



## Thank you for buying Bowling Club!

Bowling Club is an asset that provides all the necessary equipment and facilities for creating a realistic bowling experience in your games, VR projects, and simulators. This asset is optimized for use on mobile devices, making it easy to incorporate into your projects on-the-go. Whether you're looking to add a touch of realism to your games or create immersive simulations for training purposes, the Bowling Club asset is a great solution.

### Animations

Bowling Alley Equipment asset contains four different animations, which can be used to bring your virtual bowling alley to life.

Idle, Clean, Go down, Go up.

### Technical specifications:

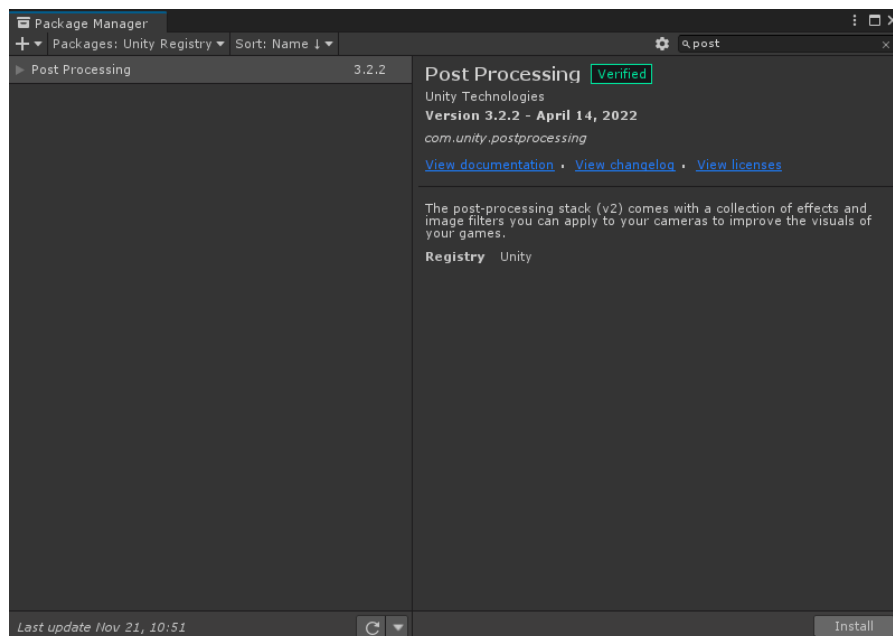
- Number of Unique Meshes 120.
- Number of polygons - from 40 (for simple models) to 2,000 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – Albedo, Normal, Occlusion, MetallicSmoothness.

### The package contains:

- 29 Fbx models
- 41 Prefabs with colliders
- 114 High Quality Textures (2048 x 2048)
- 13 Textures (1024 x 1024)
- 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:

