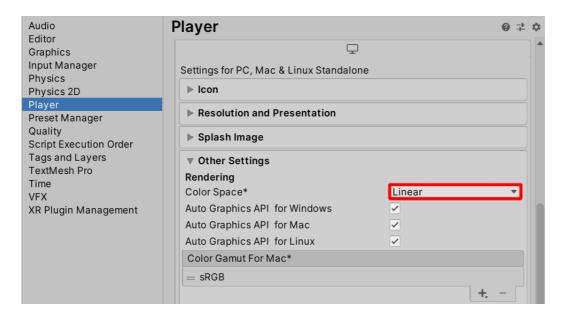


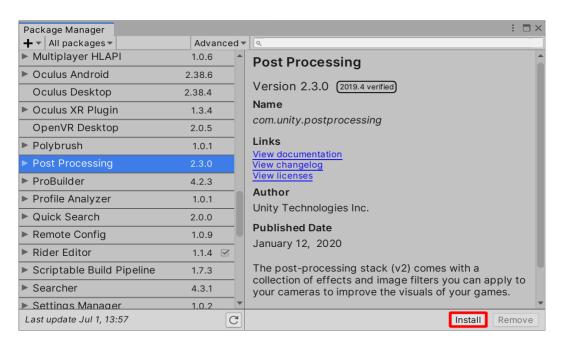
For convenience, make sure to change your project Rendering Settings to Linear.

Rendering Settings are located in Edit > Project Settings > Player

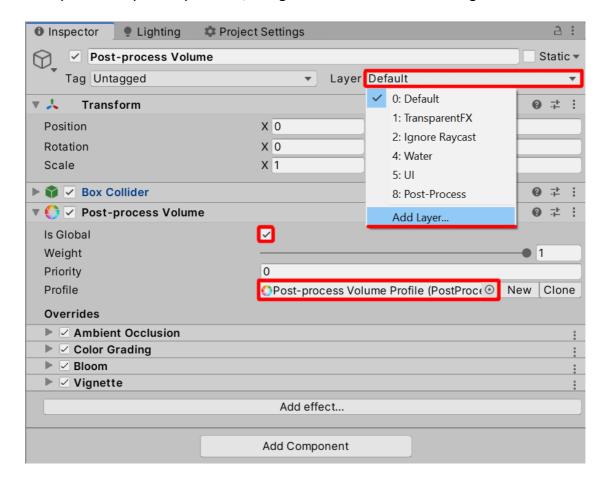


To achieve the same lighting setup as the screenshots seen on the Asset Store, this pack is provided with some scripts and plugins. These are removed by default to avoid any conflicts and errors.

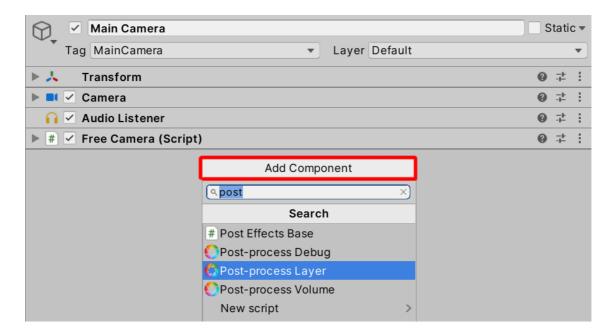
First, download the Post-Processing plugin via the Download Manager, located in **Window > Package Manager** 



When installed, go to **Game Object > 3D Object > Post-Process Volume**. On the newly created GameObject, check Is **Global**, and put the provided Profile in the slot. The Profile is located in **BoardGames > Settings**  Now create a custom Layer for the Post-Process Volume by clicking on the Default one and **Add Layer...** Name the new Layer with any name you want, and go back to the Volume to assign it.



Now add a Post-Process Layer component to the scene Camera:



Assign the same Layer you created, and choose an Anti-Aliasing mode (I usually choose TAA).

We strongly recommend to download **ProGrids** from the Package Manager since most of the prefabs are based on a modular grid.

If you have any questions, or simply want to say hello, feel free to contact us at <a href="mailto:andragorinc@gmail.com">andragorinc@gmail.com</a>

We will also be pleased to know what you think of this pack, what to add or modify for future updates. If you have some time to spare, we have a quick **7 questions form** over here :

## https://forms.gle/5Am8UN3NFq7Qq5ar5

Your answers will be very useful for us!

Thanks again Enjoy your pack!



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