



Thank you for buying Art Gallery Vol.2!

Art Gallery Vol.2 a good solution for your games, VR projects and simulators, Picture gallery, Works on mobile devices.

A modern art gallery full of sculptures and frames. It includes 11 sculptures, 14 paintings, It's good for collection exhibitions or paintings showcase.

All paintings are independent textures so that they could be replaced to your paintings easily, it will be perfect for ArchViz, VR or any kind of AAA games.

Most textures are more than 2048x2048 Resolution.

Project files compatible with URP(Universal Render Pipeline), can easily converted to Unity Standard Pipeline.

Technical specifications:

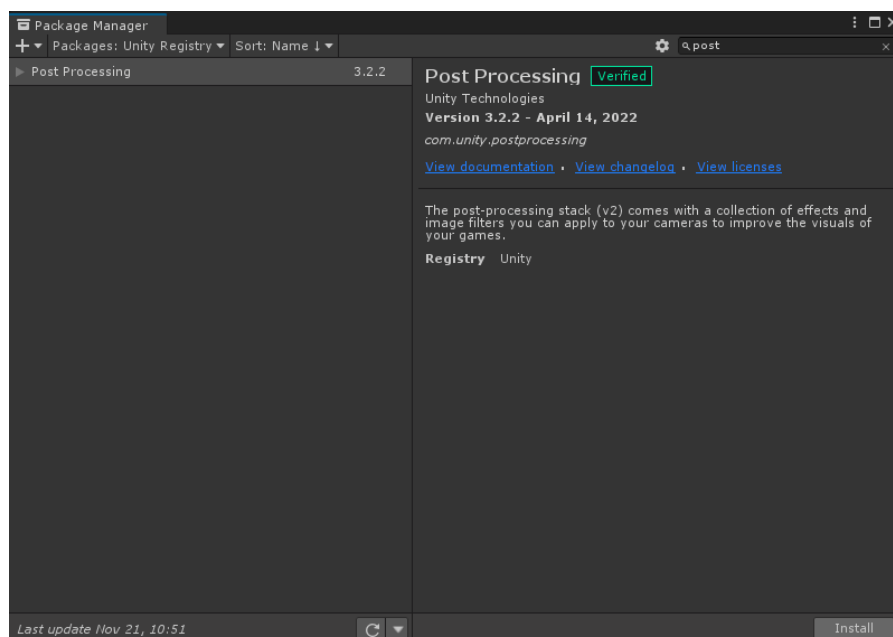
- Number of Unique Meshes 14.
- Number of polygons - from 40 (for simple models) to 2,000 (for complex models).
- Texture size 2048 x 2048.
- Types of texture maps: Albedo, Normal, Occlusion, MetallicSmoothness.

The package contains:

- 14 Fbx models
- 17 prefabs with colliders
- 78 High Quality Textures (2K)
- 43 PBR Materials
- Optimized 3D Models
- Baked GI
- Post Processing Setup
- VR Ready
- 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:

