

Handpainted Environment Vol 2

Thanks for purchasing the Handpainted Environment Vol 2! To get started open up any of the provided demo scene assets to see the assets in action.

If you want to use any of the provided SRP packages Just double click them to import the assets. They will give out errors unless the project is already upgraded to the correct Render Pipeline. To restore the project back to the default materials, just double click the Revert to Standard Pipeline unity package found in the main folder.

Every asset is organized in their own folder, grouped by type.

To get the same results as in the screenshots and playable demo, some free assets were used.

Unity Shader Stack v2.0

<https://github.com/Unity-Technologies/PostProcessing>

Stylized Water for Unity
Boxophobic Skies

<https://github.com/danielshervheim/Stylized-Water-for-Unity>
<https://assetstore.unity.com/packages/vfx/shaders/free-skybox-extended-shader-107400>

For any issues or questions or requests, please email help@polyart.io

Check out our other packs on the asset store: [LINK](#)

Thank you,

The Polyart team!