

EVIL SPIRIT KATANA by Michał Wawruch

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# DOCUMENTATION



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# 1. Purpose

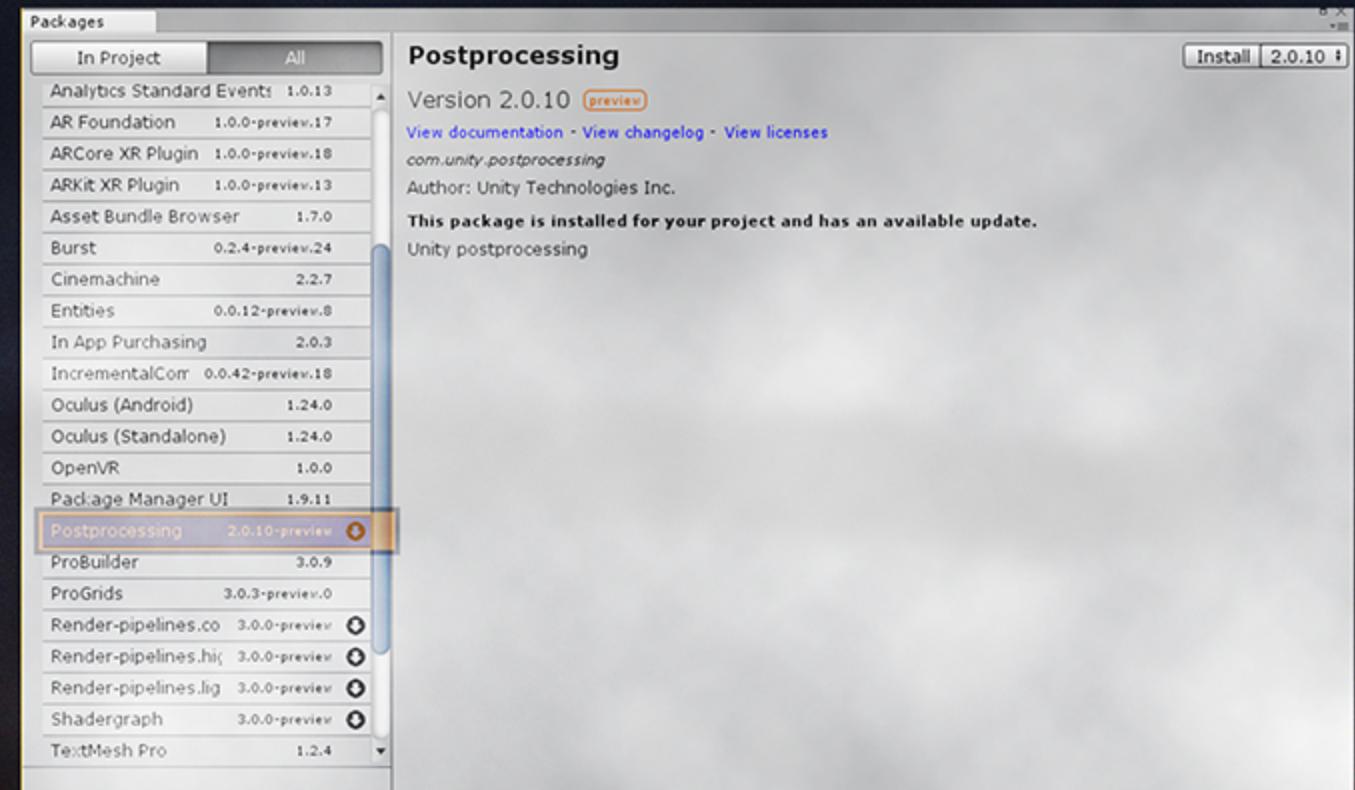
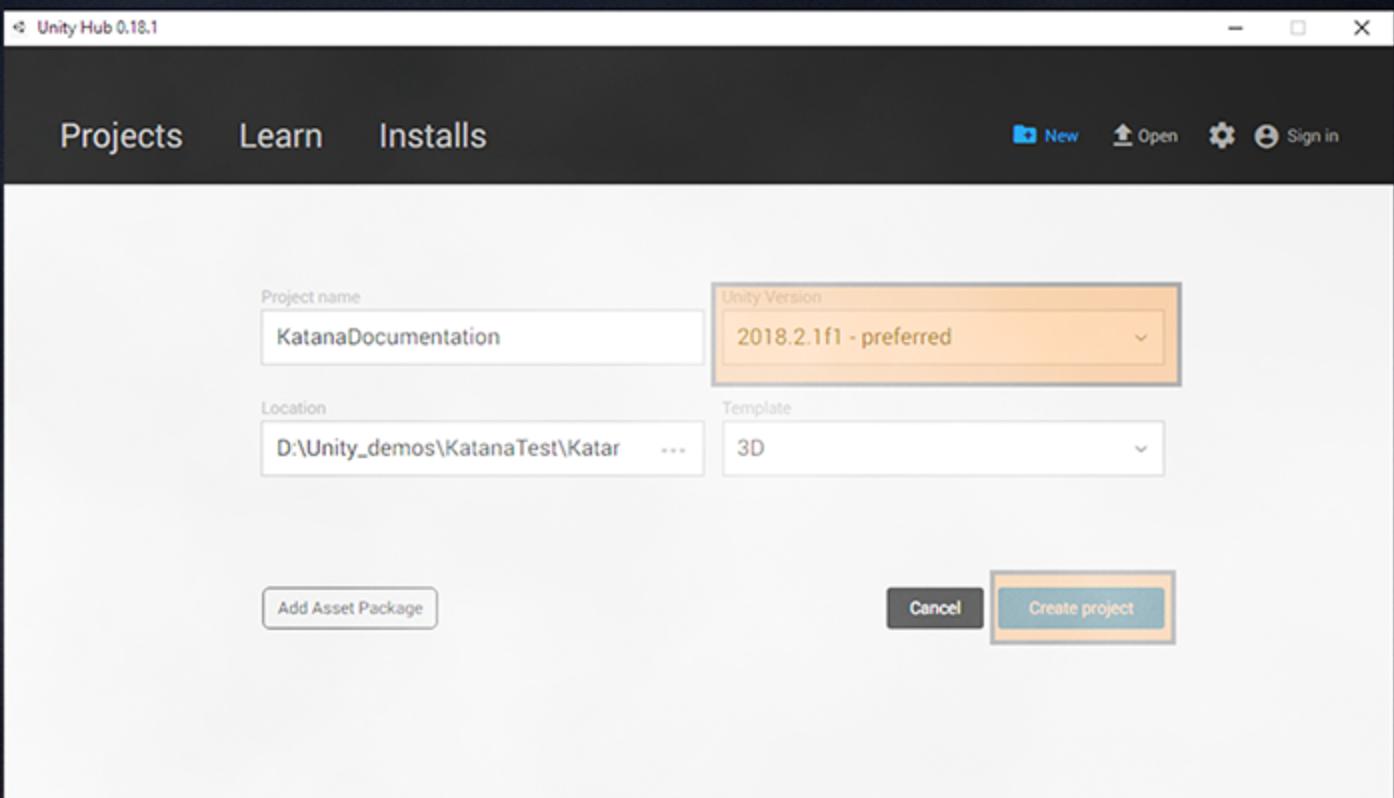
Sword is made as a cinematic prop or the main weapon for the protagonist. Due to high polycount it shouldn't be a prop placed around in a more open world. There are 2 sets of textures. First for HDRP setup, second for Standard (SpecularSetup) Shader. Package supports Unity 2018.2.1f1+ version, but nothing holds you back to export katana into different version. Default animations and postprocessing might now work then but Katana will be fine.

Hope you will make a great use of it!

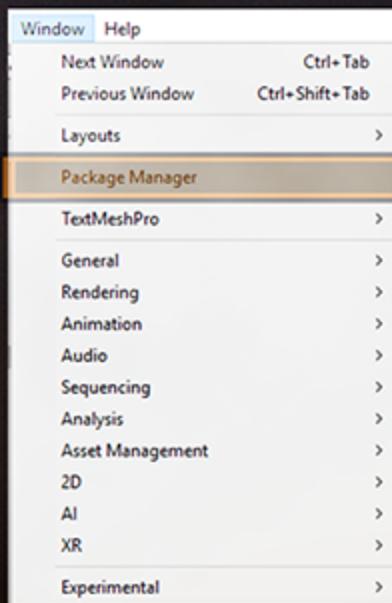
For support or any questions please write to:  
[wawenvironment@gmail.com](mailto:wawenvironment@gmail.com)

# 2. Setup

Create project on  
at least 2018.2...  
version.



After start go into  
Window - Package  
Manager



Run „Evil Spirit  
Katana” scene

