



## Thank you for buying Art Gallery Vol.8!

"Art Gallery Vol.8." This exciting package offers you everything you need to create an impressive and customizable virtual art gallery in your Unity game.

**Artistic Variety:** "Art Gallery Vol.8" showcases a collection of 4 different types of paintings, each with its own style and atmosphere. These paintings are perfect for bringing your virtual spaces to life with unique and appealing artwork.

**Complete Customization:** With "Art Gallery Vol.8," you have total control over the arrangement of your masterpieces. Our central walls are fully adjustable, allowing you to add and move them to your liking. Design the gallery of your dreams without limitations!

**Versatile Showcase:** In addition to walls and paintings, this package includes a versatile showcase that allows you to display your 3D models and statues elegantly and realistically. Bring your exhibitions to life and create immersive experiences for your players.

Whether you're developing an adventure game, a museum simulator, or any other Unity project, "Art Gallery Vol.8" is the perfect choice to elevate your game and deliver a visually stunning experience. Immerse your players in a world of art and creativity with this exceptional asset package!

### Technical specifications:

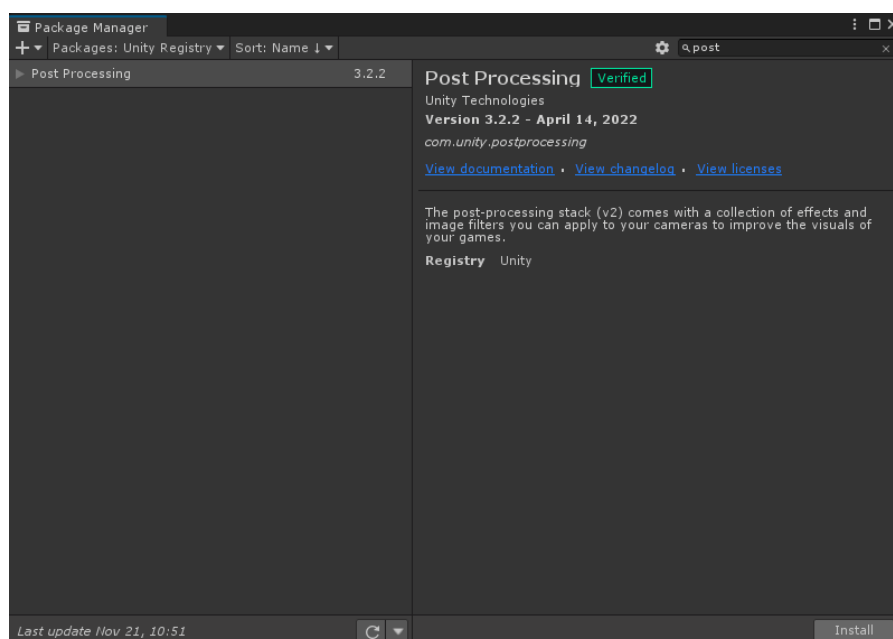
- Number of Unique Meshes 23.
- Number of polygons - from 2 (for simple models) to 31,680 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:

- 11 Fbx models
- 17 Prefabs with colliders
- 78 Textures
- 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:

