



APOLLO

Welcome to the **APOLLO Presentation Scene**! Here you can render your favorite 3D models and materials!

1_SET YOUR OBJECT IN THE SCENE

- >Set your creation on the presentation base.
- >Implement it with APOLLO shaders.
- >Make it Static and you are ready to go!
- >Be sure to activate the Lightmapping in Unity's Lighting Settings

2_PRESS PLAY AND TAKE A PICTURE

- >Press play and hit the "Space" to take a screenshot!
- >The screenshot will be saved in your Assets>4_APOLLO Renderings folder.
- >You may have to wait for a few seconds or Refresh your Assets by going to Assets>Refresh.

3_SHARE IT

- >You are ready to share it with the rest of the WORLD!!! :)
- >If you like the software feel free to upload your rendering on the official [Unity Developers](#) Facebook Group!
- >Use **#Apollo** and have the chance to get one of the future updates for FREE!!!