



Thank you for buying Art Gallery Vol.3!

The perfect concept for showcasing your art. Replace the paintings with your own to make this model your own." With "Art Gallery Vol.3," you have the ultimate asset to exhibit your artwork in a visually stunning and immersive environment. Customize this gallery by adding your own paintings and transform it into a truly unique masterpiece that reflects your artistic vision.

This asset is a versatile and valuable addition to your projects, offering a captivating solution for games, VR projects, and simulators. It brings life to your picture gallery, providing your audience with an extraordinary experience as they explore and interact with the art within.

Best of all, "Art Gallery Vol.3" is fully optimized for mobile devices, ensuring that your gallery can be enjoyed by a wider audience on various platforms. Let your art shine on both small and large screens, enchanting users with its beauty and allure.

Technical specifications:

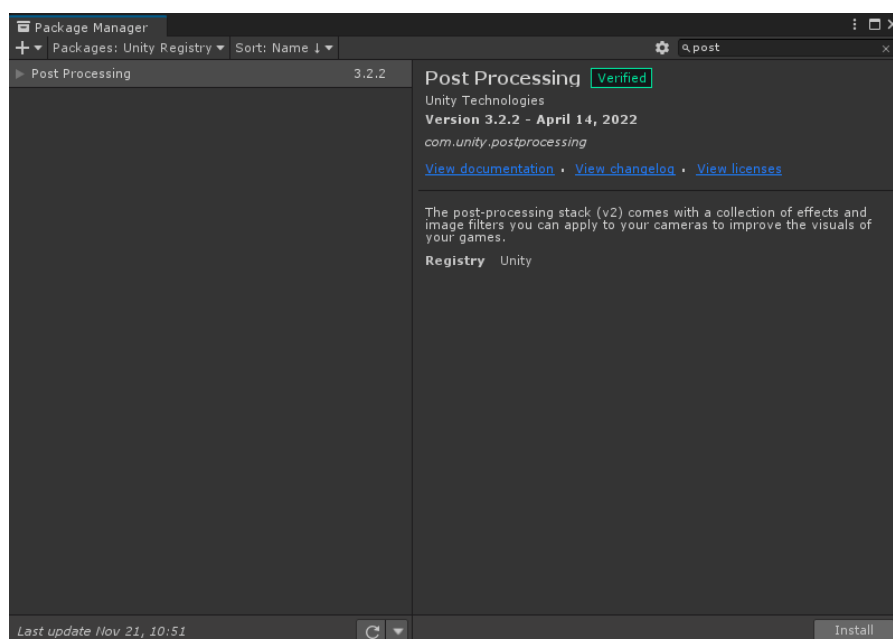
- Number of Unique Meshes 17.
- Number of polygons - from 2 (for simple models) to 21,817 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

The package contains:

- 5 Fbx models
- 6 prefabs with colliders
- 61 Textures
- Optimized 3D Models
- Baked GI
- Post Processing Setup
- VR Ready
- 1 demo scene with lightmap

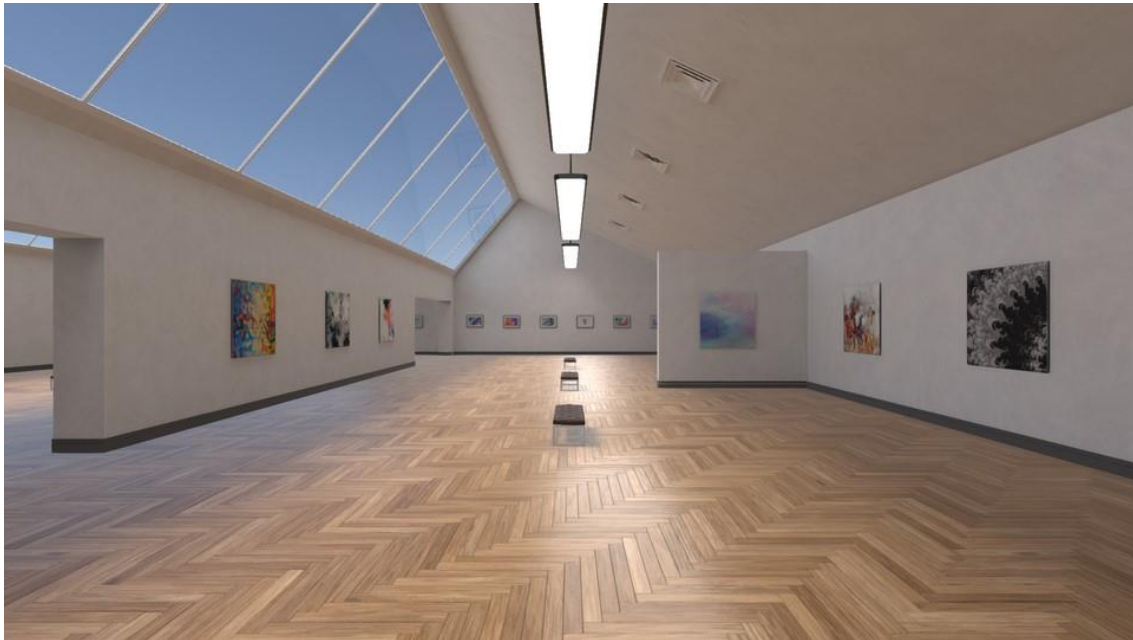
Built-in render pipeline:

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:

