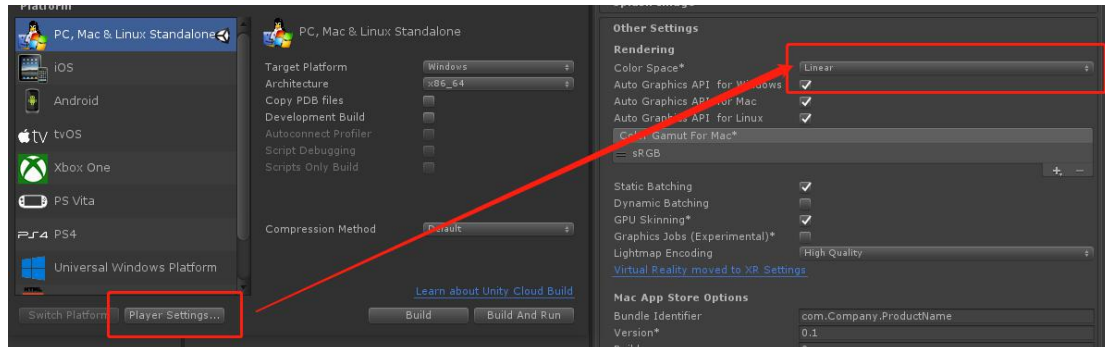
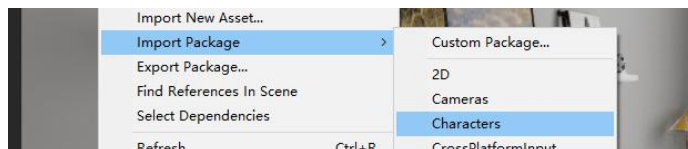


Thanks for download Winter House Archviz!

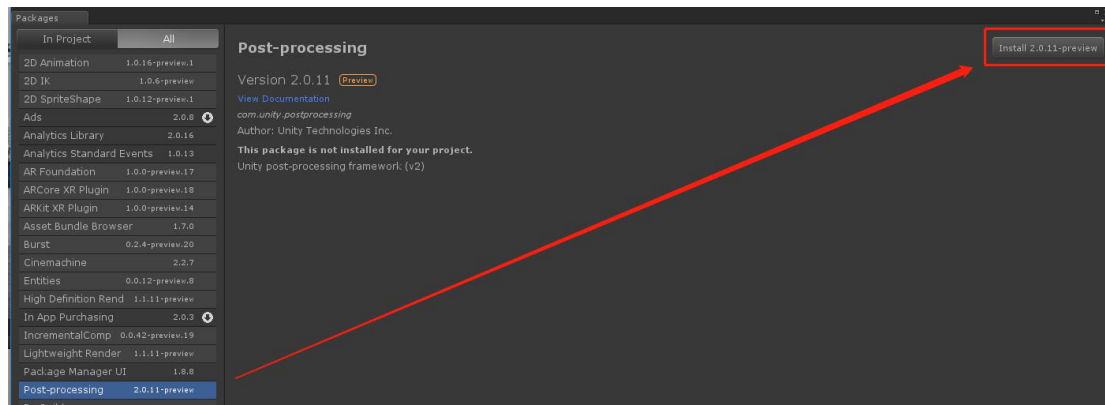
1. The package is submitted with Unity 2018.1.3.f1
2. Setting the project color space to linear is necessary.



3. Import standard characters package.



4. You need to download PostProcessing 2.0 from windows/Package Manager.



5. Move QualitySettings.asset & GraphicsSettings.asset to ProjectSettings Folder.
6. Open PhysicsManager set Layer Collision Matrix as the screenshot posted below.



7. If the lightmap lost,you just need to rebake the lightmap.Do not change the parameters of lightsetting.

Attention:

If you use macbook pro 2015 to open the project,the default open scene must be Mobile scene,
and the Auto Exposure in PostProcessing must be closed.

Plese feel free to contact me when you encounter problems that can not be solved.

Email:willhuangisme@foxmail.com