/*-----Props 3D URP
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Those Shader Graph files requires "Shader Graph".
Would you please install "Shader Graph" from Package Manager.

Would you please set the appropriate texture on item of texture in surface inputs of those Shader Graph files.

About ShaderGraphLiquid

If the reverse side is not displayed when you use previous unity version, check the Two Sided checkbox in the Graph Settings menu.

Render Pipeline URP

Each of the models have the number of materials is 1 Each of the models have the number of textures is 0 to 5 (BaseMap,MaskMap,NormalMap,Alpha,Emission) Texture size 1024 x 1024 pixels

Polygon bag 916 triangles bag_collider 240 triangles bag_lowpoly 484 triangles bag_lowpoly collider 128 triangles

barrel 1596 triangles barrel_collider 572 triangles barrel_lowpoly 332 triangles barrel_lowpoly_collider 76 triangles

bomb 450 triangles bomb_collider 384 triangles bomb_lowpoly 258 triangles bomb_lowpoly_collider 192 triangles

bottle1 192 triangles bottle1_liquid 100 triangles bottle1_lowpoly 120 triangles bottle1_liquid_lowpoly 60 triangles

bottle2 306 triangles bottle2_liquid 214 triangles bottle2_lowpoly 202 triangles bottle2_liquid_lowpoly 142 triangles

bottle3 176 triangles bottle3_liquid 84 triangles bottle3_lowpoly 112 triangles bottle3_liquid_lowpoly 52 triangles

candle 62 triangles candle_collider 44 triangles candle_lowpoly 38 triangles candle_lowpoly_collider 20 triangles

coin 124 triangles coin_lowpoly 28 triangles

crystal 374 triangles crystal_lowpoly 98 triangles

diamond 174 triangles diamond_collider 78 triangles diamond_lowpoly 30 triangles

fire 168 triangles

hourglass 664 triangles hourglass_collider 20 triangles hourglass_lowpoly 298 triangles hourglass_sand_lowpoly 174 triangles hourglass_sand 334 triangles

lamp 1734 triangles lamp_lowpoly 916 triangles

powder 300 triangles powder_lowpoly 180 triangles

scroll 1078 triangles scroll_collider 150 triangles scroll_lowpoly 336 triangles

watch 1592 triangles watch_collider 1352 triangles watch_lowpoly 232 triangles

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