

# Thank you for purchasing the **LOW POLY CAVE ENVIRONMENT** asset!

May you create wonderful interactive experiences with it!

## How to setup assets for URP:

1. Locate the **LPCave-URP.unitypackage** under Assets folder
2. Double click it
3. Click on **Import**
4. After the import completed:
  - SRP specific Demo Scene will be included
  - the **Materials** and **Prefabs** will be updated to URP

Best regards,  
Attila Zöld



When you have 3 minutes to share,  
please consider **WRITING A REVIEW**  
for the community.

## Why?

- valuable feedback for devs
- communicate your needs
- improving future supplies
- reviewed products = prio store listing



## You can (honestly) write about:

- Met your requirements?  
If not, please tell us what did you expect.
- What did you like most?
- What bothered you most?