



## Thank you for buying Exhibition Stand Vol.1!

Get ready to take your exhibitions to a whole new level with the Exhibition Stand Vol.1 asset package! Designed with versatility and visual quality in mind, this package provides you with a wide range of essential elements to create impressive and professional exhibition stands.

Exhibition Stand Vol.1 is the ultimate resource for designers, artists, and developers aiming to craft impactful and immersive visual presentations in Unity. Breathe life into your ideas and projects with this comprehensive set of high-quality assets, and elevate your exhibitions to the next level!

### Technical specifications:

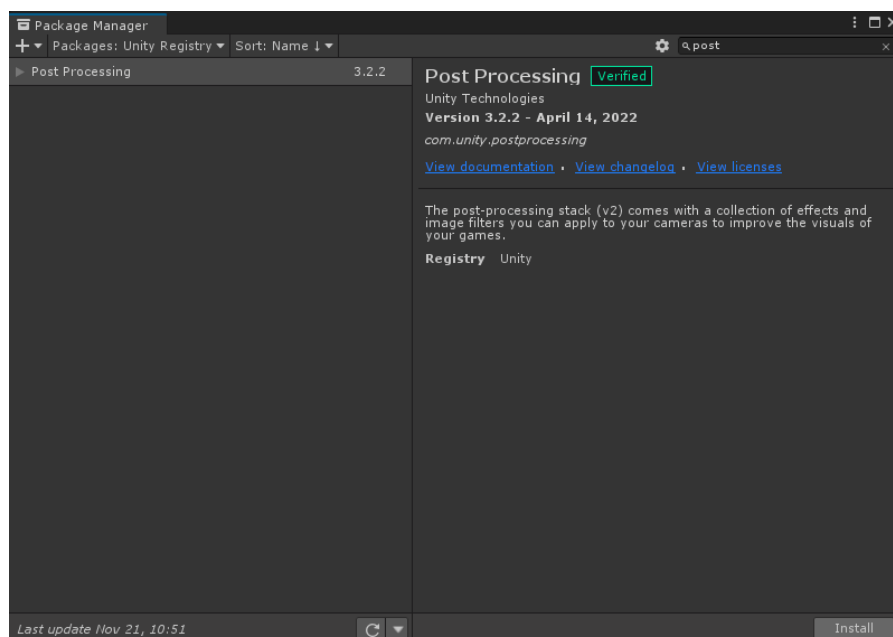
- Number of Unique Meshes 101.
- Number of polygons - from 2 (for simple models) to 11,500 (for complex models).
- Texture size (2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.

### The package contains:

- 36 Fbx models
- 75 Prefabs with colliders
- 92 High Quality Textures (2048 x 2048)
- 1 HDRI Cubemap (2048 x 1024)
- Optimized 3D Models
- VR Ready
- Baked GI
- Post Processing Setup
- 5 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:

