By Tim Hertel

# Horror Living Room

Unity Asset Pack Ver. 1.0

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# Foreword

Thank you very much for your interest in my "Horror Living Room" 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 **timgames52@gmail.com**

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

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

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# 1.0 TECHNICAL DETAILS

**Current Version 1.0**

- Initial Release

**Features:**

- Modular Walls

- Variable Wall Colors

- Highly detailed Props

This package includes props, modular walls and two particle effects to help you create atmospheric interior scenarios. In order to cover as many application areas as possible, all textures are in 4k resolution. In addition, the package includes an animated candle flame, as well as candle smoke.

**Number of Unique Meshes:** 110 (126 with combined meshes)

**Number of Prefabs:** 27

**Number of Particle Effects:** 2

**Collision:** Yes, automatically generated

**Vertex Count:** 4 – 17449

**LODs:** No

**Number of Materials:** 38

**Number of Textures:** 89

**Number of Shader Graphs:** 5

**Texture Resolutions:**

-All Textures are 4096x4096

-Can be resized in engine

## 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 Tilling_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 tilling in addition to that.

**"Wall_Tilling_shader"** and "**Pillar_Tilling_shader"** shares some similarities with the **"Auto Tilling_Shader"** but is specifically made for wall planes and the provided walls. So if you change the length of the Wall1 or Wall2, it tiles the material along the U (X) axis automatically. It is also possible to change the color of the wall with this material.

With the **"Picture_Shader"** it's possible to easily exchange the Images inside the Frames.

## 2.0 PREFABS

Most Prefabs just combine some meshes for easier implementation like candles with flame particles or lamps with lights. The Frame Prefabs make it possible to change the Pictures inside them, so you can use every picture you like if it has a resolution by the power of 2.

## 2.1 FRAME PREFABS

This Prefab makes it easier to change Images for the Picture frames. If you don't want to use this you can also just change the Color texture of the Picture frames directly.

1) Drag and Drop one of the Prefabs into your scene
2) Now you can change the Color texture.



| Custom_Picture05_mat | | |
| --- | --- | --- |
| Shader | Shader Graphs/Picture_Shader | |

**▼ Surface Options**

| Surface Type | Opaque |
| --- | --- |
| Rendering Pass | Default |
| Double-Sided | ☐ |

**▼ Exposed Properties**

Color

Normal

Mask Map

| UV Tilling | X 3.09 | Y 2 | Z 0 | W 0 |
| --- | --- | --- | --- | --- |

Color

| UV Offset | X 0 | Y 0 | Z 0 | W 0 |
| --- | --- | --- | --- | --- |

| Roation | 0 |
| --- | --- |

Enable GPU Instancing ☐
Emission ☐
Motion Vector For Vertex A ☐