

PBR Workshop

1. Set Player settings->Other Settings ColorSpace to Linear
2. Disable Project Settings -> Quality-> AntiAliasing
3. Import Post Processing from the Package Manager

Version history:

- 1.0 - First release
- 1.1 - Added animated doors
- 1.2 - Added blueprints and table lamp
- 1.3 - Added gas ballones and exterior fence

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