

**Assets Name:** [BFW]ArchViz Interior ChildrenRoom Vol.01

**Version:** V1.0

**Unity Version:** 2017.2.0f3

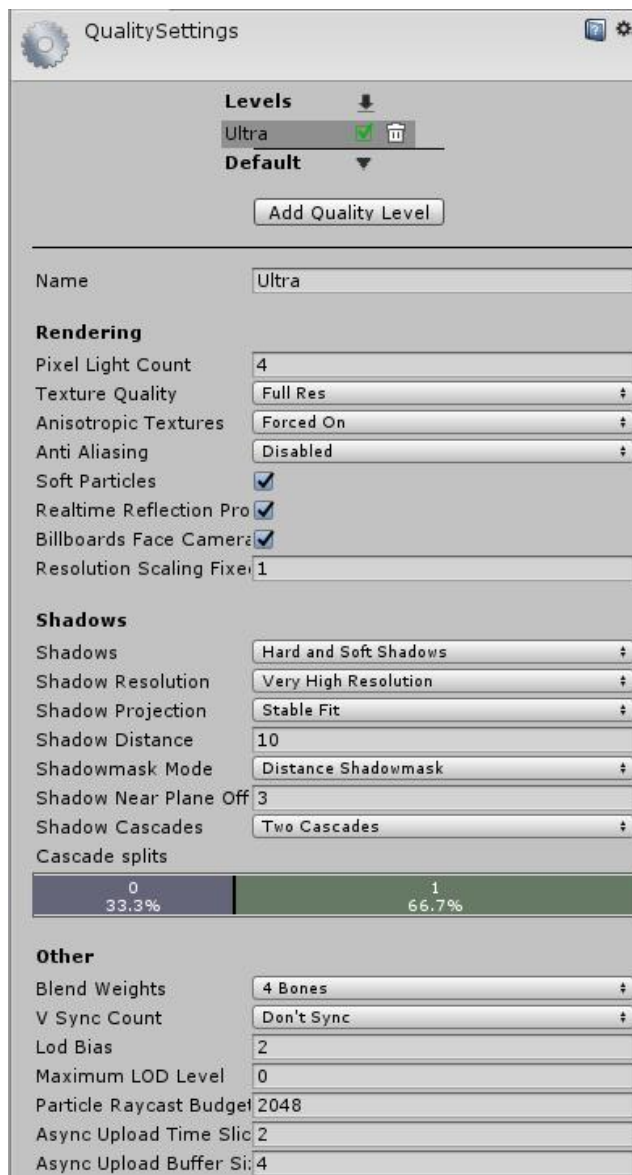
**Publisher:** Butterfly World

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### Project setup:

\* **[Important]** If you want the scene looks like our video and screenshot, be sure to use **linear color space**. (Edit - Project Settings - Player - PC, Mac & Linux Standalone - Other Setting - Color Space).

\* And please set the **Quality Settings** like this:



**direction:**

1. Create a new project, use linear color space, PC, Mac & Linux Standalone.
2. Import this package.
3. Main scene in "Assets\[BFW]ArchViz Interior ChildrenRoom Vol.01\Scene".
4. Use w/s/a/d to move, and press left mouse button to rotate.

**Features:**

- A fully functional children's room.
- More than 60 Lowpoly 3D prefabs. Most of them use 2K PBR texture.
- Unity Post Processing Stack V2.
- Baked GI (Include GI setting). Beautiful and reality lighting effect.
- Full ready PC demo.
- All light settings.

**Contact:**

For any issue please contact us at: [srovictor@qq.com](mailto:srovictor@qq.com).