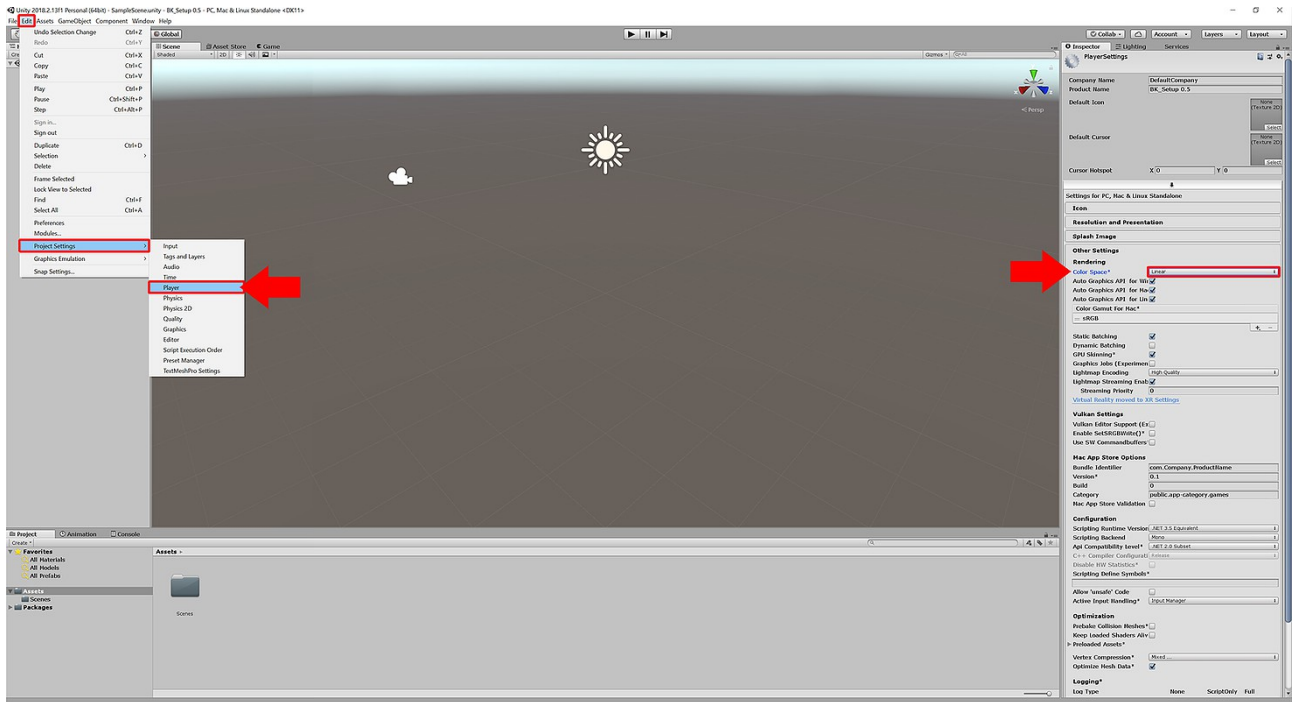


# 1960 Interior

*Thanks you for purchasing this pack !*

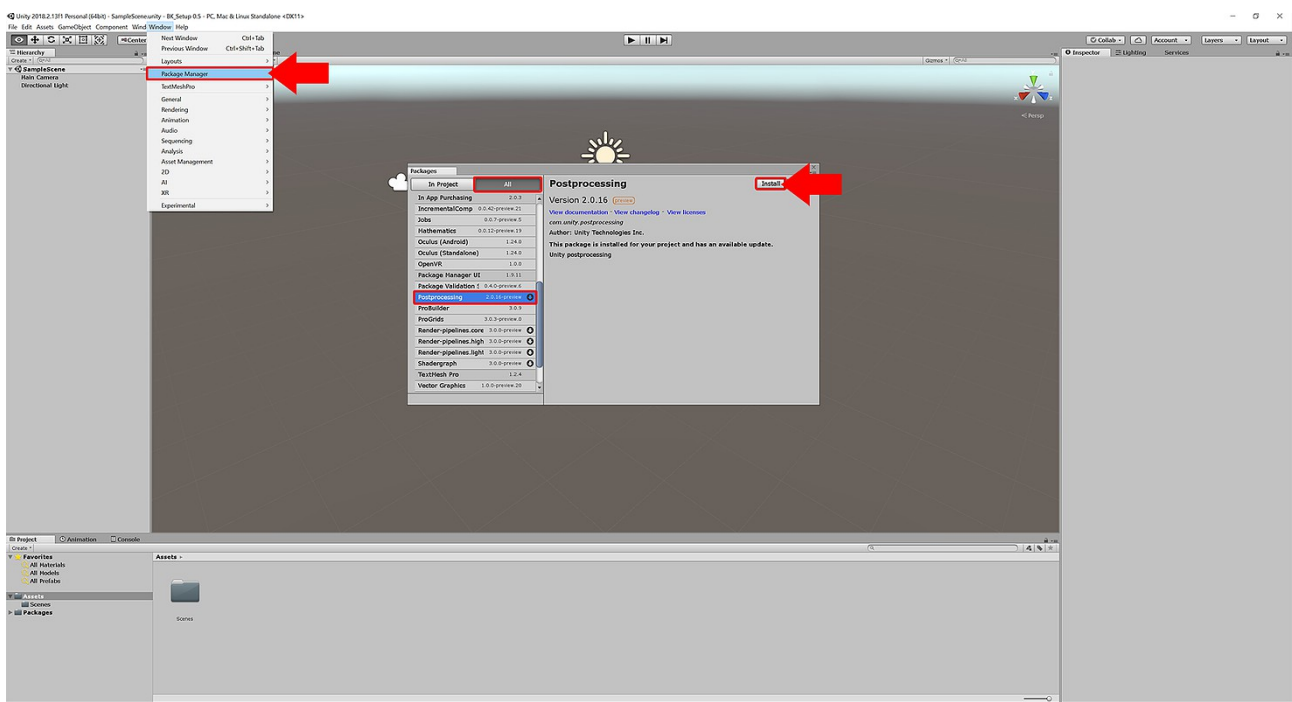
## Gamma/Linear

For convenience, please make sure to change your player settings in Unity to Linear.  
Settings are located in : **Edit > Project Settings > Player**



## Post-Processing

This pack include a post-processing profile. You will need to download the Post-Processing Stack with the Package Manager : **Window > Package Manager > All > Postprocessing > Install**



## External Plugins/Scripts

This pack include some external post-process shaders.

*SlightlyMad's Volumetric Lighting*

*Xerxes1138's Stochastic ScreenSpace Reflections*

*TheMasonX's Nvidia PCSS implementation*

**Please note that these plugins are heavy in performances, and are not suitable for VR.**

## Camera Movements

Right Click + WASD to move/rotate

Mousewheel to Zoom

**Thank You :D**