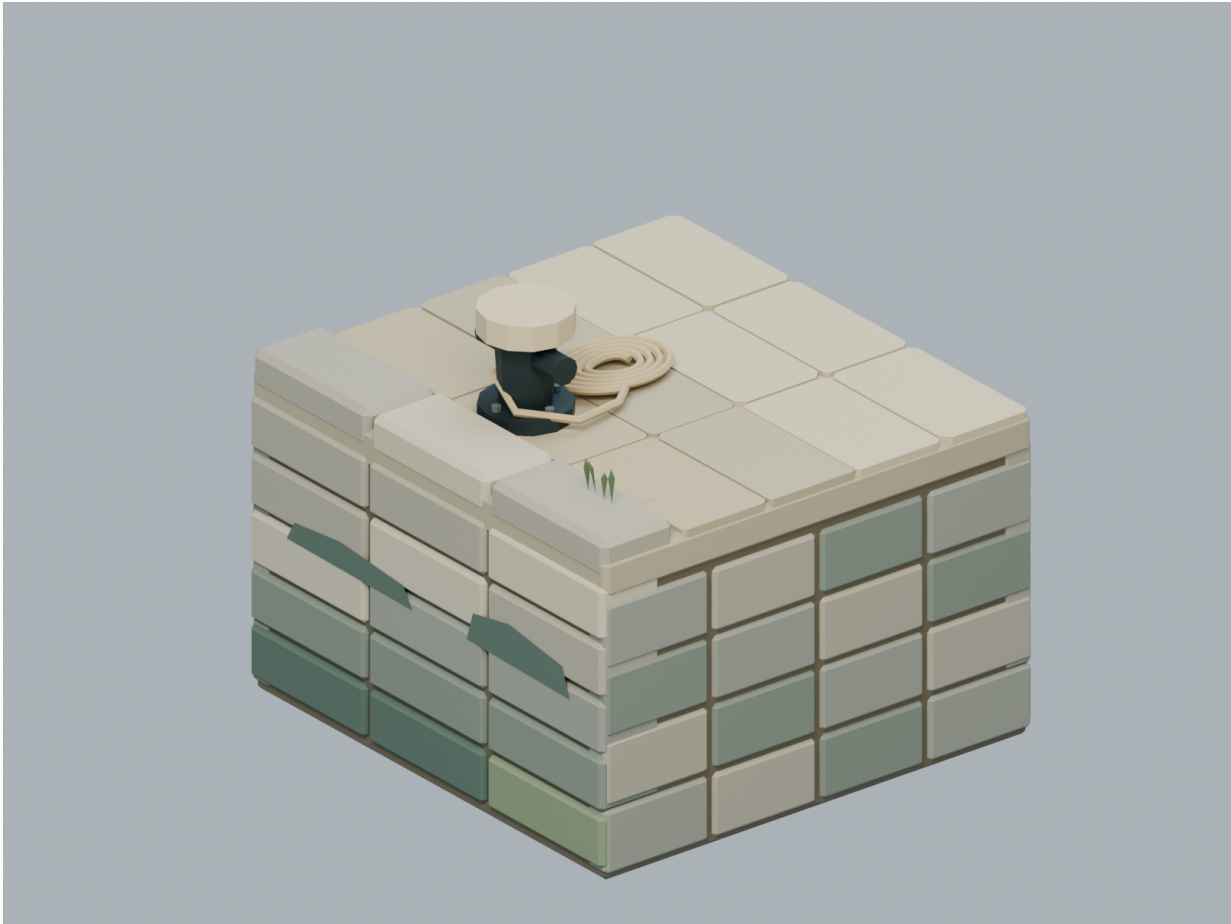


A USEFUL PIECE OF THE QUAY

Free mooring point



Actual free sample, Blender 4.5.14 Cycles CPU. The quay, bollard and rope are included; no paid location data is bundled.

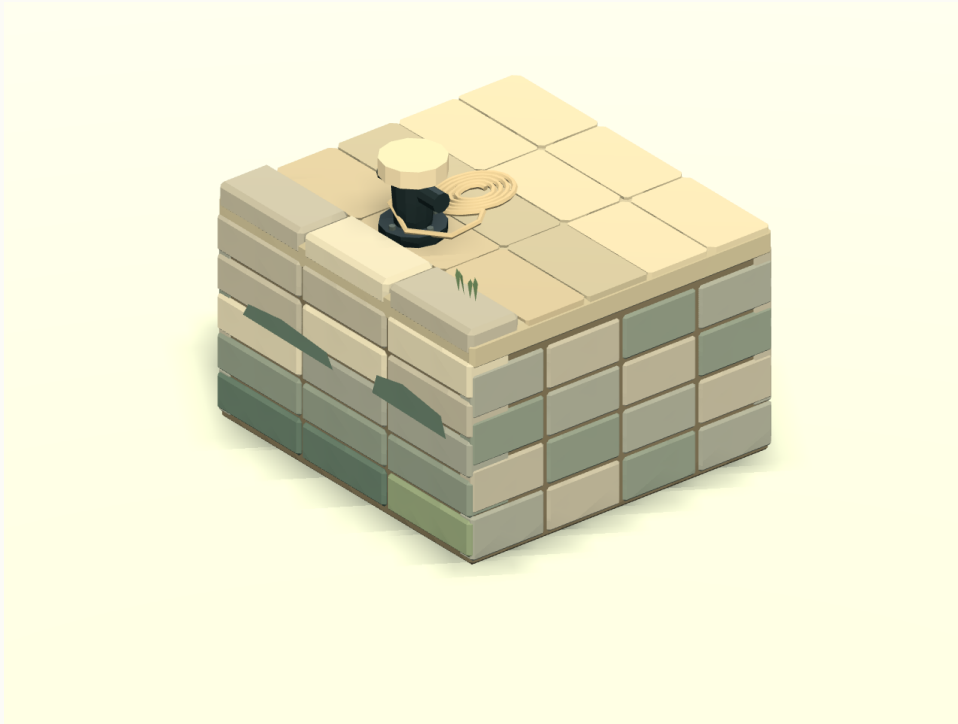
A finished 2.6 x 2.7 m stone quay segment, mooring bollard and removable rope coil. Use it alone, repeat it along your waterfront, or change the colours to match a project. No purchase of the full kit is needed.

Format	Open / place
Blender 4.5.14	Source/Mooring-Point.blend: editable meshes, packed textures, camera and lights.
GLB / glTF 2.0	Exchange/Mooring_Point.glb: one embedded-texture scene.
Godot 4.7.2	Import Godot/project.godot; run Preview.tscn, or place Modules/MooringPoint.tscn.

This is an asset preview rather than a walking demo. It includes ground, coping and bollard collision. The three meshes use one shared atlas material. No house, gates, paid props or paid generator source are included.

PLACE, RECOLOUR, USE

Make the mooring your own



Standalone Godot preview using native materials and simple collision. Godot lighting differs from Blender.

Scale and origin. Units are metres. The origin sits at the inner edge and waterline; the width extends along local +X. Repeat by 2.7 m along Blender +Y / Godot -Z. The path surface is about 0.86 m above the waterline. Rotate a complete instance by 180 degrees for the opposite bank.

Materials. Edit Godot/Materials/QuayPalette.tres or the named cells in Godot/Textures/Quay_Palette_BaseColor.png. Textures/Palette.json maps the 8 x 8 cells. The ORM map stores roughness in G and metallic in B. Keep nearest sampling and the 256 x 256 dimensions. Original PNGs are also supplied for Blender; re-export a GLB after material edits.

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Provenance and limits. Original AI-generated geometry, materials, code, documentation and actual-model renders, made with OpenAI Codex. Tested automatically on Linux in Blender 4.5.14 and Godot 4.7.2. Other engines, systems and hardware performance are unverified. No water, boats, walking controller or simulation is included. Contact quayassets@davidkuc6.uk with version 1.0.0 and the affected filename.