

# **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

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### **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

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**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:

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