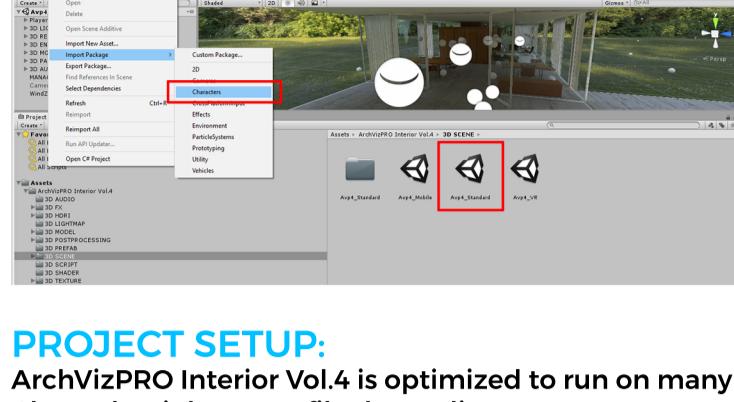


ArchVizPRO Interior Vol.4

BEFORE TO START:

As soon you open the project, be sure to import the Standard Asset Character Controller (or use your custom character controller if you have).



PROJECT SETUP:

ArchVizPRO Interior Vol.4 is optimized to run on many platform.

Chose the right scene file depending on your target machine.



AVP4_Standard (Windows/MacOS)
AVP4_VR (Vive/Oculus)
AVP4_Mobile (GearVR/Daydream/Android/IOS)

QUALITY SETTINGS:

You can import predade quality settings, already setup for different target devices.

Extract the QualitySettings.zip (located in main Asset/ folder) into your ProjectSettings folder.

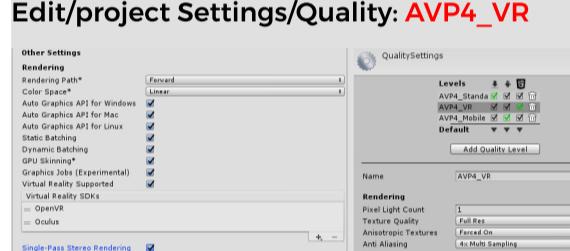
If prompted, click yes and replace the existing one.

AVP_Standard (Windows/MacOS):

Suggested settings:

Edit/Project Settings/Player: **Deferred** and **Linear**

Edit/project Settings/Quality: **AVP4_Standard**



Standard:

Character controller is already in the scene.
Press play and start your walkthrough

AVP_VR (Vive/Oculus):

Suggested settings:

Edit/Project Settings/Player: **Forward** and **Linear**

Edit/project Settings/Quality: **AVP4_VR**



Htc Vive:
Download SteamVR from Asset store.

Drag 3D PREFAB/Player/Player_Vive on House floor.

Oculus:

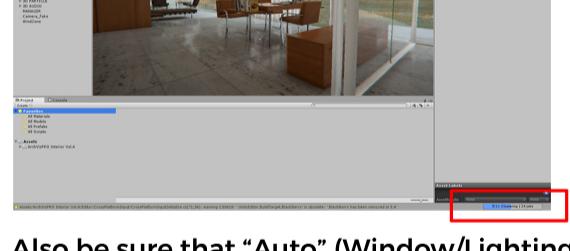
Drag 3d PREFAB/Player/Player_Oculus on house floor

AVP_Mobile (Android/IOS):

Suggested settings:

Edit/Project Settings/Player: **Forward**

Edit/project Settings/Quality: **AVP4_Mobile**



For Mobile is highly recommended to decrease texture size.

Half or Quarter texture size depending on your hardware.

If you manually reduce texture size leave Texture Quality at Full Res



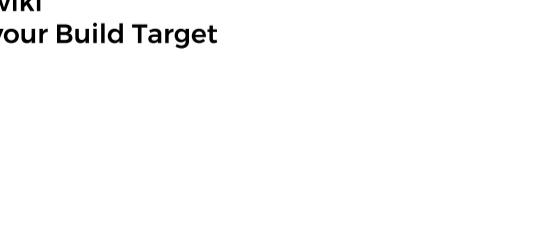
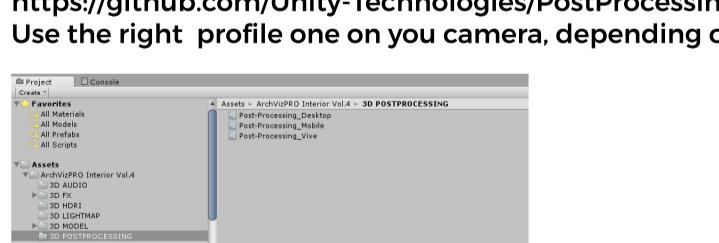
BAKED GI:

ArchVizPRO Interior Vol.4 use Baked GI.

First time you open the project Unity will compute Global Illumination (30 minutes more or less depending on your hardware). Wait until the blue bar at the bottom disappear... then you are ready to go!



Also be sure that "Auto" (Window/Lighting) is enabled:



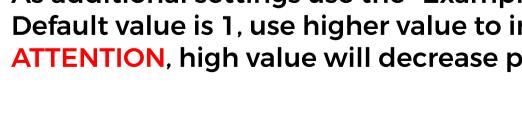
POSTPROCESSING:

ArchVizPRO Interior Vol.4 use the new Post Processing Stack effects.

Actually it is still in beta, so be sure to download latest version from:

<https://github.com/Unity-Technologies/PostProcessing/wiki>

Use the right profile one on you camera, depending on your Build Target



CONTACT:

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Like our works? Need a custom project? Contact us to info@OneirosVr.com for a free quote.