

README for Abandoned Prison v1 – november 13th 2014

This pack is the first from 'The Abandoned Series'. It's a modular prison environment which includes cell blocks, hallways, a library, office area, boiler room and sewers.

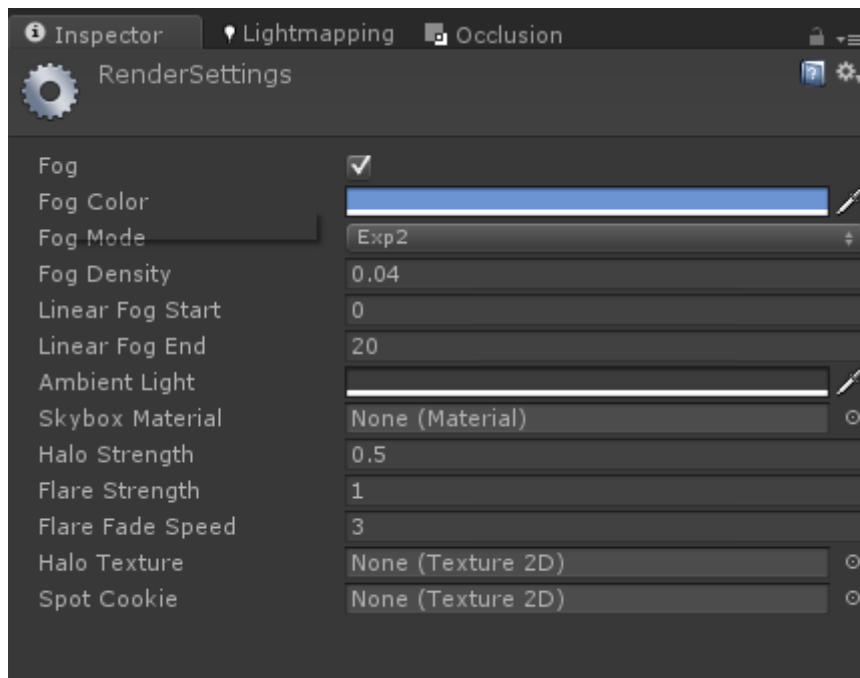
Since the pack allows both first and third person camera's, overlapping (wall) elements are not present. Have a look at the demo scene to see how the modular elements fit together – floors and columns have dual purposes, also serving as ceilings and wall elements.

Use the 'V snap' function in Unity to snap the elements together, most element centers will have snapping points as well.

To achieve the same scene atmosphere you should tweak the Render settings like I did

Fog color: 108, 147, 210

Ambient Light: 60, 60, 60



For questions please contact me:

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