

Unreal engine - Horror Game Template - Backrooms Environment v5.0

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Step into the chilling abyss of the Backrooms, where reality bends and horrors lurk in every corner. This comprehensive horror game template plunges you into a nightmarish world filled with dread and danger.

Equipped with a hyper-realistic handheld camera simulator, you'll experience the terror through the lens of your own shaky perspective. The immersion is so intense that even spectators won't believe it's just a game.

Prepare yourself for a harrowing journey with everything you need to craft spine-chilling experiences:

- **Realistic Handheld Camera Player Pawn:** Experience the game through the lens of your own trembling hands.
- **Video-recording VCR Postprocess Effect:** Immerse yourself in the retro atmosphere with authentic VCR effects.
- **Custom VCR Text Photoshop template:** Personalize your VCR interface with your own eerie text.
- **Demonstration level of the Backrooms:** Explore 35 meticulously crafted static mesh environments.
- **Stamina Draining:** Feel the tension mount as your sprint drains your stamina.
- **Backrooms Entity Monster:** Encounter a relentless entity with basic AI capabilities, including roaming, roaring, chasing, and attacking.
- **Zombie Creature:** Face off against undead horrors rigged to the Epic Skeleton, equipped with basic roaming and attacking AI.
- **Sound Effects:** Immerse yourself in the terror with 53 spine-chilling monster sounds and 83 atmospheric effects, including breathing, camera shakes, and more.
- **Player Damage Blood Screen Effects:** Witness the visceral consequences of encountering danger.
- **Carpet Stain Decals:** Enhance the eerie atmosphere with stains that hint at unseen horrors.
- **World-Aligned Materials:** Ensure consistency and realism across all Backrooms architecture surfaces.

Experience the dread firsthand with animations that bring the horrors to life:

Monster Animations:

- Idle/Look
- Walk
- Run
- Roar
- Attack

Zombie Animations:

- Idle
- Walk
- Run
- Attack #1
- Attack #2

Camera Animations:

- Idle
- Jump
- Pick up from the ground
- Run



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标签

- 3D-Models
- Unreal Engine
- 平面设计

- Receive Damage

Dive into the abyss, where every shadow hides a nightmare, and survival is anything but guaranteed. Are you ready to face the horrors of the Backrooms?

- Encounter the Backrooms Entity Monster with sophisticated AI behaviors including Basic Roaming, Roaring, Chasing, and Attacking.
- Face off against the Zombie with AI capabilities for Basic Roaming, Chasing, and attacking on the move.
- The Zombine boasts 4 distinct texture types and 9 Material Types for a varied visual experience.
- Take control of the Player Pawn complete with Health and Death mechanics.
- Immerse yourself with Camera sound effects triggered by player movement, velocity, and rotation.
- Experience dynamic Player breathing sound effects that adapt based on the level of fear.
- Engage with a Flickering Light Blueprint and 6 Standard Light Blueprints for atmospheric lighting effects.
- Utilize 31 Architectural Floor & Wall Meshes, 1 Ceiling Vent Mesh, and 1 Wall Socket Mesh to build your environment.
- Be prepared for the sounds of terror with 10 Distant Monster Roar Sounds, 5 Close Monster Roar Sounds (1 Looping), and 4 Monster Attack / Hit Sounds.
- Enhance the atmosphere with 11 Camera Movement Sounds, 2 Camera Zoom Sounds, 4 Breathing Sounds, and 2 Player Scream Sounds.
- Prepare yourself for a spine-chilling journey through the Backrooms Entity Monster experience, where every sound and movement could spell your doom.



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