Simple Door

- This exclusive rigged door can be used to fill up your game environment with PBR textures 2k resolutions and LODs, you can now optimize your project as you want
- Textures are created to be realistic with Physically Based Rendering (PBR) workflow

Mesh Details

- Rigged and Animated (Open, Close Animations)
- Total Poly Count - 2558 (Inc LODs)

How to use:

- Simply drag and place the Door prefab to the scene it will contain door (Open, Close) Interactions
- Find the DoorZone game object in the door prefab
- Create an empty text UI in the scene
- Assign the text UI to Txt to Display in Door Controller (script) in the DoorZone object
- Play the scene and move near to the door, a text will appear as press 'E' to open (or) press 'E' to close, and press the suggested button

To use the key:

- Enable the Key Needed option in Door Controller (script) in the DoorZone object
- Drag the key prefab from prefab folder to the scene
- Assign the key prefab to Key Game Object in Door Controller (script) in the DoorZone object
- Assign the text UI to the Txt to Display in Key Controller (script) in the key object
- Assign a DoorZone object to the Door Zone in Key Controller (script)in the key object

We will also customize (if you need further customizations) the asset as according to your project requirement.

Enjoy and please rate the asset!