



Horror Corridor

Unity Asset Pack Ver. 1.0

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Foreword

Thank you very much for your interest in my “Horror Corridor” Asset Pack for Unity. I hope you can use it in your project and create something amazing with it. 😊

If you encounter problems or have further questions or suggestions you can drop me an email at tingames52@gmail.com or ask a question on the Store Page.

For more of my work you can look [here](#)

If something should still be unclear in the documentation don't be afraid to ask. 😊

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1.0 TECHNICAL DETAILS

[Trailer Video Link](#)

Current Version 1.0

- Initial Release

Features:

- Modular Walls
- Highly detailed Props

This package includes props and modular walls to help you create atmospheric interior scenarios. In order to cover as many application areas as possible, all textures are in 4k resolution.

Number of Meshes: 170

Number of Prefabs: 16

Collision: Yes, automatically generated

Vertex Count: 4 – 17,834

LODs: No

Number of Materials: 43

Number of Textures: 114

Texture Resolutions:

- 112 (4096x4096)
- 2 (2048x2048)

- Can be resized in engine

Supported Development Platforms: Windows 64bit, MacOS

Windows: Yes

Mac: Yes

1.1 SHADER GRAPHS

Most materials don't need any special explanations but some of them add a bit of additional functionality I want to explain.

The **"Auto Tiling_Shader"** is meant for the use of ceiling and floor materials since it checks the scale of the object and tiles it accordingly. So if you place a floorplane into your scene the material will automatically tile itself according to the scale of the plane. But there are also parameters to change the tiling in addition to that.

"Railing_Shader" shares some similarities with the **"Auto Tiling_Shader"** but is specifically made for the provided railings. So if you change the length of the railing, it tiles the material along the U (X) axis automatically.

2.0 PREFABS

Most Prefabs just combine some meshes for easier implementation.

