

Saloon 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
- Total Poly Count - 6783 (Inc LODs)

How to use:

- Simply drag and place the Door prefab to the scene
- In this prefab, the hint joints were added
- If the player collide with the door, it will automatically open

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

Enjoy and please rate the asset!