Horror Dining Room Asset Pack

Includes:

- 53 Meshes
- 88 Textures
- 33 Materials
- 6 Decals
- 1 Shader – Moving Spiderweb
- 2 Different Particle Effects

Technical Details:

PBR: YES

Texture Sizes: 4096x4096

Collision: Yes, automatically generated

Vertex Count: 4 - 4384 (500-1500 average)
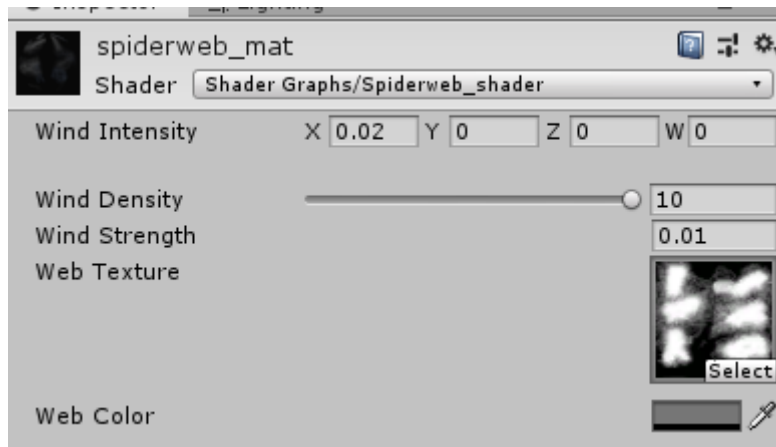
LODs: Yes, automatically generated

Number of Meshes: 53

Number of Materials 33

Number of Textures: 88

Some of the Meshes are combined to prefabs for easier use.

Spiderweb

The Web Material has a few settings that need further explanation.

Wind Intensity: Here you can set the direction in which the web will be moving

Wind Density: This will increase the tilling of the noise for the Web movement.

Wind Strength: Increase or decrease the Web Movement as a whole.

Web Texture: Texture of the Web

Web Color: Set here the color for the Web

Questions

If you encounter Problems or have further questions you can drop me an email at timgames52@gmail.com and I will try to get back to you asap.