

ArchVizPRO Interior Vol.3

PROJECT SETUP:

Here how to configure the project once you imported :

Edit/Project Settings/Player:

Be sure to use **Deferred** and **Linear**:



BAKED GI:

ArchVizPRO Interior Vol.3 use Baked GI.

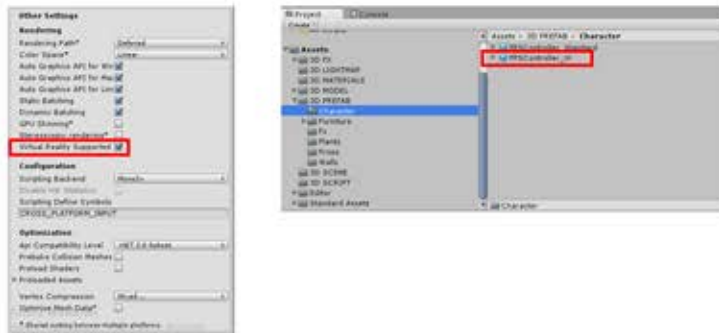
First time you open the project Unity will compute Global Illumination (30 minutes more or less).

Wait untill the blue bar at the bottom disappear... then you are ready to go!

VIRTUAL REALITY:

To use for VR (Oculus), remove the “FPSController_Standard” and replace with “FPSController_VR” (Asset/3D Prefab/Character).

Also be sure to check the “Virtual Reality Supported” (Edit/Project Settings/Other Settings).



RenderScale:

As additional settings use the “ExampleRenderScale” script on the “MANAGER” Gameobject. Default value is 1, use higher value to increase rendering quality in VR (antialiasing).

ATTENTION, high value will decrease performance significantly.

CONTACT:

For any issue please contact me at : ruggero.corridori@gmail.com