Horror Hospital Environment Pack

To look at the demo scene, present in the screenshot in the video, go to the Assets / Horror Environment / Scenes / Demo.

In addition to URP, materials can be used in BUILD IN and HDRP. To do this, you need to choose the right shader in the project.

Decal textures count: 6 (2048 x 2048 px)

Total number of models/prefabs: 32.

Averange polygon count:
Tris – 62 959
Verts - 57 356
Textures type – Albedo, Normal.
Textures size – 2048x2048 px.

(tris /verts)
Battery (tris 2704 /verts 2183)
Cabinet (tris 1108 /verts 1268)

Cabinet_2 (tris 76/verts 152)

Cabinet_3 (tris 756 /verts 907)

Cabinet_4 (tris 720 /verts 676)

Building (tris 27976 /verts 25092)

Card index (tris 1156 /verts 1494)

Cart (tris 3640 /verts 3596)

Chair (tris 1448 /verts 1298)

Concrete debris (tris 1482 /verts 2568)

Couch (tris 4309 /verts 2836)

Glass bottle_ 1 (tris 732 /verts 627)

Glass bottle_2 (tris 732 /verts 630)

Glass bottle_3 (tris 732 /verts 623)

Glass bottle_4 (tris 648 /verts 610)

Glass bottle_5 (tris 732 /verts 628)

Just Lamp (tris 800 /verts 805)

Lamp (tris 616 /verts 942)

Lamp_2 (tris 736 /verts 517)

Long Lamp (tris 392 /verts 369)

Pan (tris 556 /verts 394)

Plaque (tris 324 /verts 328)

Rack (tris 1208 /verts 1040)

Room Lamp (tris 760 /verts 580)

Shelves (tris 772 /verts 728)

Sink (tris 2704 /verts 2315)

Stool (tris 2492 /verts 1888)

Switcher (tris 256 /verts 246)

Table (tris 1508 /verts 1264)

Trash can (tris 476 /verts 364)

Ventilation (tris 28 /verts 56)

Water container (tris 380 /verts 332)

If you have any questions, please write to e-mail: jhonnymiller@gmail.com