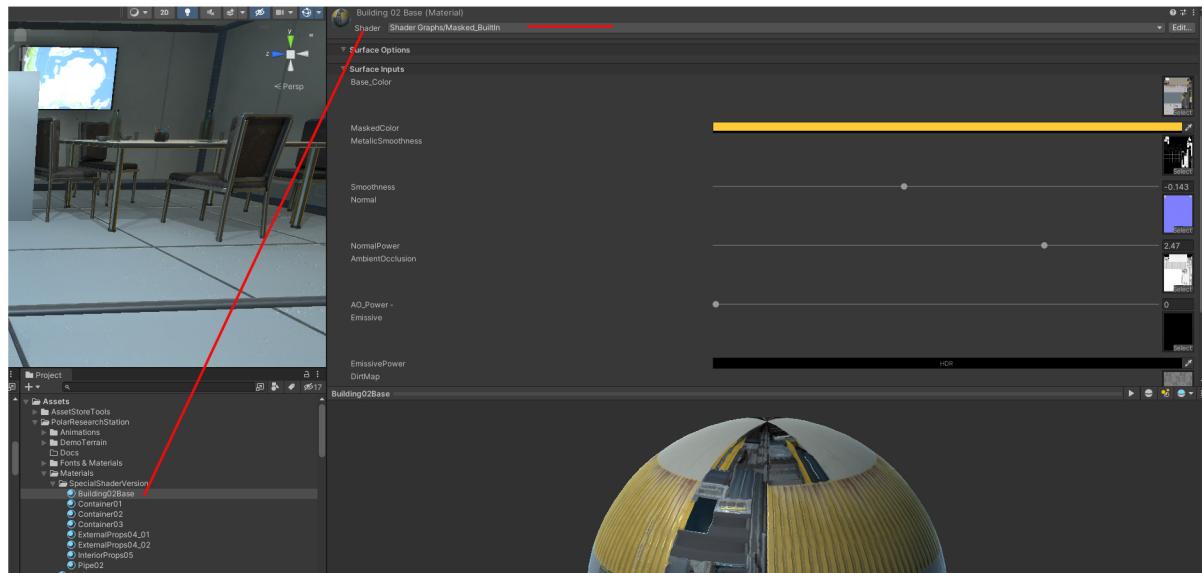




Thank you, that purchase the package!

Info for unique - special shaders.

The start version use the Built-In render pipeline. If you use HDRP or URP render for your project, need to change the shader on these materials. On the last version I organize these materials to the Materials/SpecialShaderVersion.



In the shader slot you can select the `Shadergraph/ Masked_BuiltIn` , - `Masked_HDRP` or `Masked_URP`, as the render pipeline of your project.

Fix, update in the last version:

- Organized special materials.
- Document for shader usage.
- Fixed missed textures from the URP special materials.
- Scale fix.
- Dog kennel.