

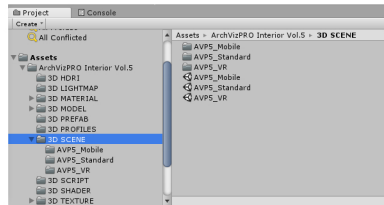
# ArchVizPRO Interior Vol.5

## QUICK START:

- 1- Create a New Project
- 2- Import ArchVizPRO Vol.5
- 3- Import **Quality Settings** (Assets\ArchVizPRO Interior Vol.5\QualitySettings.zip)
- 4- Import **Character Controller** (Asset/Import Package/Character)
- 5- Import **Post Processing Stack** (<https://www.assetstore.unity3d.com/en/#!/content/83912>)

## PROJECT SETUP:

ArchVizPRO Interior Vol.5 is optimized to run on many platform.  
Chose the right scene file depending on your target machine.



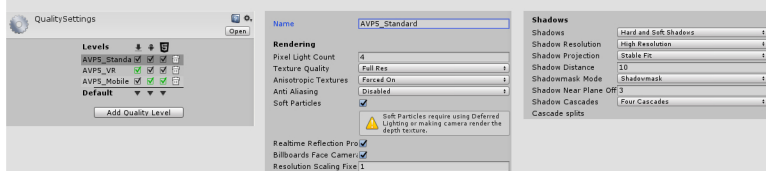
AVP5\_Standard (Windows/MacOS)  
AVP5\_VR (Vive/Oculus)  
AVP5\_Mobile (GearVR/Daydream/Android/IOS)

## QUALITY SETTINGS:

You can import premade quality settings, already setup for different target devices (Standard, VR, Mobile).  
Extract the QualitySettings.zip (located in main Asset/ folder) into your ProjectSettings folder.  
If prompted, click yes and replace the existing one.

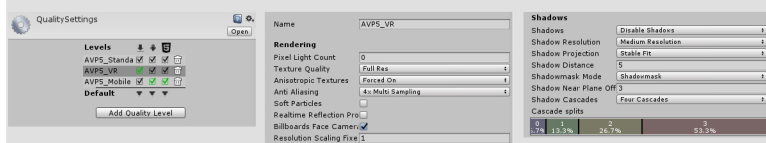
### AVP\_Standard (Windows/MacOS):

Suggested settings:  
Edit/project Settings/Player/Color space : **Linear**  
Inspector/Camera/Rendering Path: **Deferred**  
Edit/project Settings/Quality: **AVP5\_Desktop**



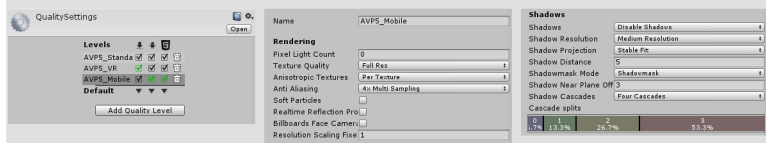
### AVP\_VR (Vive/Oculus):

Suggested settings:  
Edit/project Settings/Player/Color space : **Linear**  
Inspector/Camera/Rendering path : **Forward**  
Edit/project Settings/Quality: **AVP5\_VR**



### AVP\_Mobile (Android/IOS):

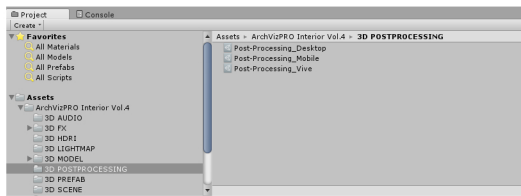
Suggested settings:  
Edit/project Settings/Player/Color space : **Gamma**  
Inspector/Camera/Rendering path : **Forward**  
Edit/project Settings/Quality: **AVP5\_Mobile**



## POSTPROCESSING:

ArchVizPRO Interior Vol.5 use the new Post Proccesing Stack effects.  
Actually they are still in beta, so be sure to download latest version from Asset Store:  
<https://www.assetstore.unity3d.com/en/#!/content/83912>

**Place the right profile on you camera, depending on your Build Target**



## VIRTUAL REALITY:

### Project Settings:

Be sure to check the “Virtual Reality Supported” (Edit/Project Settings/Other Settings).  
Also to boost performance use “Single Stereo pass”.

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 asset related issue please contact me at : [ruggero.corridori@gmail.com](mailto:ruggero.corridori@gmail.com)