



Thank you for buying Art Gallery Vol.1!

Welcome to the mesmerizing world of art with the 'Art Gallery Vol.1' asset package for Unity! Immerse yourself in a realm of creativity and beauty with this extraordinary collection of resources designed to elevate your projects to new artistic heights. The 'Art Gallery Vol.1' offers a diverse array of essential elements to craft stunning virtual art galleries in your game, application, or virtual reality experience.

Technical specifications:

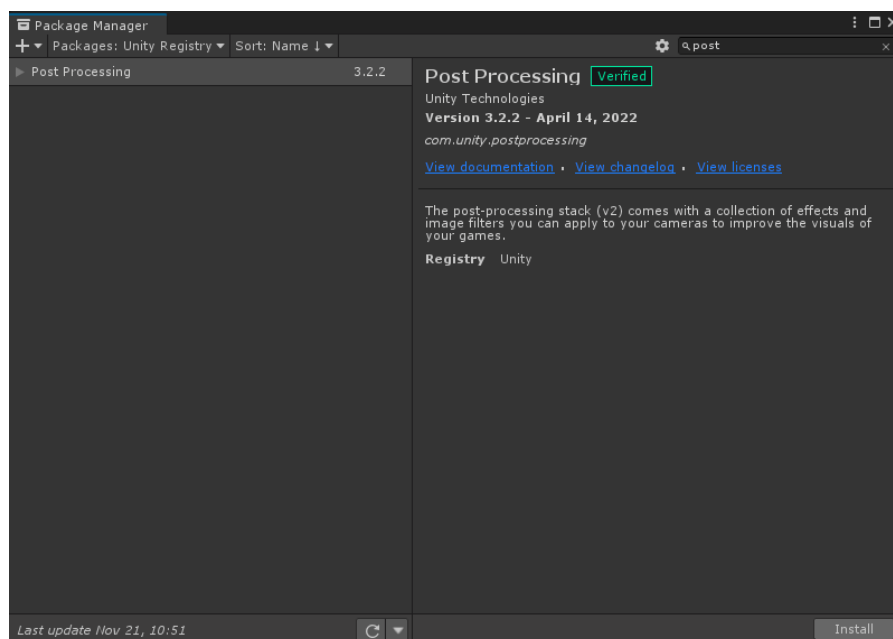
- Number of Unique Meshes 39.
- Number of polygons - from 4 (for simple models) to 18,585 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:

- 21 Fbx models
- 25 prefabs with colliders
- 93 Textures
- 1 HDRI Cubemap
- Optimized 3D Models
- Baked GI
- Post Processing Setup
- VR Ready
- 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:

