# Dark Forest Asset

Thanks for buying Dark Forest Assets and first of all this asset is used in URP with 2d light render and volume effect .

Please follow this method to be able to use this asset properly.

1- Make sure to import the URP from the package manager before starting to use this asset
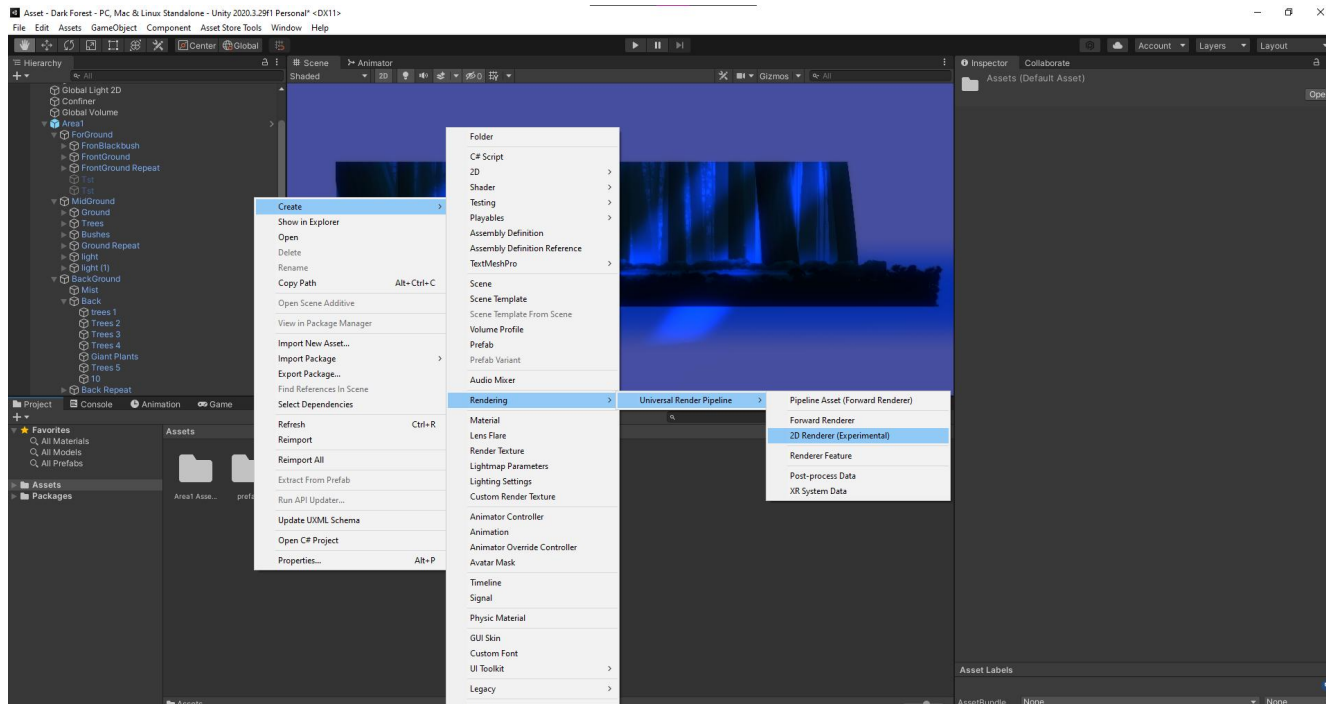
2- After importing the URP you need to follow these pictures to so you can setup the 2d light render and volume settings

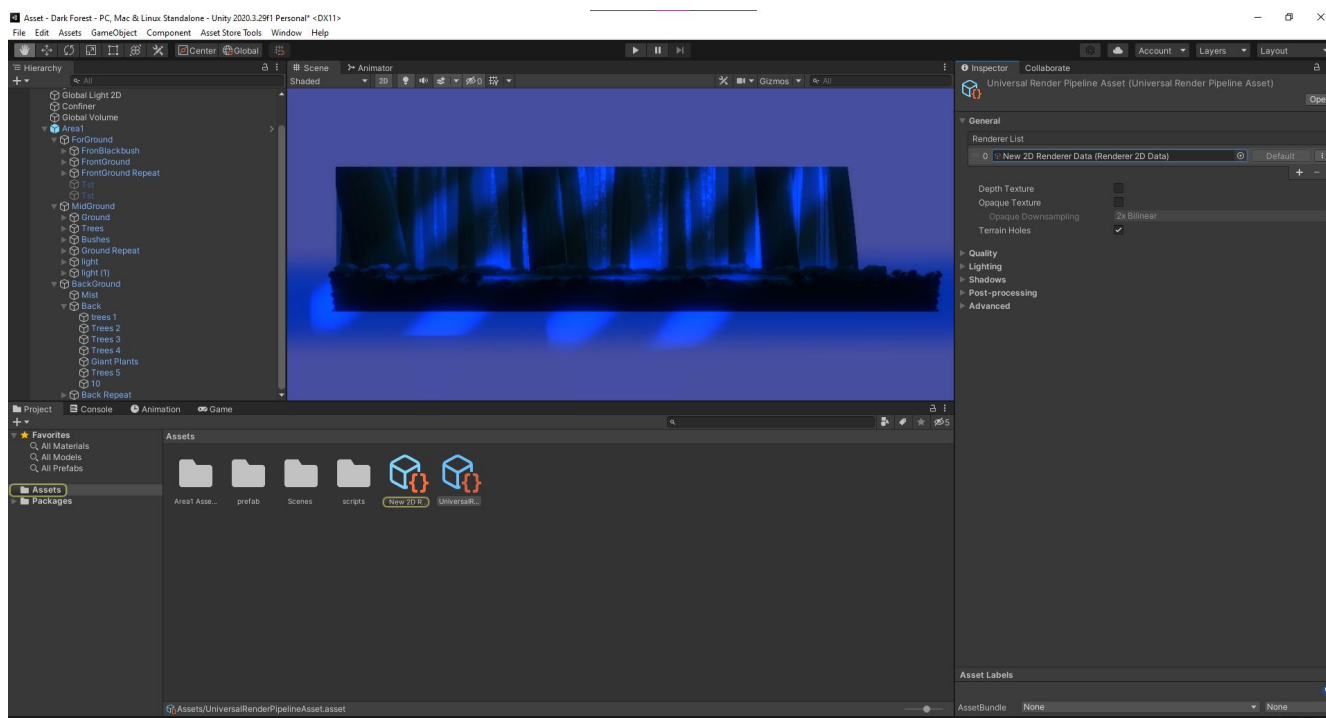1- Right click -> create -> rendering - >UPR -> pipeline Asset
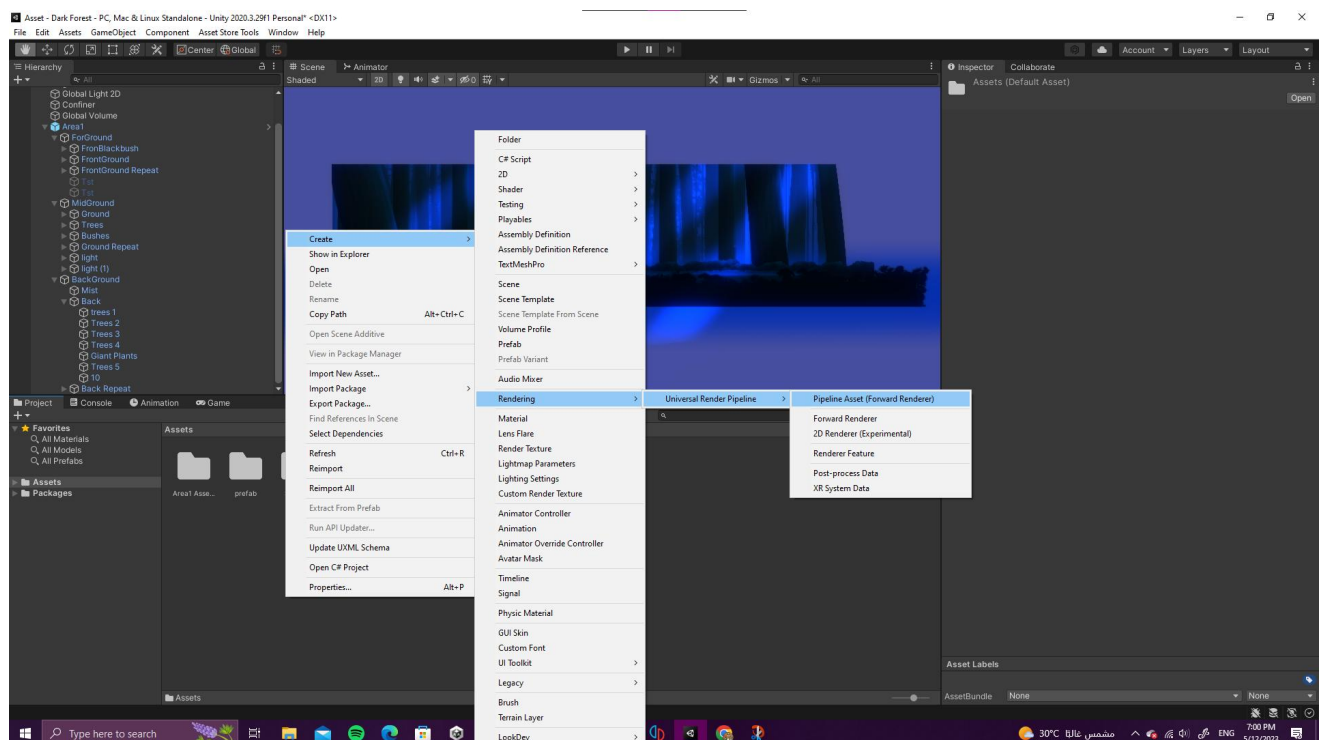
2- After creating the pipeline Asset you need to create the 2d renderer Asset.
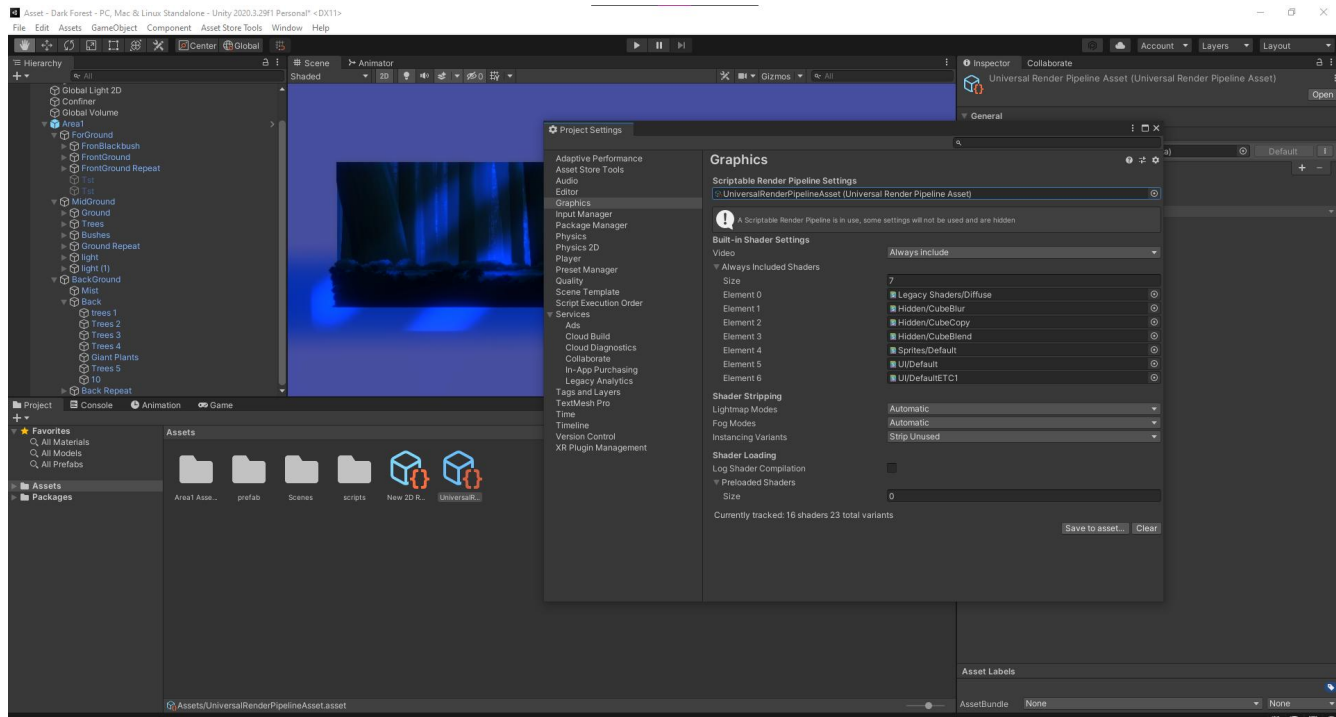
Right click -> create -> rendering - >UPR -> 2d Renderer

3- After Creating the 2d Renderer Asset you need to assign it to the pipeline asset that you created before

4- After that it's almost done you just need to assign the pipeline Asset as the main render so you need to go from
Edit -> Project settings -> Graphics and then assign the pipeline asset

And after that go to the Quality in the same window and assign the pipeline asset there too .
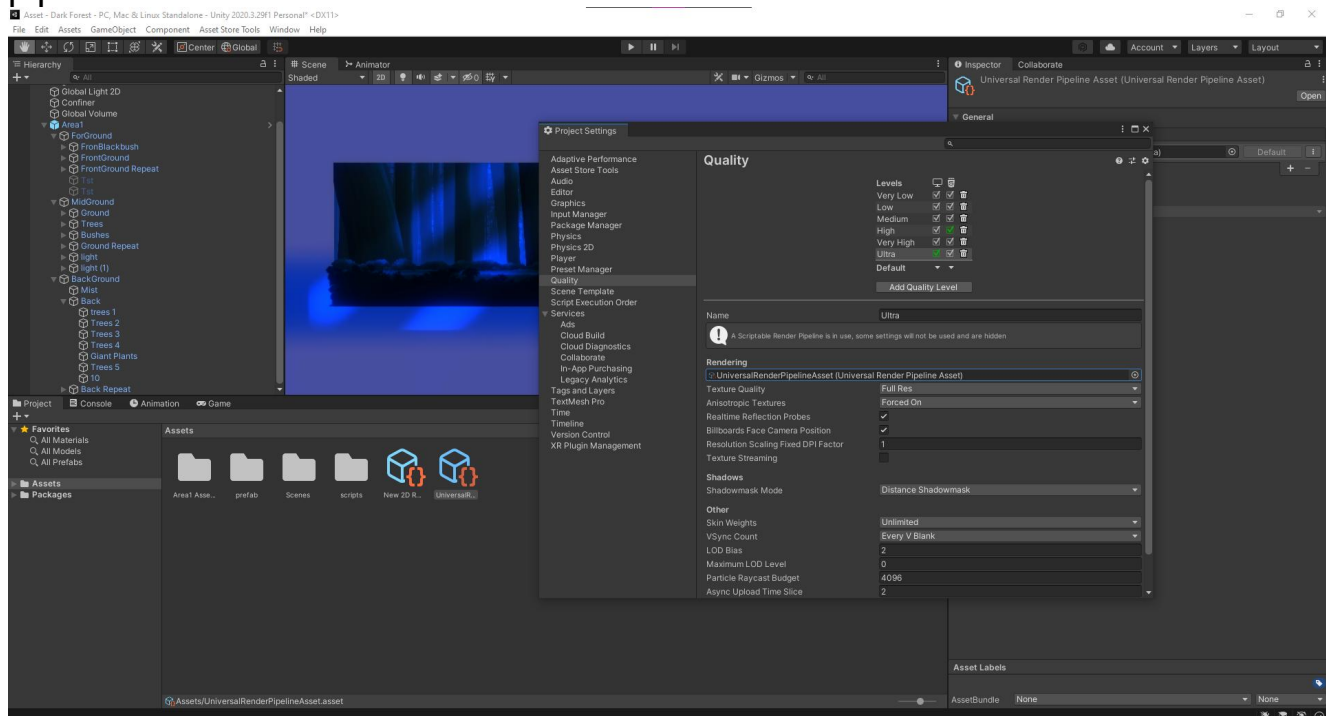
now we are done use the asset as you like and thanks for buying the asset .