



Thank you for buying Art Gallery Vol.5!

The "Art Gallery Vol.5" package is a comprehensive collection of assets designed to create stunning art galleries in your Unity projects. This package provides you with a wide variety of elements and details to design elegant and sophisticated spaces to showcase artworks. With the "Art Gallery Vol.5" package, you can create high-quality art galleries with customizable walls, realistic lighting systems, and a wide selection of decorations and furniture suitable for the artistic ambiance.

Whether you're creating a game, an art gallery simulation, or an interactive experience, the "Art Gallery Vol.5" package provides you with the necessary resources to build impactful and captivating environments.

Technical specifications:

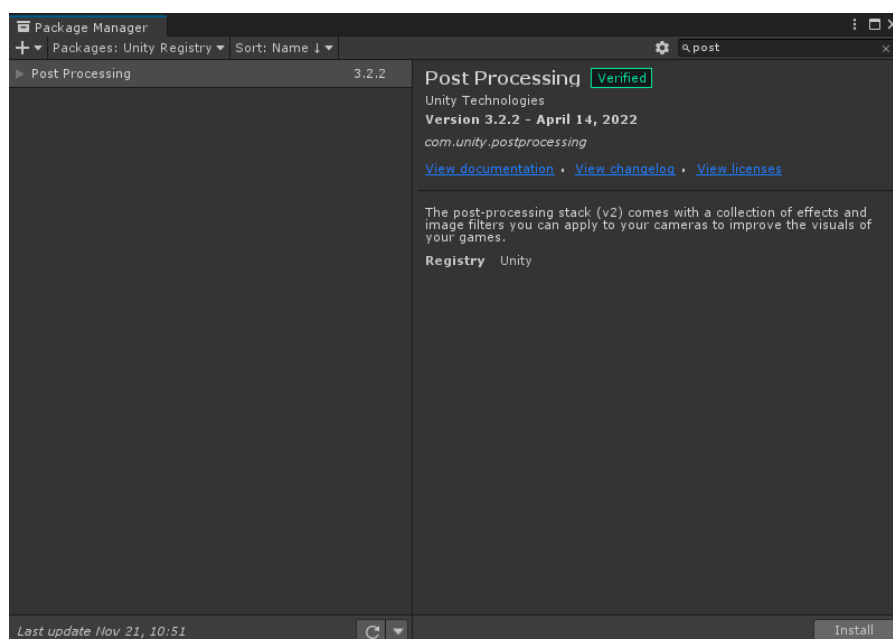
- Number of Unique Meshes 27.
- Number of polygons - from 4 (for simple models) to 11,024 (for complex models).
- Texture size (2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:

- 14 Fbx models
- 19 Prefabs with colliders
- 65 High Quality Textures (2048 x 2048)
- Optimized 3D Models
- VR Ready
- Baked GI
- Post Processing Setup
- 1 Demo scene with lightmap

Built-in render pipeline:

To begin, we need to install the post-processing package. Let's click on **Window > Package Manager**. The Package Manager window will pop up.





Without post-processing:



With post-processing:

