Thanks for purchasing Toon Garden package!
If you have any issue or suggestion, feel free to contact me on: zefaistos@live.com

**USING THE ASSETS**
To start using the models, just drag the prefabs (found in "Prefabs" folder) to the scene.

Note that, it's not recommended to scale prefabs that use particle effects, since the particles will not scale properly with the mesh. There are a total of three prefabs in this package with particle effects: "butterflies", "pedestal" and "spring".

If you want to scale the particles, select the particle effect and try increasing or decreasing the "Start Size" value over the inspector to match the model.

**DEMO SCENE**
In order to achieve the visuals similar to the preview screenshots, you need to set your project Color Space to Linear. To do that, on the top menu select File>Build Settings… and select Player Settings… Now on Inspector, select Other Options, and you can see the Color Space option. Change to Linear in case your project is set to Gamma.

For other lightning settings and image effects, Unity should automatically import the settings information similar to the preview images.