3D Optimised Haunted House Environment

This is a fully textured low poly Horror house model consisting of different rooms. Game Ready Low Poly 3D environment, suitable for mobile and various game development requirements
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It Includes 3ds max,format OBJ, FBX, and maya file
7 textures in total.

Low-Poly and game-ready, but it's subdivisible and has holding edges to keep the shape when subdividing.
Polys : 19519
Verts: 27756
unwrapped/ uvw map: yes
Efficient use of textures for minimal game engine requirement.
Made in 3ds Max 2022.

Texture Details:
3 Atlas 2048*2048
1 Alpha : 208*2048
2 Emissision Maps 2048*2048