Tim's Assets- Apartment Door

The door can be found ready to use in the prefab subfolder. It has a special shader applied to it which contains a blood effect.
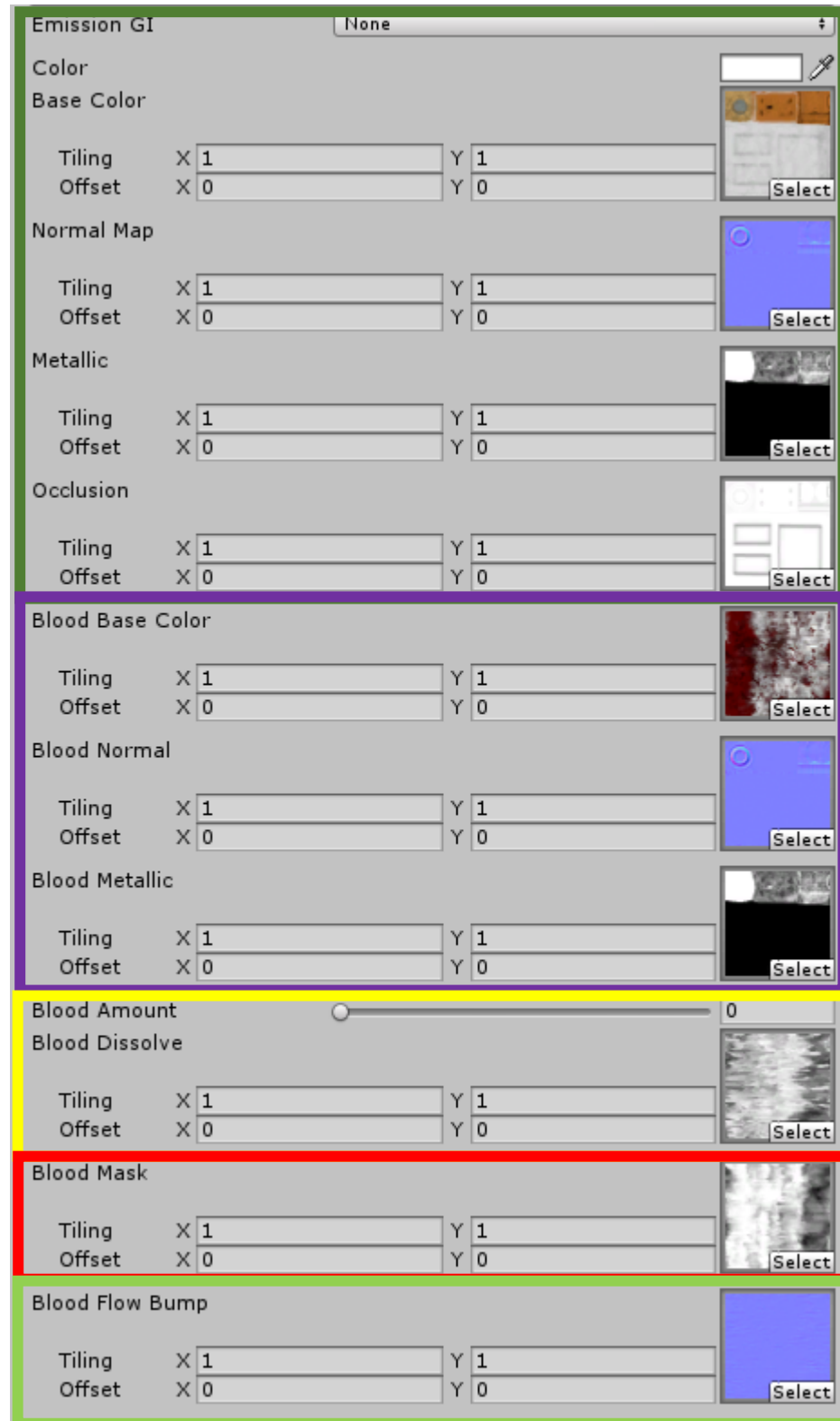
Base Color, Normal Map, Metallic with Smoothness and Occlusion for the Basic Material

Base Color, Normal and Metallic with smoothness for the Blood Overlay

Blood Intensity and Dissolve

Blood Mask for Masking out Bloody Parts

Normal Map for the Blood flow

Emission GI		None			
Color					
Base Color					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Normal Map					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Metallic					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Occlusion					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Blood Base Color					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Blood Normal					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Blood Metallic					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Blood Amount					0
Blood Dissolve					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Blood Mask					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	
Blood Flow Bump					
Tiling	X	1	Y	1	
Offset	X	0	Y	0	

This shader was made with Shader Forge from Unity Asset Store