Thank you for buying Simple VR Gallery!

Welcome to "Simple VR Gallery" for Unity!
"Simple VR Gallery" is the ideal asset package for creators who want to craft a seamless and awe-inspiring virtual art gallery experience in the realm of virtual reality. This tool empowers you to lead your users on an exhilarating journey through an immersive art gallery.
In this "Simple VR Gallery," you will find a diverse collection that includes 1 statue and 21 paintings. It offers the perfect solution for enhancing your games, VR projects, and simulators with an exquisite picture gallery. Best of all, it functions seamlessly on mobile devices, ensuring accessibility for a wider audience.

Technical specifications:
- Number of Unique Meshes 13.
- Number of polygons - from 4 (for simple models) to 5,878 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.
The package contains:
· 5 Fbx models
· 6 Prefabs with colliders
· 27 Textures
· 1 HDRI Cubemap (2048 x 1024)
· Optimized 3D Models
· VR Ready
· Baked GI
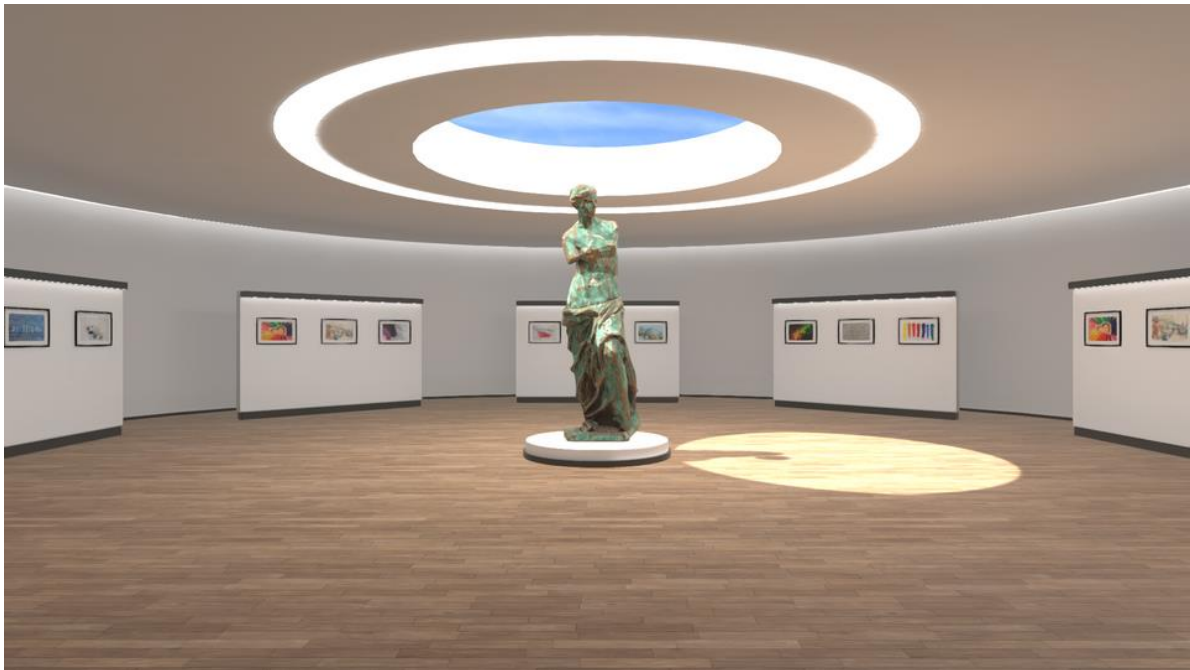· Post Processing Setup
· 1 Demo scene with lightmap

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.
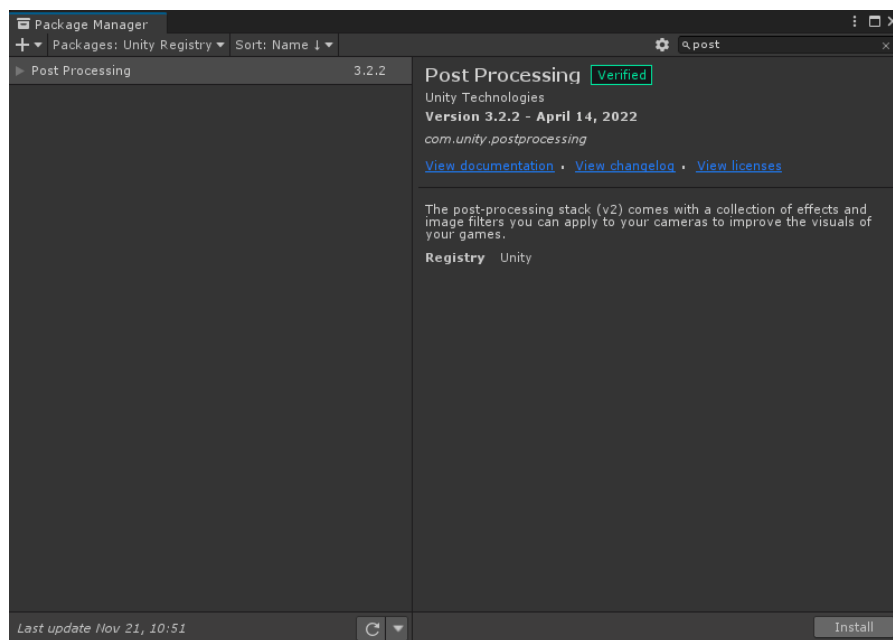
Without post-processing:

With post-processing: