ArchViz**PRO** 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) (https://www.youtube.com/watch?v=67-w-n523aE&t=19s)
Tutorial3: Vive Setup (https://www.youtube.com/watch?v=VCNaEpfKwnc&t=228s)

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.6/QualitySettings.zip).
5- Import Standard Asset from Asset Store (https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351).
6- Import Post Processing from Package Manager.
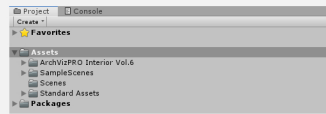
PROJECT SETUP:
ArchVizPRO Interior Vol.6 is optimized to run on many platforms.
Chose the right scene file, depending on your target machine.
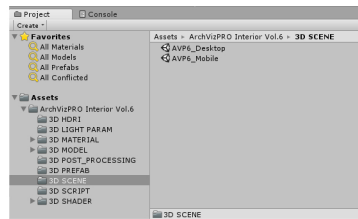
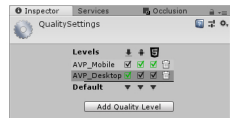AVP6_Standard (Windows / Mac / Vive / Oculus / Windows Mixed Reality
AVP6_Mobile (Android / Ios / GearVR / Daydream)

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.

HDRP:
HDRP version is avaiable as a separate download on our website (https://oneirosvr.com/).
Register and use your invoice number to unlock the download.

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
If you are interested in our services, write at: info@oneirosvr.com