

Thanks for purchasing Anime Rooms package!

If you have any issue or suggestion, feel free to contact me on: [zefaistos@live.com](mailto:zefaistos@live.com)

## USING THE ASSETS

To start using the models, drag the prefabs (found in "Prefabs" folder) to the scene.

Use Unity Vertex Snap in order to align the modular floor and wall pieces (hold "V" key while moving the 3D model). If you are not sure how to do that, check the documentation here:

<https://docs.unity3d.com/Manual/PositioningGameObjects.html>

## DEMO SCENE

In order to achieve the visuals similar to the preview screenshots, you need to set your project Color Space to Linear. To do that, on the top menu select File>Build Settings... and select Player Settings... Now on Inspector, select Other Options, and you can see the Color Space option. Change to Linear in case your project is set to Gamma.

For other lightning settings and image effects, Unity should automatically import the settings information similar to the preview images.

If the image effects are lost through the import process, the following image effects were used on the preview images: Tonemapping, Bloom, Anti-Aliasing and Global Fog.

Check the image below for the settings used on each camera image effect:

