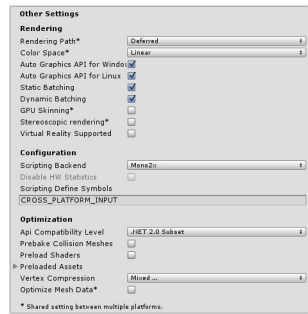# ArchVizPRO Interior Vol.2

PROJECT SETUP:

Here how to configure the project once you imported :
Edit/Project Settings/Player:
Be sure to use **Deferred** and **Linear**:

PRECOMPUTED GI:

ArchVizPRO Interior Vol.2 use Unity3D Precomputed Realtime GI (Enlighten):
You can choose from 2 quality settings:
AVP_LOW : The standard GI settings.. fast but with some minor artifact.
AVP_HIGH : This is reccomended. Long time to bake and production quality.
WARNING: Calculating the Precomputed GI can take some times (expecially at AVP_HIGH).
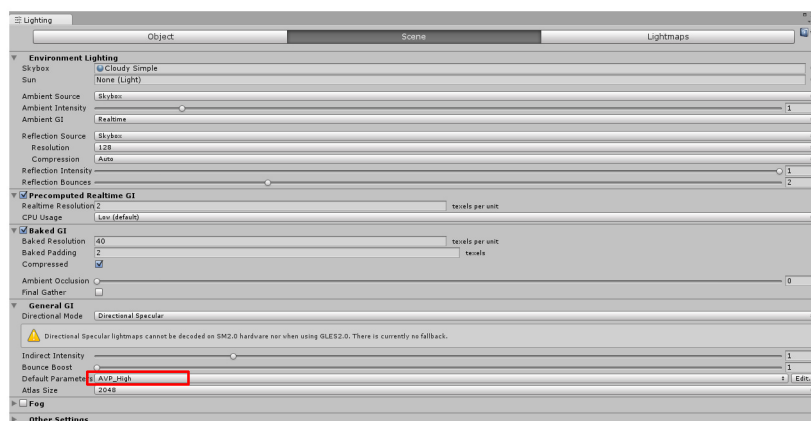
AVERAGE BAKE TIME:
AVP_LOW : 40 Minutes
AVP_HIGH : 120 Minutes

FUR:

ArchVizPRO Interior Vol.2 use furFX - Physics-based Fur Shaders:
https://www.assetstore.unity3d.com/en/#!/content/9201
Here how to configure the shader for Cover and Carpet:
WARNING: The fur shader is NOT included in the project.