Thank you for buying Haunted Corridor!

Enhance the horror in your game with this creepy haunted corridor asset. The vintage doors, old pictures, and wheelchair add to the unsettling atmosphere, while the fire axe can be used by the player to defend against supernatural threats they may encounter in the corridor.
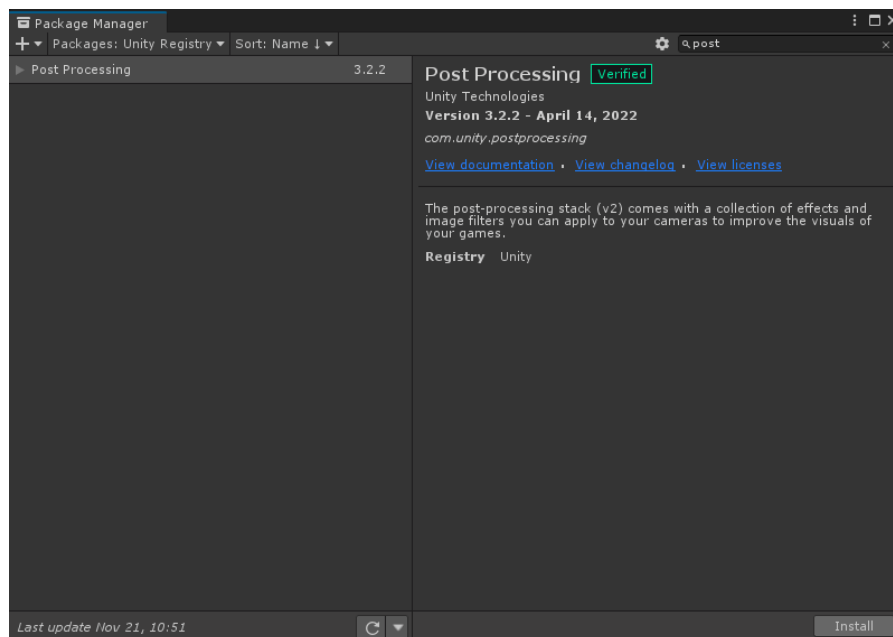
Technical specifications:
- Number of unique meshes 31.
- Number of polygons - from 40 (for simple models) to 2,000 (for complex models).
- Texture size (2048 x 2048).
- Types of texture maps: Albedo, Normal, AO, MetallicSmoothness, Roughness, Emission.

The package contains:
- 9 Fbx models
- 25 Prefabs with colliders
- 48 High quality textures (2048 x 2048)
- Optimized 3d models
- Baked GI
- Post processing setup
- VR Ready
- 1 Demo scene with lightmap

Built-in render pipeline:
To begin, we need to install the post-processing package. Let's click on **Window > Package Manager**. The Package Manager window will pop up.

Without post-processing:

With post-processing: