Thank you for buying A Window to the World!

A Window to the World is a straightforward and speedy environment. The earth or the statue may all be readily covered up to suit your needs.
Ideal for settings with a minimal modern/futuristic feel!
a good solution for your games, VR projects and simulators.
Works on mobile devices.

Technical specifications:
- Number of Unique Meshes 18.
- Number of polygons - from 40 (for simple models) to 2,000 (for complex models).
- Texture size (1024 x 1024 to 2048 x 2048).
- Types of texture maps – Albedo, Normal, Occlusion, MetallicSmoothness.

The package contains:

- 6 Fbx models
- 6 Prefabs with colliders
- 36 High Quality Textures (2048 x 2048)
- 7 Textures (1024 x 1024)
- Optimized 3D Models
- Baked GI
- Post Processing Setup
- VR Ready
- 2 demo scenes 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.
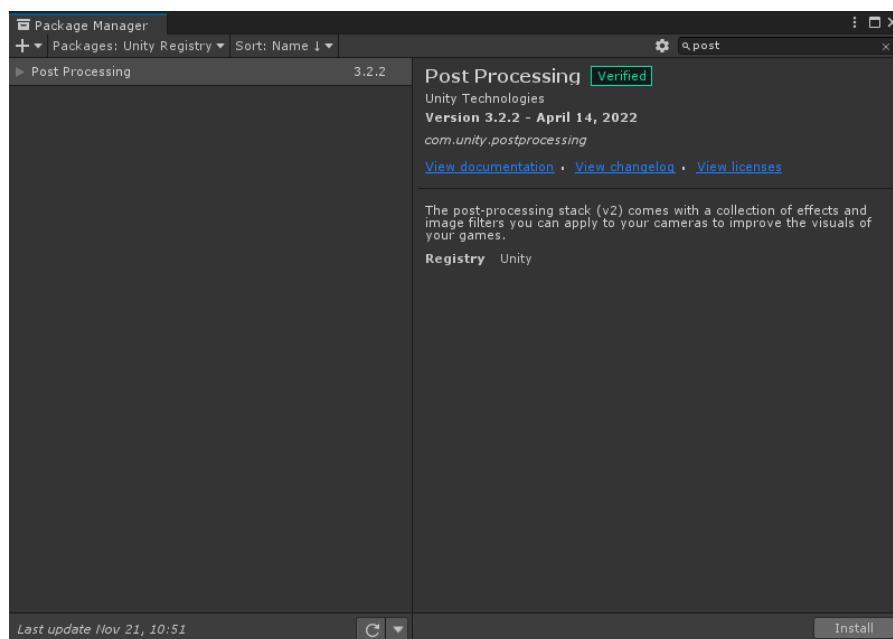
Without post-processing:

With post-processing: