

# ArchVizPRO Interior Vol.6

## NEWS:

On my Youtube channel you will find some quick tutorial for various Target devices.

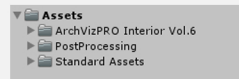
Tutorial1: **Project Setup (Desktop)** (<https://www.youtube.com/watch?v=-DelSqWqkfY>)

Tutorial2: **Mobile Setup (Andorid/ios)** (Soon)

Tutorial3: **Vive Setup** (Soon)

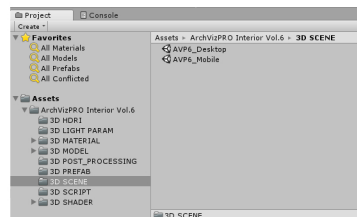
## QUICK START:

- 1- Create a New Project
- 2- Change Color Space to Linear (Edit/Project Settings)
- 3- Import ArchVizPRO Vol.6
- 4- Import **Quality Settings** (Assets/ArchVizPRO Interior Vol.5/QualitySettings.zip)
- 5- Import **Character Controller** (Asset/Import Package/Character)



## PROJECT SETUP:

ArchVizPRO Interior Vol.6 is optimized to run on many platforms.  
Chose the right scene file, depending on your target machine.

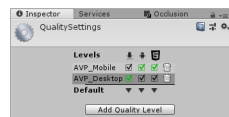


AVP6\_Standard (Windows / Mac / Vive / Oculus / Windows Mixed Reality)

AVP6\_Mobile (Android / ios / GearVR / Daydream)

## QUALITY SETTINGS:

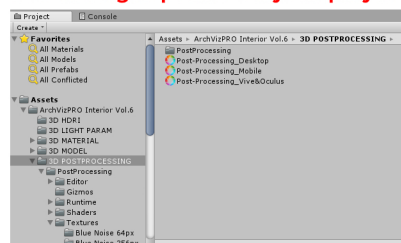
You can import pre-made quality settings, already set up for different target devices.  
Extract the QualitySettings.zip (located in Asset folder), into your ProjectSettings folder.  
If prompted, click yes and replace the existing ones.



## POST PROCESSING:

ArchVizPRO Interior Vol.6 use the new Post Processing Stack Effects V2.  
Post Processing Stack Effects V2 are already imported. You can find in Asset/ArchvizPRO Interior Vol.6/ 3D POSTPROCESSING  
Actually they are still in beta, so be sure to download the latest version.

**Use the right profile on your player camera, depending on your Build Target.**



## VIRTUAL REALITY

### Project Settings:

Be sure to check "Virtual Reality Supported", in PlayerSettings / XR Settings.  
To boost performance, use "Single Stereo Pass" when you can.

### Render Scale:

As additional settings use the "ExampleRenderScale" script on the "MANAGER" Gameobject.  
The default value is 1, use a higher value to increase render quality in VR (antialiasing).  
ATTENTION, high value will decrease performance considerably.

## CONTACT:

For any asset related issue please contact me at : [ruggero.corridori@gmail.com](mailto:ruggero.corridori@gmail.com)