



Thank you for buying Egyptian Museum VR!

This virtual museum environment package is an impressive solution for your games, virtual reality projects, and simulators! It contains over 50 detailed models of real ancient relics that are displayed in major museums around the world. These models are optimized to provide the best possible quality. Additionally, this package is compatible with virtual reality and works on mobile devices, making it accessible on a wide variety of platforms. Designed with fully detailed furnishings and decorations, this museum environment is the perfect place to showcase your art. Additionally, you can easily customize it by replacing the models with your own.

Technical specifications:

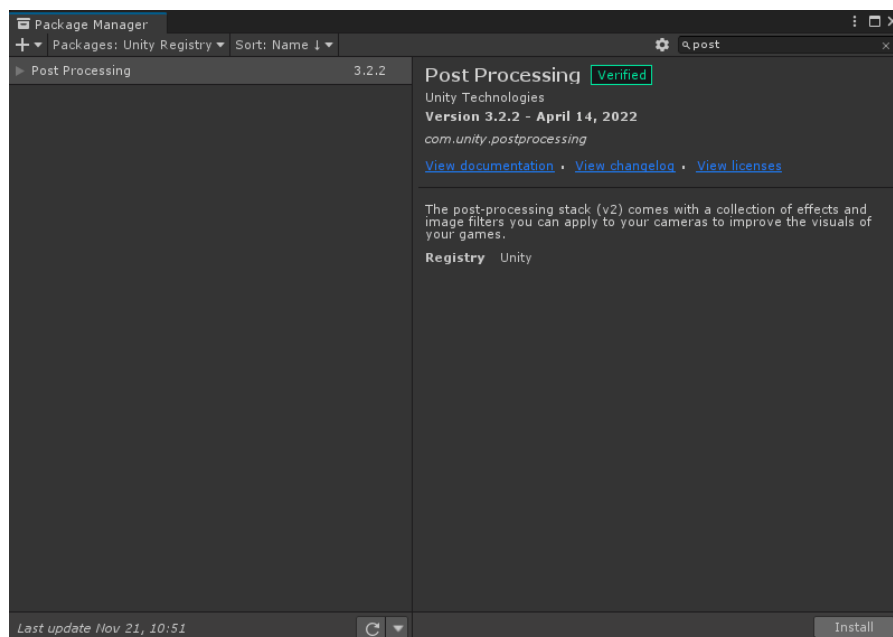
- Number of Unique Meshes 121.
- Number of polygons - from 40 (for simple models) to 2,000 (for complex models).
- Texture size (1024 x 512 to 2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:

- 65 Fbx models
- 85 Prefabs with colliders
- 198 High Quality Textures (2048 x 2048)
- 45 Textures (1024 x 512)
- 1 HDRI Cubemap (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:

