



Thank you for buying Art Gallery Museum VR!

Explore and design immersive experiences with **Art Gallery Museum VR**, a highly detailed Unity package that recreates a modern museum with an elegant and realistic atmosphere. This asset is specifically designed for virtual reality projects, video games, virtual tours, and interactive learning applications.

Key Features:

- **Realistic architectural design:** Includes spacious halls with high ceilings, large windows for natural lighting, and modern finishes with wooden floors and white walls.
- **Detailed exhibits:** Dinosaur skeletons, such as a Triceratops and a T-Rex, in high-quality 3D models. Glass-protected display cases showcasing fossils, artifacts, and small pieces, each with an editable informational panel. Framed artworks adorning the walls, perfect for customization based on your needs.

Technical Specifications:

- Compatible with Unity 2021.3 LTS and above.
- Number of Unique Meshes: 88.
- Number of polygons: 2 (for simple models) to 56,366 (for complex models).
- Texture size ranges from 1024 x 1024 to 2048 x 2048.
- Types of texture maps: BaseMap, Normal, MaskMap.

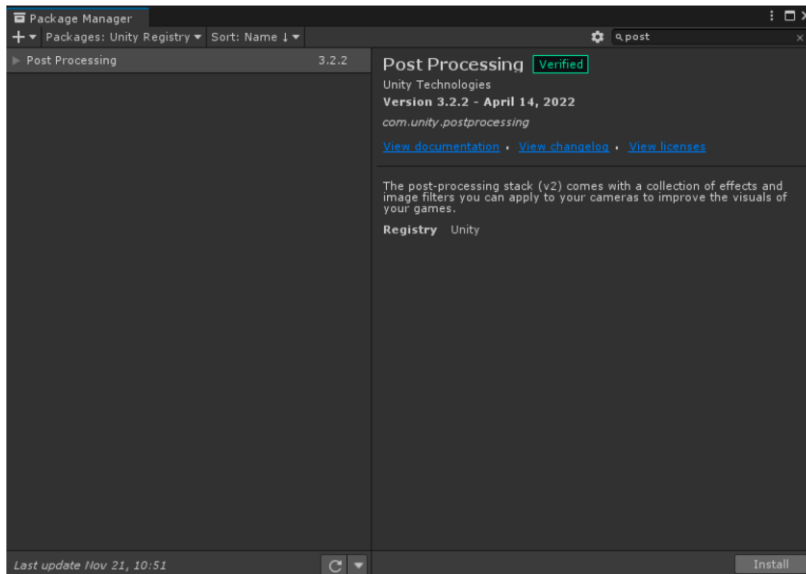
The package contains:

- 54 FBX models.
- 65 Prefabs with colliders.
- 198 Textures.
- 1 Cubemap.
- Optimized 3D Models.
- VR-ready.
- Baked GI.
- Post Processing Setup.
- 1 Demo Scene with preconfigured 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:

