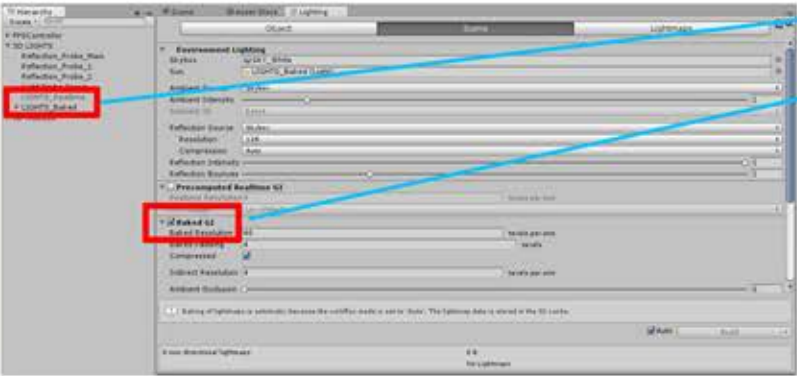## PROJECT SETUP:

Here how to configure the project once you imported :
Edit/Project Settings/Player:
Be sure to use Deferred and Linear:
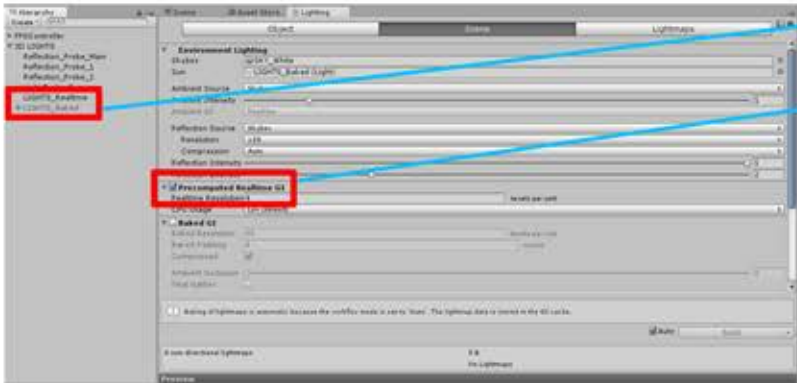

GLOBAL ILLUMINATION:

ArchVizPRO Interior Vol.3 use Baked GI or Precompuded Realtime GI.
Follow these steps to switch between the two.
BAKED GI (default):

1- **3D LIGHTS/LIGHTS Baked = Enabled**
   3D LIGHTS/LIGHTS Realtime = Disabled
2- **Lighting Windows:**
   Precomputed Realtime GI = Disabled
   Baked GI = Enabled

PRECOMPUTED REALTIME GI:

1- **3D LIGHTS/LIGHTS Baked = Disabled**
   3D LIGHTS/LIGHTS Realtime = Enabled
2- **Lighting Windows:**
   Precomputed Realtime GI = Enabled
   Baked GI = Disabled

VIRTUAL REALITY:

To use for VR (Oculus), remove the "FPSController_Standard" and replace with
"FPSController_VR" (Asset/3D Prefab/Character).
Also be sure to check the "Virtual Reality Supported" (Edit/Project Settings/Other Settings).

RenderScale:
As additional settings use the "ExampleRenderScale" script on the "MANAGER" Gameobject.
Default value is 1, use higher value to increase rendering quality in VR (antialiasing).
ATTENTION, high value will decrease performance significatively.

CONTACT:

For any issue please contact me at : ruggero.corridori@gmail.com