



Thank you for buying Art Gallery Vol.9!

Bring your projects to life with the unique elegance of "Art Gallery Vol.9"! This package offers an unparalleled art gallery experience in Unity, featuring a central octagonal room connected to four additional rooms. Whether you're creating a game, simulation, or interactive experience, this asset allows you to immerse your users in an artistic and sophisticated environment.

Technical specifications:

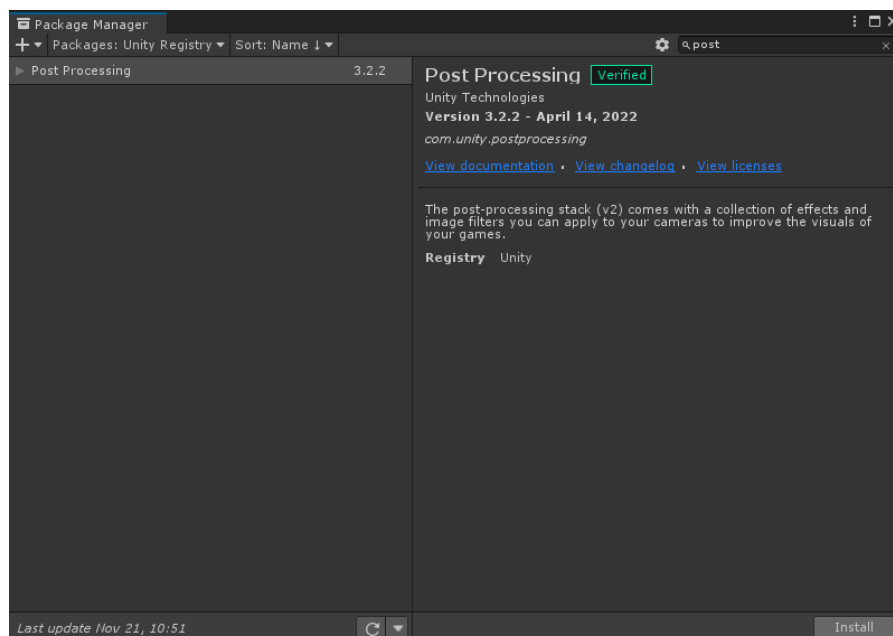
- Number of Unique Meshes 27.
- Number of polygons – from 2 (for simple models) to 4,033 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:

- 13 Fbx models
- 17 Prefabs with colliders
- 73 Textures
- Optimized 3D Models
- VR Ready
- Baked GI
- Post Processing Setup
- 2 demo scenes 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:

