Museum VR Ancient Cultures Edition 1

This virtual museum environment is filled with more than 60 real world optimized models of ancient works of art coming from ancient cultures of Africa Asia and Europe. Actual ancient relics that are found on display at the great museums around the world were photo-scanned and optimized to be used in a variety of your Unity projects. This is the complete and enhanced pack that includes the following 3 Separate Asset Packs -

Museum VR Vol.1 Ancient Greece and Rome
Museum VR Vol.2 Ancient Egypt
Museum VR Vol.3 Ancient Asia

This pack contains 3 different light setups for baked GI - (Day/Sun , Day/Overcast, Night) and 2 different setups for realtime GI - (Day/Sun, Night). Each setup is in a separate unity scene.

VR option is enabled. FPS mode is enabled. Flying camera mode included. All assets are assigned with a standard shader material, using 2 – 2048x2048 texture maps – diffuse and normal.
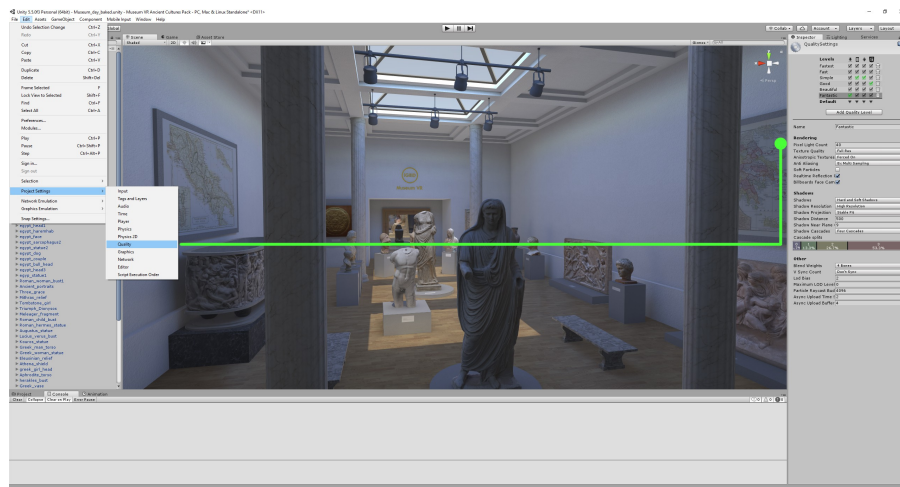
For best out of the box experience the demo scenes require importing the following two Unity's free assets into your project -

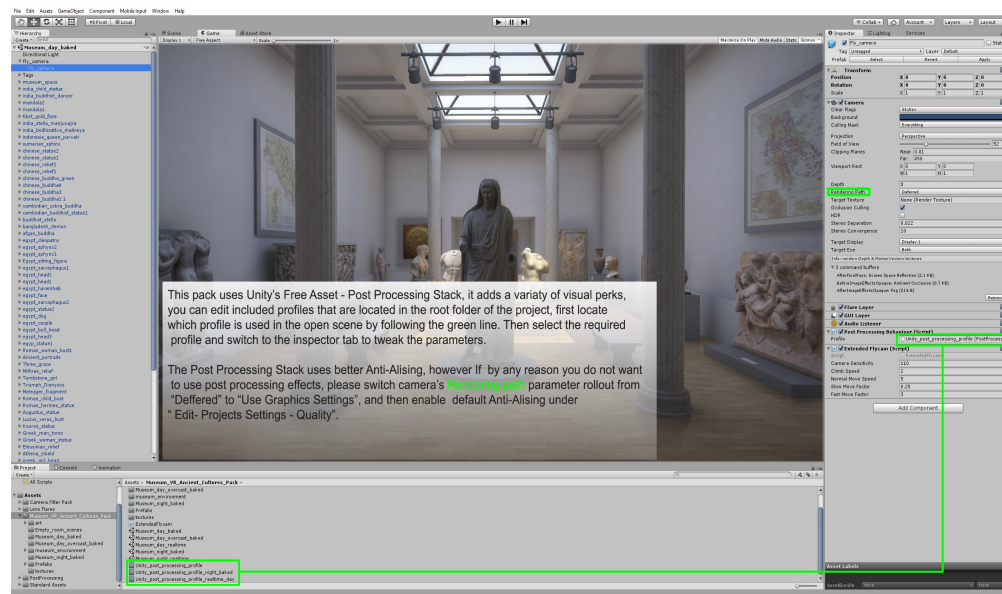Post Processing Stack
Lens Flares

The pack includes a flying camera controller, however if you also want to have FPS controller just import Unity's free Standard Assets, the prefab is already placed in the scene -

Standard Assets

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

Post Processing Stack Asset Profiles Guide -

This pack uses Unity's Free Asset - Post Processing Stack, it adds a variaty of visual perks, you can edit included profiles that are located in the root folder of the project, first locate which profile is used in the open scene by following the green line. Then select the required profile and switch to the inspector tab to tweak the parameters.

The Post Processing Stack uses better Anti-Alising, however If by any reason you do not want to use post processing effects, please switch camera's Rendering path parameter rollout from "Deffered" to "Use Graphics Settings", and then enable default Anti-Alising under " Edit- Projects Settings - Quality".

For VR please use - Unity_post_processing_profile VR.

Main Features of the pack

- 3 museum room environments with columns, lights and marble benches
- 5 different light setups for both Baked and Realtime GI
- 22 ancient Greek & Roman art assets
- 16 ancient Egyptians art assets
- 23 ancient Asian art assets
- Average triangle count per asset is 4500

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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