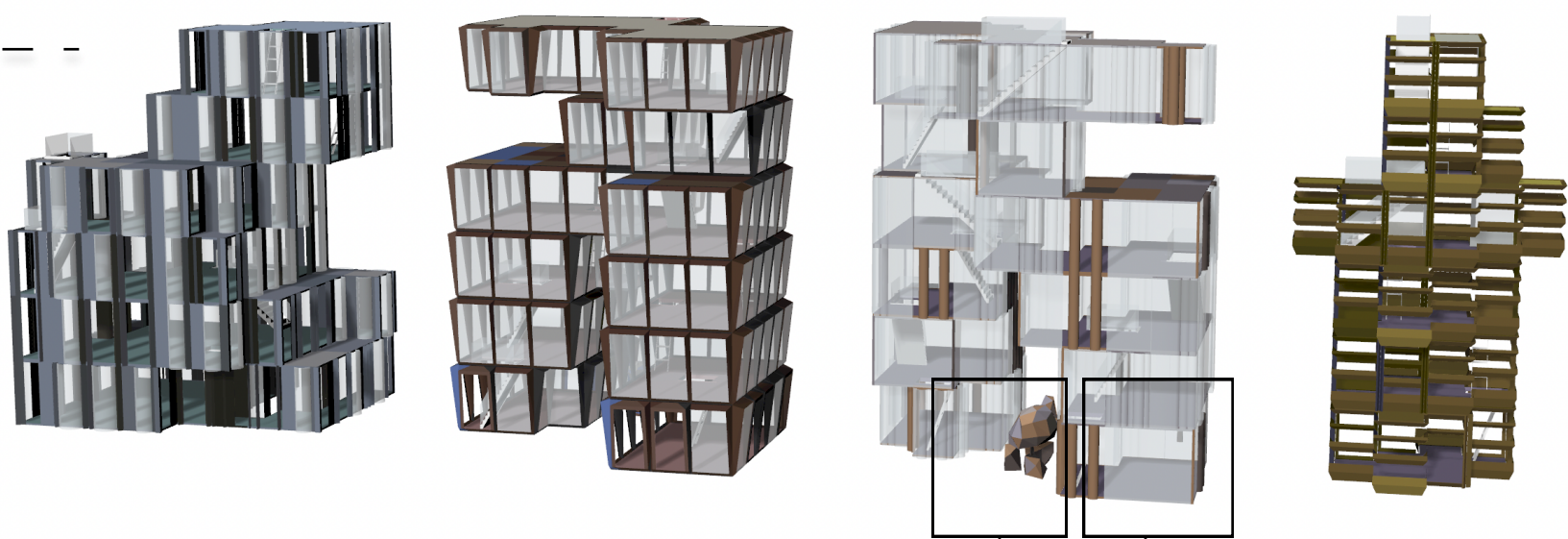
## Facade Palette:

The "Facade Palette" trait refers to the exterior color of the panels on the outside of the building. This trait is one way that we tie these digital buildings to the real world. Each palette is derived from a real world project by SHoP Architects. We took 500 photographs of built projects and used an algorithm to create a color palette from each of these photos. each palette knows which project it is associated to, creating a connection between your habitat and one of SHoP's IRL projects. This palatte is then applied to the Facade Type of the Habitat.



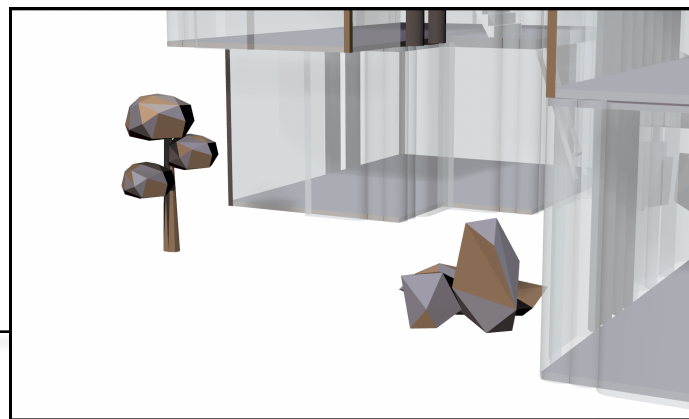
## Facade Type:

The "Facade Type" trait refers to the exterior panel design elements that are used in that specific habitat. These facade types have drawn inspiration from real SHoP projects, again tying these virtual buildings to the real world. This is one of the main traits that determine the aesthetic of a Habitat.



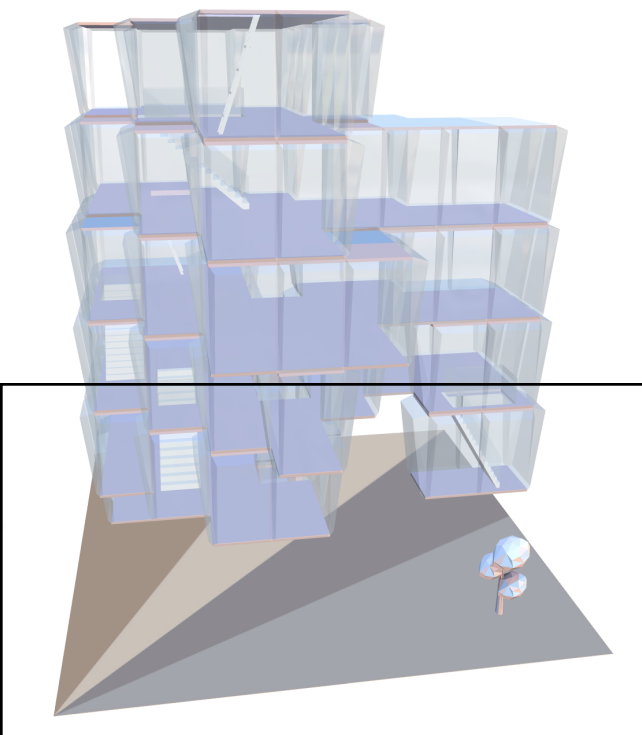
## Plain Glass:

The "Plain Glass" trait refers to blank, all glass areas in the building's exterior, where the "Facade Type" stops for a portion of the building. This was built in to create some unique interior and exterior spatial qualities, while at the same time helping with model optimization and lowering the overall polygon count for larger buildings.



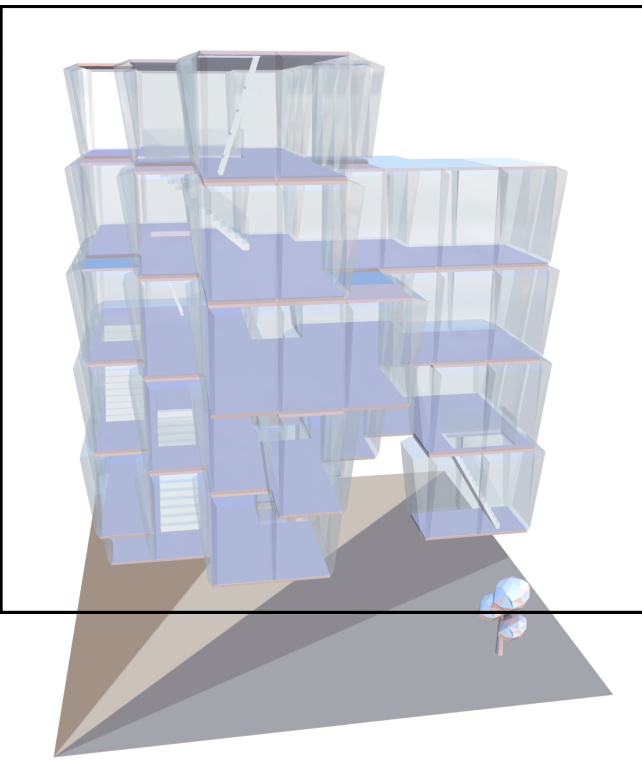
## Ground Decoration:

The "Ground Decoration" trait refers to the decorations (ie. rocks, trees, shrubs), that are associated to a Habitat.



## Ground Palette:

The "Ground Palette" trait refers to the ground plane material palette. These palettes were created from the facade color palettes in order to keep aesthetic consistency within the Habitats collection.



## Interior Color:

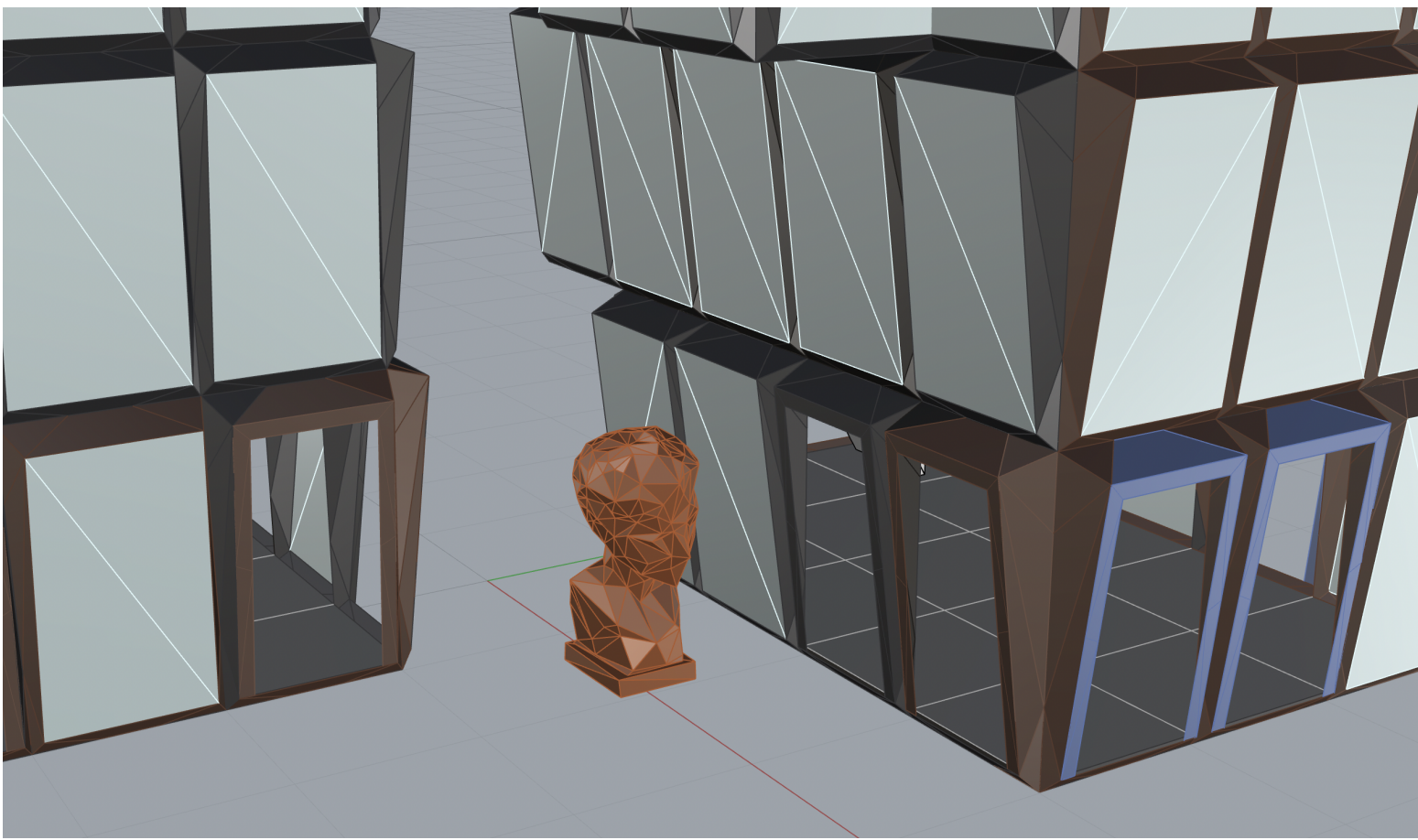
The "Interior Color" trait refers to the interior floors within the Habitat. These colors are derived from the Facade Pallete of that specific Habitat, again to keep a consistent aesthetic.

## Size:

The "Size" trait referes to the general size of the habitat. This includes small, medium, large and mega.

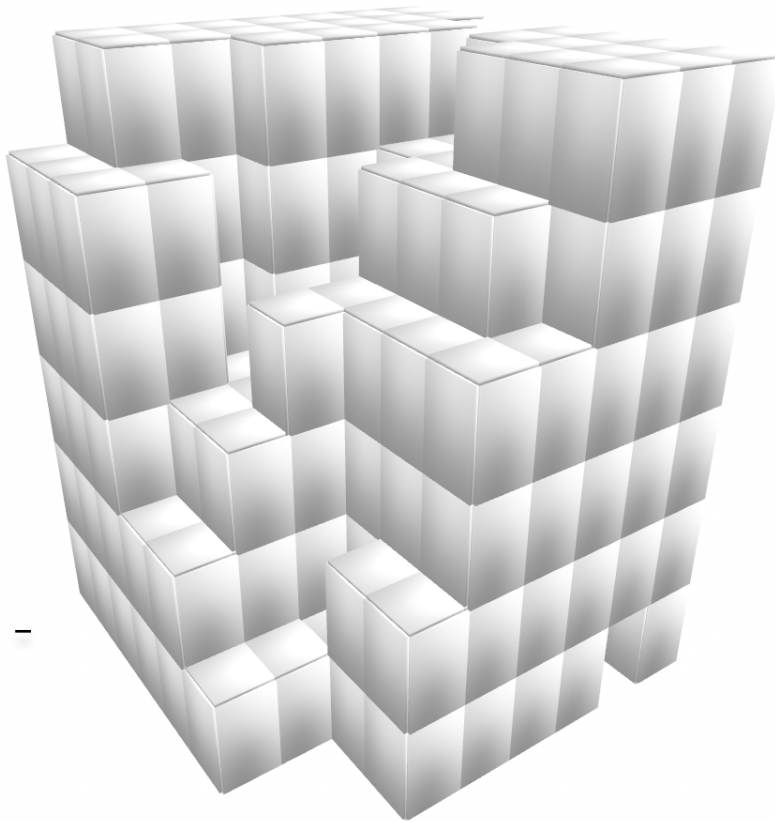
## Facade Area:

The "Facade Area" trait refers to the area of exterior windows or panels of a Habitat. This trait can help to understand potential views and spatial qualities.



## Polygon Count:

The "Polygon Count" trait refers to the 3D model mesh. This is an important trait. Every 3D model that is used in a virtual world has an associated 3D Mesh. A mesh is a collection of triangles that make up the 3D model itself. All virtual worlds have polygon count limitations. It is important to know the polygon count of the assets you use, to allow you additional allocation for other items. The lower the polygon count, the more you can customize and add additional 3D models to the scene. Some of the larger Habitats will have a higher polygon count, however we have made sure to optimize as much as possible to give everyone flexibility to customize in whatever world they want to bring their Habitat into.



## Voxel Count:

The "Voxel Count" trait refers to the total number of voxels that were used to create the Habitat.