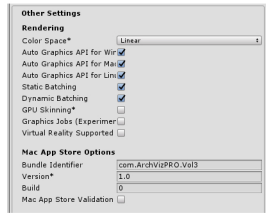# ArchVizPRO Interior Vol.3

QUICK START:
1- Create a New Project
2- Import ArchVizPRO Vol.3
3- Import Quality Settings (Assets\ArchVizPRO Interior Vol.3 \QualitySettings.zip)
4- Import Character Controller (Asset/Import Package/Character)
5- Import Post Processing Stack (https://www.assetstore.unity3d.com/en/#!/content/83912)

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

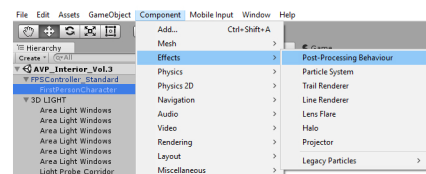## POST PROCESSING STACK:
ArchVizPRO Interior Vol.3 use Post Processing Stack.
Please keep it always updated:
https://www.assetstore.unity3d.com/en/#!/content/83912

BAKED GI:
ArchVizPRO Interior Vol.3 use Baked GI with Mixed Mode.
First time you open the project Unity will compute Global Illumination (30 minutes more or less).
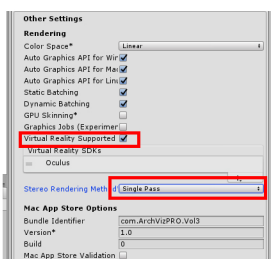Wait untill the blue bar at the bottom disappear... then you are ready to go!

VIRTUAL REALITY:
When you use Oculus or SteamVR SDK, don't forget to add a Post-Processing Behaviour component to your camera. For VR use 3D PROFILE/Profile_VR
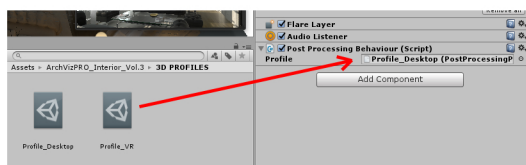
Single Stereo Pass
Be sure to enable Virtual Reality Support and Single Stereo Pass.

RenderScale:
As additional settings use the "ExampleRenderScale" script on the "MANAGER" Gameobject.
Default value is 1, use higher value to increase rendering quality in VR (antialiasing).
ATTENTION, high value will decrease performance significatively.

CONTACT:
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