Thank you for buying Art Gallery Vol.6!

Welcome to the impressive environment of "Art Gallery Vol.6" for Unity!
Immerse yourself in a captivating and beautiful environment where every corner transports you to a world of creativity and artistic expression. "Art Gallery Vol.6" offers a stunning virtual setting designed to delight your senses and take you on a unique immersive experience.
This virtual art environment is not only visually stunning but also compatible with different platforms, giving you the opportunity to enjoy it on mobile devices or even in virtual reality. Experience the feeling of being truly inside an art gallery, surrounded by beauty and creativity.
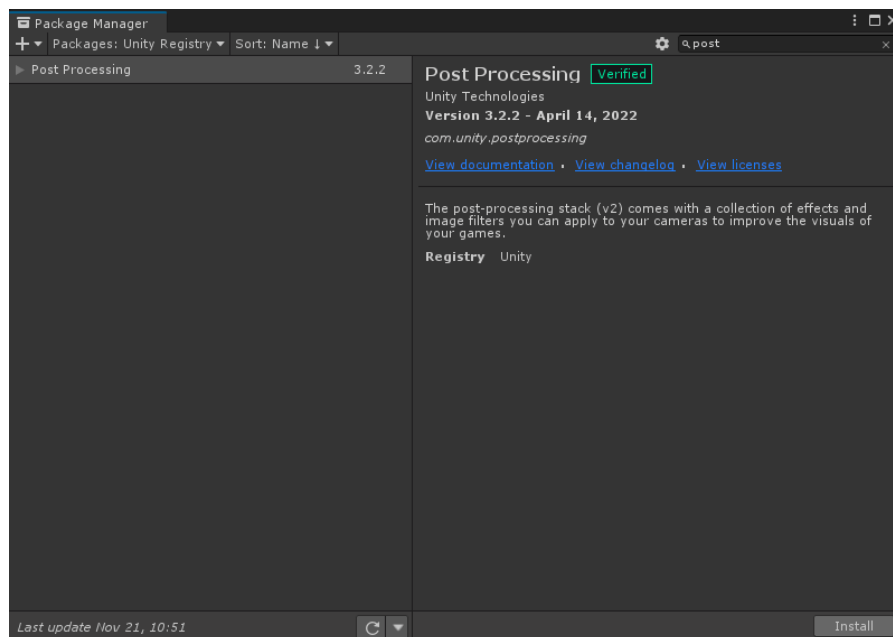
Technical specifications:
- Number of Unique Meshes 22.
- Number of polygons - from 4 (for simple models) to 3,948 (for complex models).
- Texture size (2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:
· 7 Fbx models
· 12 Prefabs with colliders
· 71 High Quality Textures (2048 x 2048)
· Optimized 3D Models
· VR Ready
· Baked GI
· Post Processing Setup
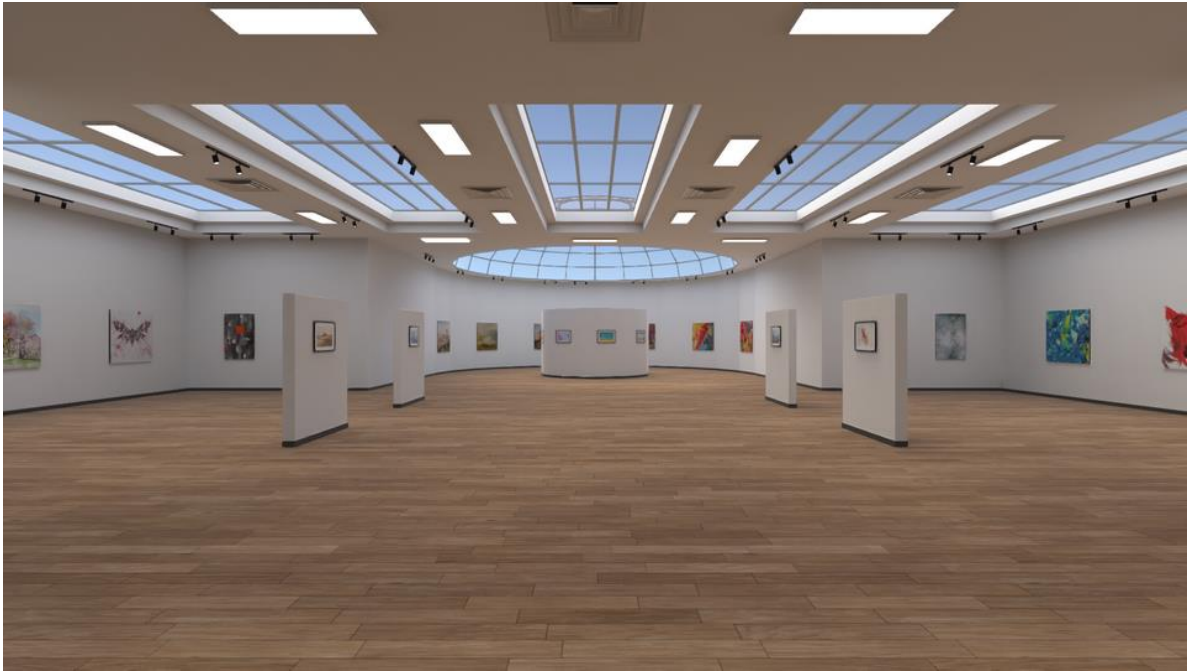· 1 Demo scene with lightmap

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: