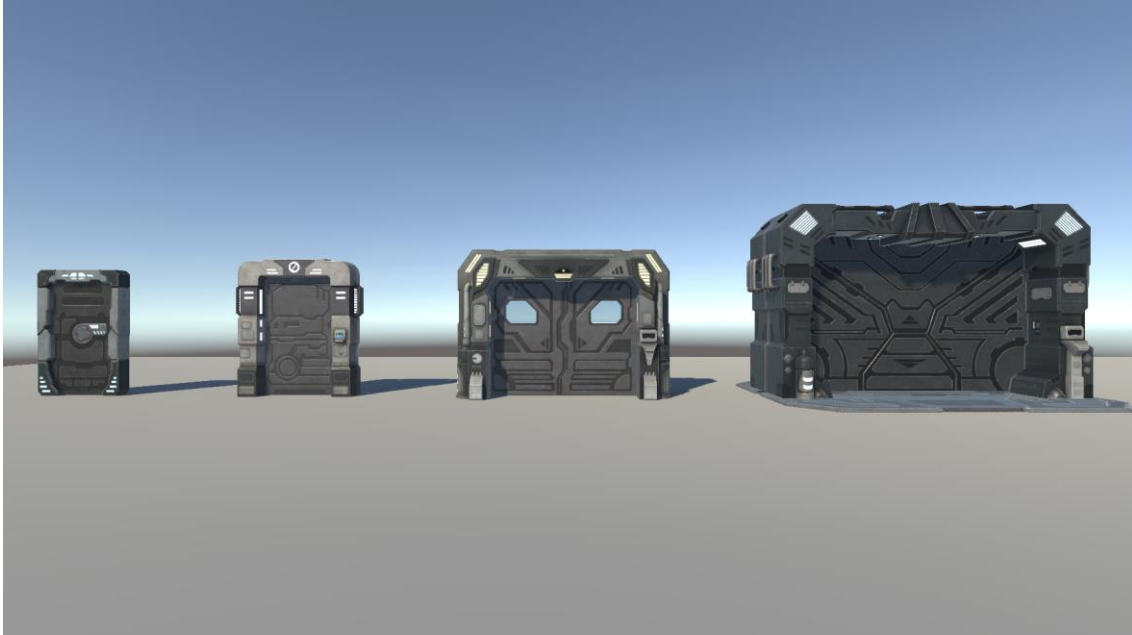


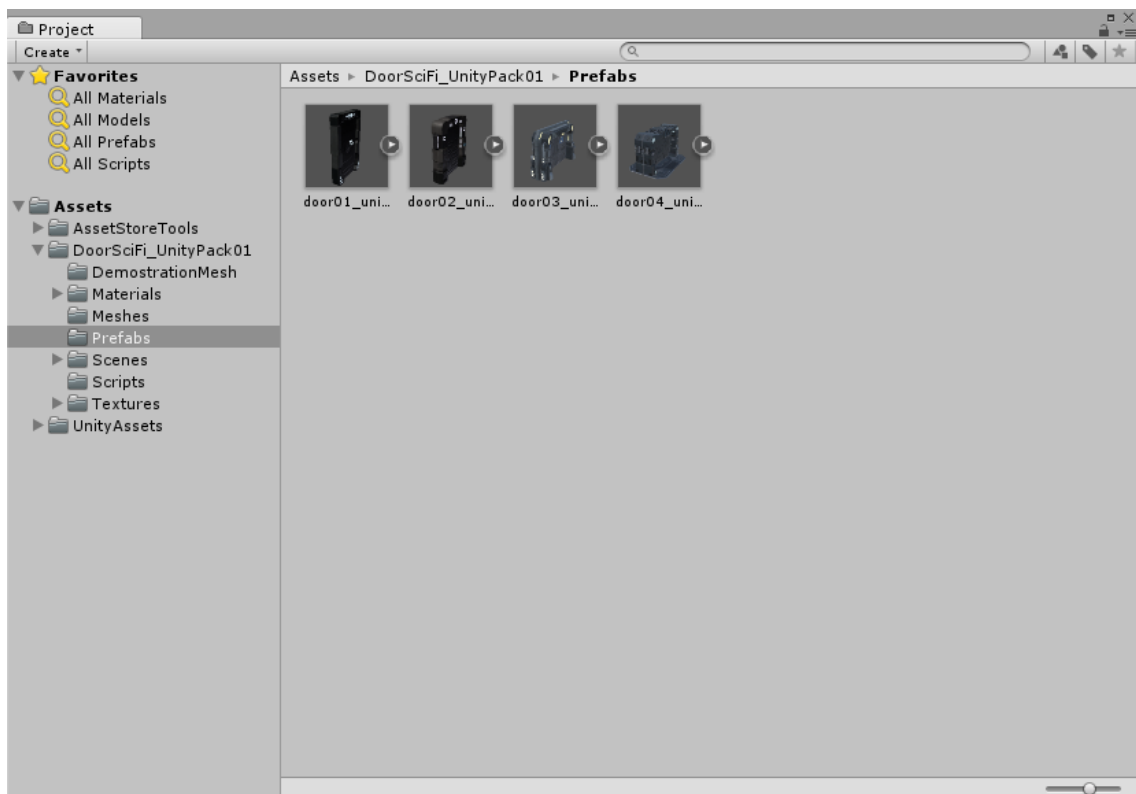
SciFi Doors Pack Vol1.0

This pack contains 4 high quality doors models, ideal for SciFi scenarios, additional the package provides 4 prefab that allow to you to use the door very easy.

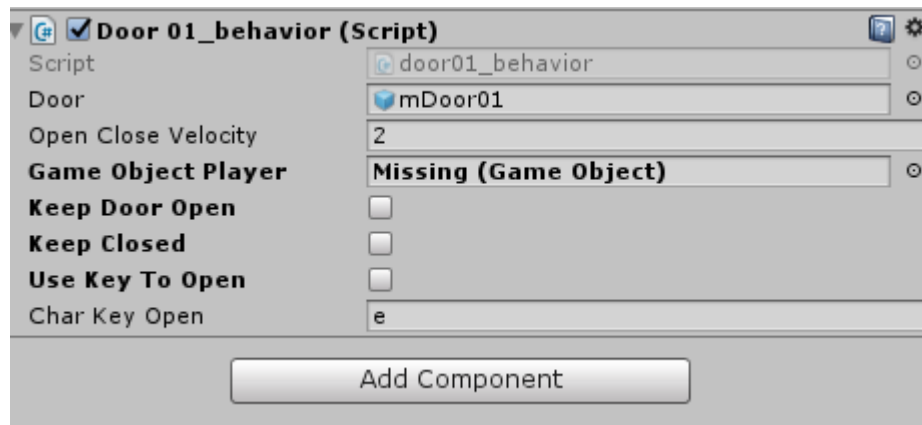


Features:

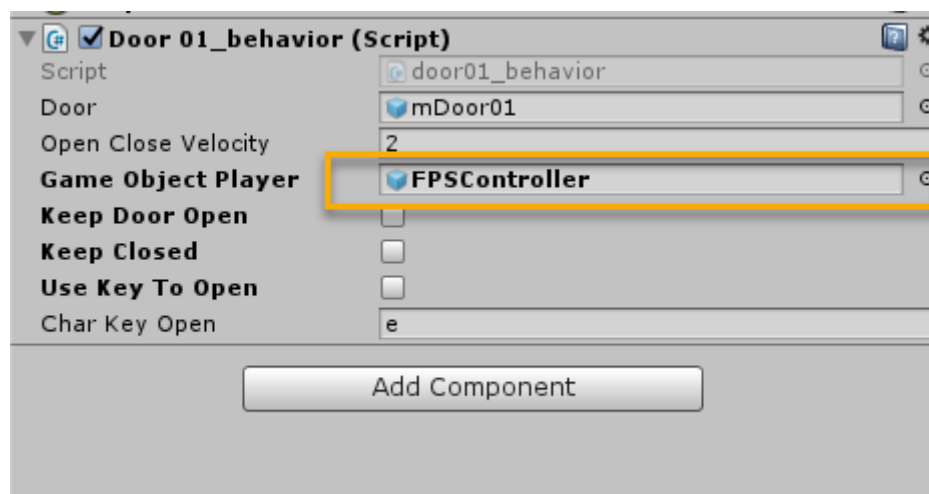
1. The pack contains 4 prefab that you can drag and drop in your scene.



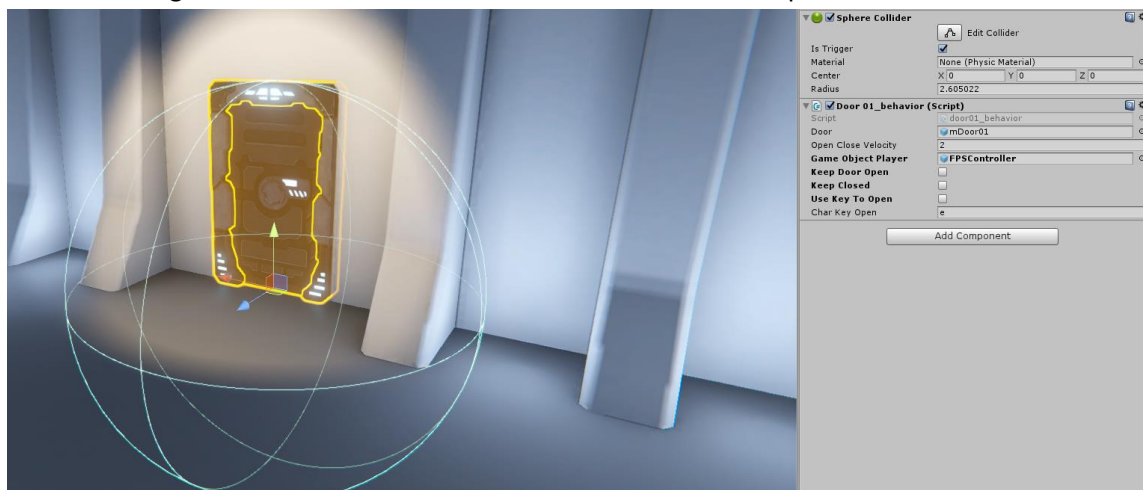
2. Once the door is in the scene, you need to configure some parameters to be functional. These parameters are standard for each door.



- **Game Object Player:** this value is important because determine the player that can open the door. Here drag the Game Object that have a **Character Controller** component.



Once is setting this value the door is functional. Each door has a Sphere Collider.



When the player enters in the collision activate the trigger and the door is open. The door close when the player exit the trigger.

- **Keep Door Open:** is the value is activated, the door keep open after the first interaction with the player controller. Even if the player exit the trigger the door keep open.
- **Keep Closed:** with this value deactivated the trigger, the door always is closed.
- **Use Key to Open and char Key Open:** allow to you to activate a “key functionality”, that mean, that the player needs to press a key open the door, the key is determinate by the “char Key Open” value.

3. Each door come with 2 high quality PBR Materials, Dirty and Clean.

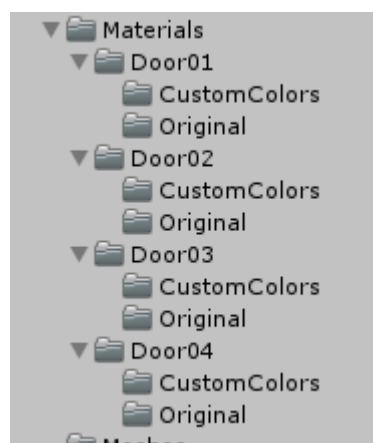


Dirty

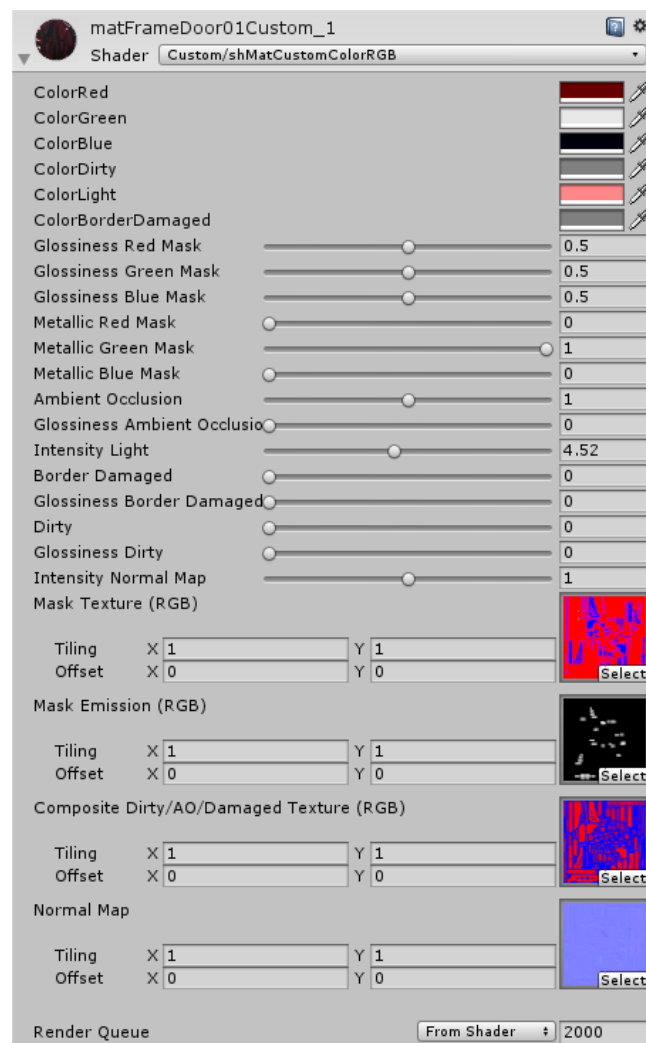


Clean

These materials you can be found in the “Original” folder in the “Materials” folder in the project.



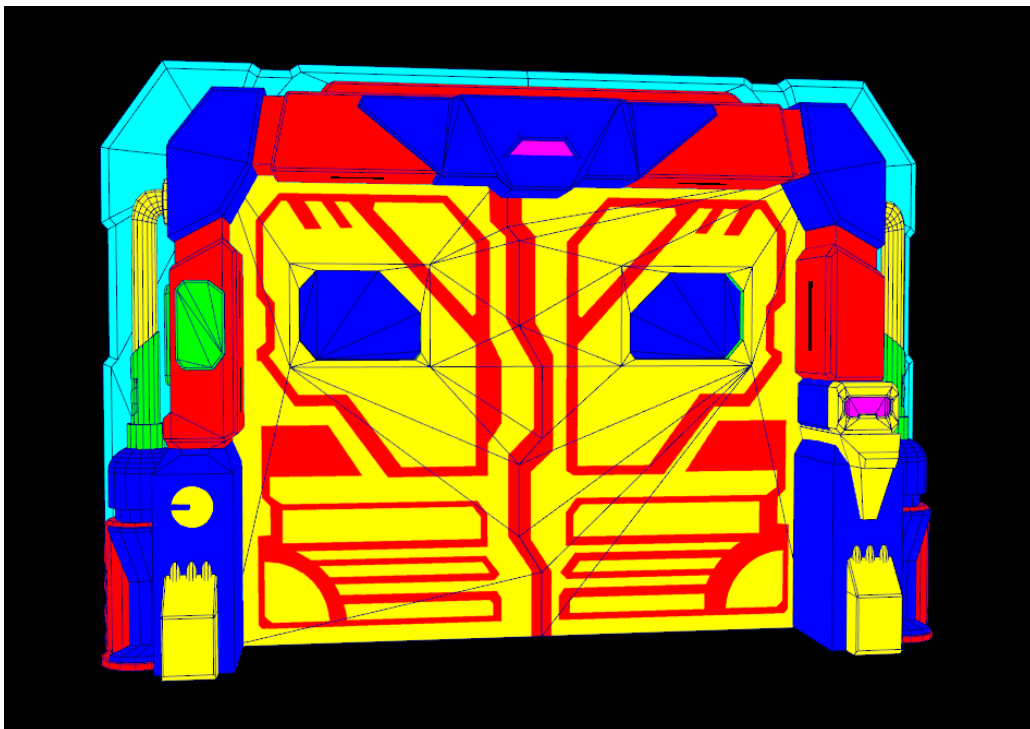
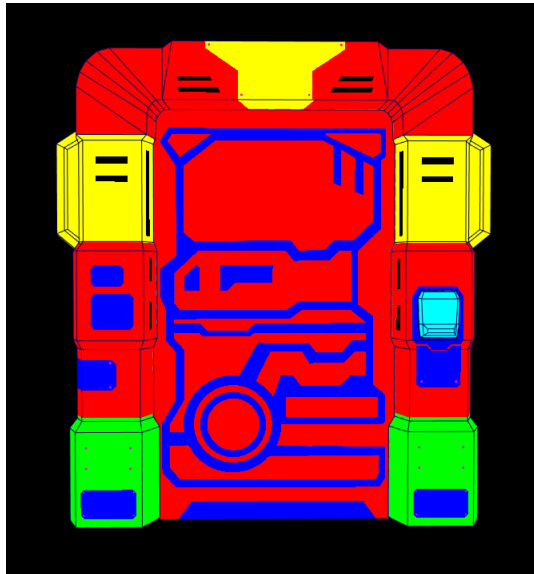
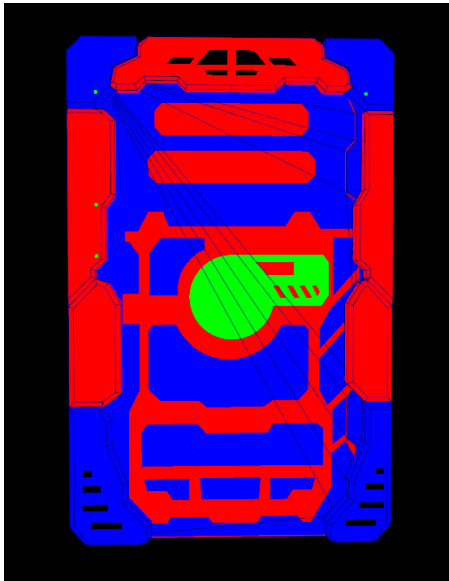
4. Additional, in the folder “Custom Colors” you will find a material that has applied a custom PBR shader, with this shader you can create your own style with custom colors.

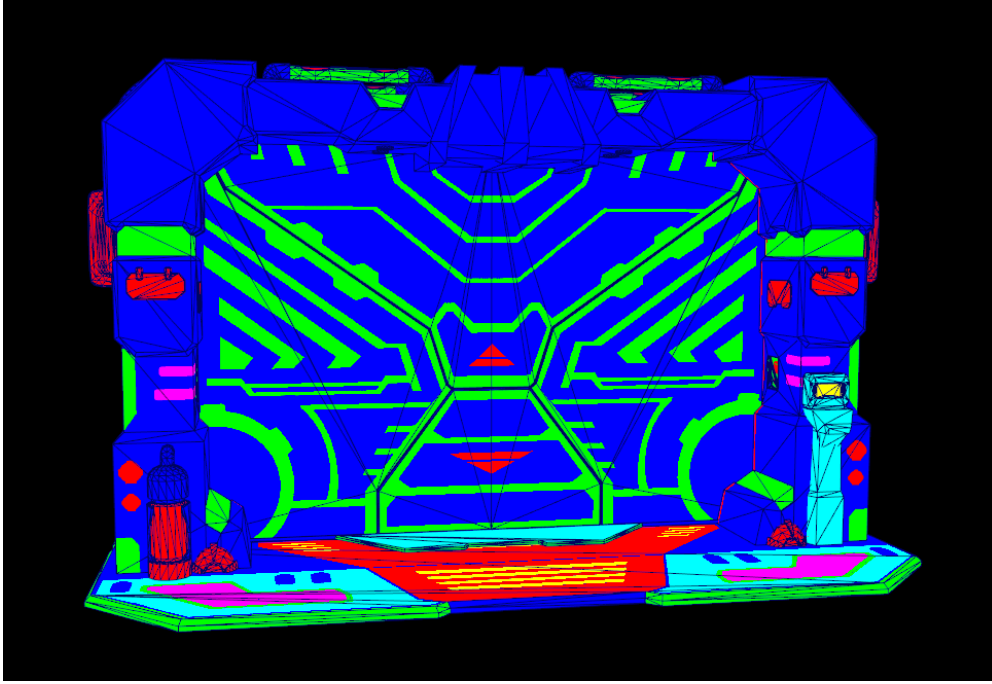


This shader has a several values that you can use to created different style in the doors.

NOTE: this shader doesn't have exactly the same details that the originals materials. However, the shader have a Dirty effect and Border Damaged.

The shader use a Mask Texture to change the colors in different parts of the mesh.





You can create your own texture mask and with the shader create a several of variations colors.

I hope that you enjoy this pack.

Any question you can write to this email: iocusrise@eduardoroacg.com