



Thank you for buying Art Gallery Vol.10!

"Art Gallery Vol.10" is a comprehensive asset pack designed for those looking to create an impressive and unique art gallery in their Unity projects. This resource offers a wide variety of elements to bring your gallery to life with style and authenticity.

It includes four different types of paintings, each with its own style and theme, from classic paintings to modern and abstract art, allowing you to create a diverse and visually appealing exhibition.

Additionally, you'll find four types of display cases, perfect for showcasing small works of art, sculptures, or any other valuable objects in a secure and elegant environment. These display cases are designed with realistic details to add a touch of authenticity to your gallery.

To complement the art display, this asset offers a selection of fourteen statues of various sizes and styles, ranging from classical figures to modern sculptures, allowing you to create unique compositions and add visual depth to your gallery.

Furthermore, to effectively organize and decorate your gallery, "Art Gallery Vol.10" includes an additional element: a partition wall specifically designed to divide the space and provide an additional canvas for displaying artworks or decorative elements. This partition wall can be customized and decorated to suit any gallery style you wish to create.

With "Art Gallery Vol.10", you'll have everything you need to design an impressive and captivating art gallery in your Unity projects, providing your users with a visually stunning and memorable experience.

Technical specifications:

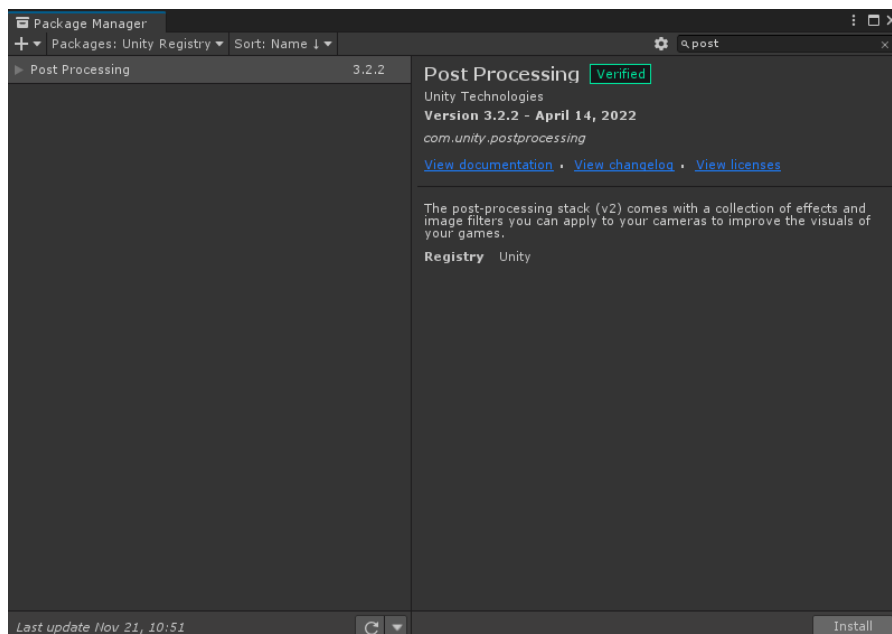
- Number of Unique Meshes 50.
- Number of polygons – from 2 (for simple models) to 7,092 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:

- 28 Fbx models
- 33 Prefabs with colliders
- 108 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:

