

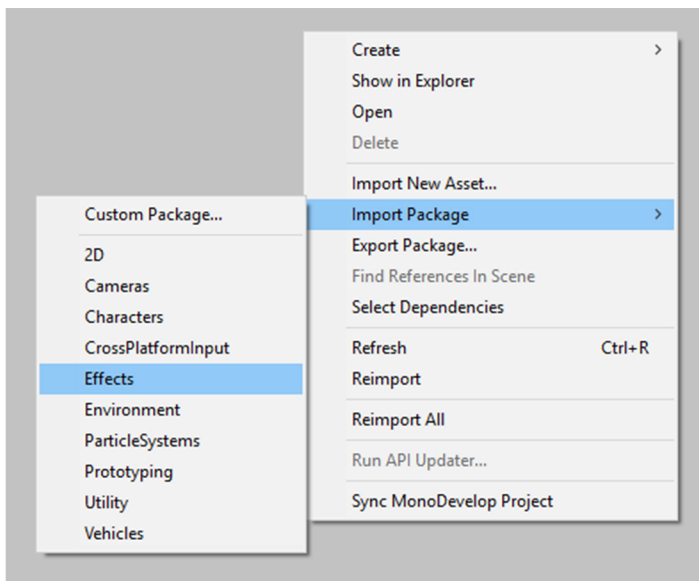
# How to use **low poly western saloon**

## Importing standard assets

For everything to work properly, you will need to have some of the **Standard Assets** imported into your project.

### 1. Import Effects

The demo scene uses image effects from the standard assets, so make sure you have effects imported. Right click in your project folder area, choose **Import Package > Effects**.



### 2. Opening The Demo Scene

You can now open the scene, it is found in the folder **Low Poly Western Saloon > Demo Scene**.



# Contact & Support

## Need Support?

Send me an email including your invoice number, and I will get back to you as soon as possible!

### Email

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