

Modular Interior Walls with LOD's

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Thank you for your purchase!

Info:

HOW TO USE:

Inside “MODULAR INTERIOR WALLS
HDRP” Florder ,

You have the “_PREFABS_”,where you
will find all ready-to-use assets.

Enjoy!

This pack is:

A set of interior walls, doors and props so
you can

design the base of the rooms and

corridors

in the atmospheric (horror) theme like
Resident evil or

Silent hill P.T. Games.

Can be used for FPS or Third Person
Camera

Package Contains:

Walls: Simple, Wall for Doors, Wall for
doors short, Wall

for Windows: 2x Versions (clean & dirt)

Pillars: 2x versions with Clean & Dirt

Ceilings: 3x Versions

Floors: 2x Versions **Windows:** 2x
Version/Color **Curtains:** 2x Versions

Doors: 2x Versions

Wall Frames with Photos: x6 Versions

Handles for doors: 2x Versions

Light Switch: 2x versions

Lamps: Wall Lamp, Ceiling Lamps x 2

Versions

Wall Frames white background: x6

Versions (you can

use your own pictures, with decals)

All assets are ready to use in prefabs with

4 LOD's

Group

(apart from floors and ceilings which have

2 polygons

each...)

Polygons Count:

Minimum: 2 Polygons - Max 13434

Polygons

Example on asset: Wall :

LOD 0: 40 Polygons & 66 Vertices

Door 2 + Frame:

Ceiling Lamp 1:

Ceiling Lamp 2:

LOD 1: 20 Polygons & 42 Vertices LOD 2:
10 Polygons

& 20 Vertices LOD 3 : 6 Polygons & 12
Vertices

LOD 0: 1102 Polygons & 1172 Vertices
LOD 1: 550

Polygons & 715 Vertices LOD 2: 330
Polygons & 479

Vertices LOD 3 : 198 Polygons & 340
Vertices

LOD 0: 2000 Polygons & 1749 Vertices
LOD 1: 1432

Polygons & 1291 Vertices

LOD 2: 1022 Polygons & 981 Vertices
LOD 3 : 408

Polygons & 490 Vertices

LOD 0: 13434 Polygons & 10823 Vertices

LOD 1: 9402

Polygons & 8086 Vertices LOD 2: 6713

Polygons &

6286 Vertices LOD 3 : 2686 Polygons &
3402 Vertices

Textures are grouped in Atlases to keep
the number of

materials as small as possible.

All textures maps are 4096x4096 (it looks
good even in

2048x2048)

Enjoy!!

Textures Maps:

Built-in/URP: Color, Metalness, Normal,
Emissive ,AO