

Thank you guys for using our asset!

This is the instruction for how to use this package with different Render Pipelines.

1. Open the folder by the name (Open me).

2. You will find different packages for different Render Pipelines(Built-In, URP, HDRP).

3. If You are using Built-In then double click on (Swift\_Built-In) it and Import it inside your project,

If You are using URP then double click on the URP(Swift\_URP) package and Import it inside your project.

If You are using HDRP then double click on the HDRP(Swift\_HDRP) package and Import it inside your project.

Please share your review with us on the asset store, we will love what you have to say about it.

Note: You will find all the Swift car body parts and wheels in the Model