

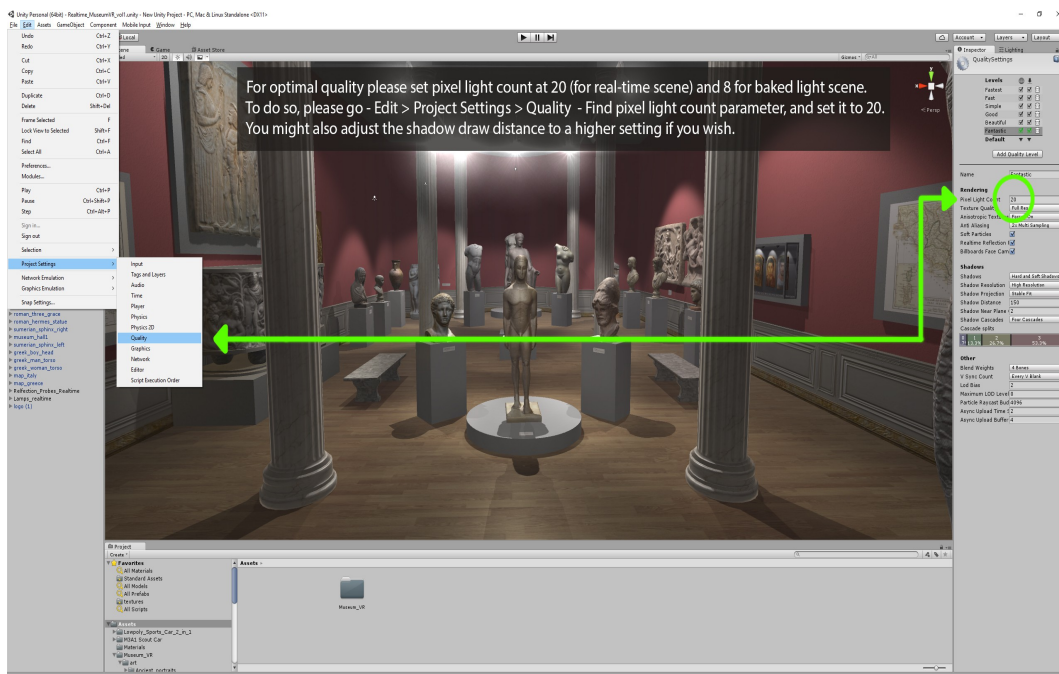
Museum VR Asset Pack

Ancient Greece and Rome Vol. 1

This pack contains a virtual museum environment filled with 25 optimized ancient works of art coming from Ancient Greece and Rome. Actual ancient relics found at display at museums around the world were photo-scanned and optimized to be used in variety of your Unity projects. This is the first pack from the series, more culture packs in new museum environments to come.

The pack contains 2 differently lit scenes, one is set up for precomputed real-time GI, the other for Baked GI + Real-time for better performance. VR option is enabled. FPS mode is enabled in both scenes. Most assets has a material with standard shader using 3 - 2048x2048 maps – diffuse, normal and specular map in case you need to use Standard (Specular Setup) shader.

Important : After importing this asset into your project, make sure to adjust your project quality settings according to this instruction -



Main Features of the pack

- 1 museum room environment with columns, lights and marble benches
- 7 real world ancient Greek and Roman busts
- 6 real world ancient Greek and Roman sculpted relief pieces
- 5 real world ancient Greek and Roman statues and torsos of females and males
- 1 real world ancient Greek Amphora
- 1 real world ancient Roman Sarcophagus
- 5 real world ancient Roman wooden tablets with painted Portraits
- 1 real world ancient Sumerian Sphinx is included in this pack as a bonus
- 2 vintage maps of Greece and Italy
- Average triangle count per asset is 2500

- Description tags

Unity's Free Lens Flare pack is used in this asset.

One or more textures on this 3D model have been created with images from CGTextures.com. These images may not be redistributed by default, please visit www.cgtextures.com for more information."

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For questions and support please contact at: gulyaev.art@gmail.com