Thank you for buying Art Gallery Vol.7!

Set sail on a voyage into a realm of visual inspiration with "Art Gallery Vol.7." This meticulous selection of artistic assets provides you with a wide variety of visual elements that will elevate your Unity projects to exceptional levels.

If you're working on a game that requires unique visual decoration, an interactive experience featuring a mobile art gallery, or an artistic immersion in virtual reality, "Art Gallery Vol.7" will be your perfect companion on your creative odyssey in Unity. These assets have been meticulously optimized to function seamlessly on both mobile devices and virtual reality experiences, ensuring smooth performance and a dazzling visual encounter.

Technical specifications:
- Number of Unique Meshes 30.
- Number of polygons - from 2 (for simple models) to 15,990 (for complex models).
- Texture size (2048 x 2048).
- Types of texture maps – BaseMap, Normal, MaskMap.
The package contains:
· 12 Fbx models
· 13 Prefabs with colliders
· 63 High Quality Textures (2048 x 2048)
· Optimized 3D Models
· VR Ready
· Baked GI
· Post Processing Setup
· 1 Demo scene 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.
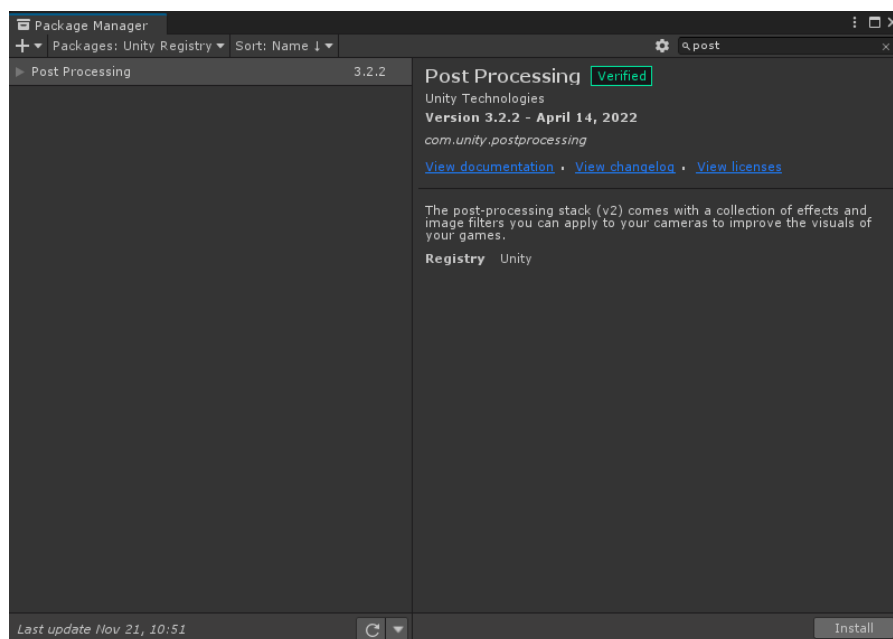
Without post-processing:

With post-processing: