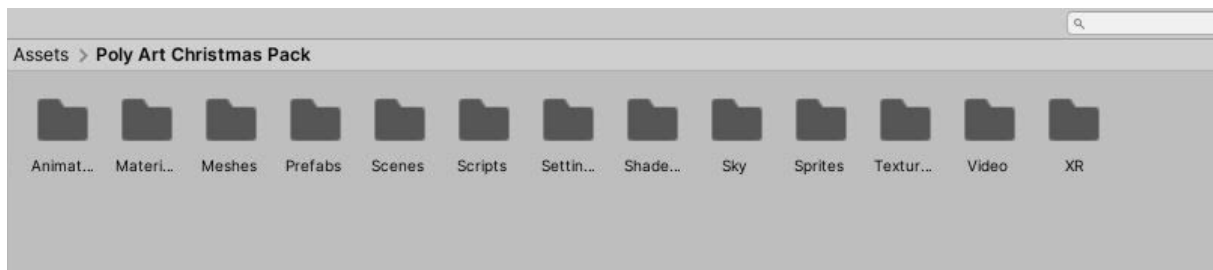


Christmas Seasonal Package Contents

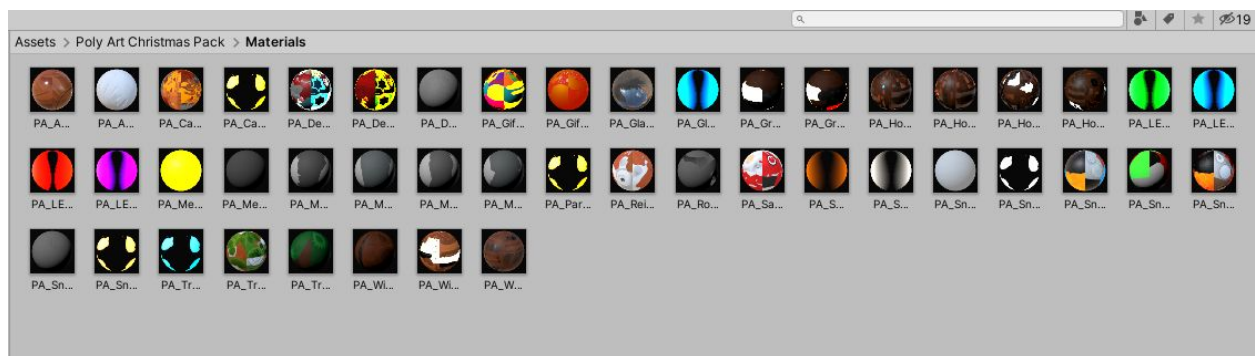
Download and import the complete asset pack from the Asset Store for your Universal Render Pipeline(URP) project.

The PolyArt Christmas Seasonal pack includes,

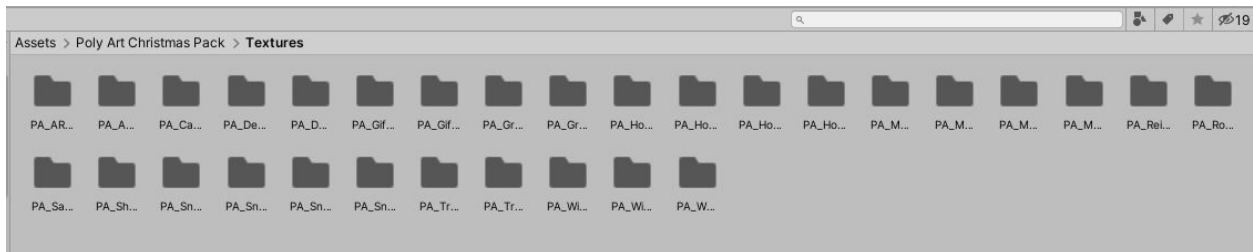


The content is arranged into separate relative folders.

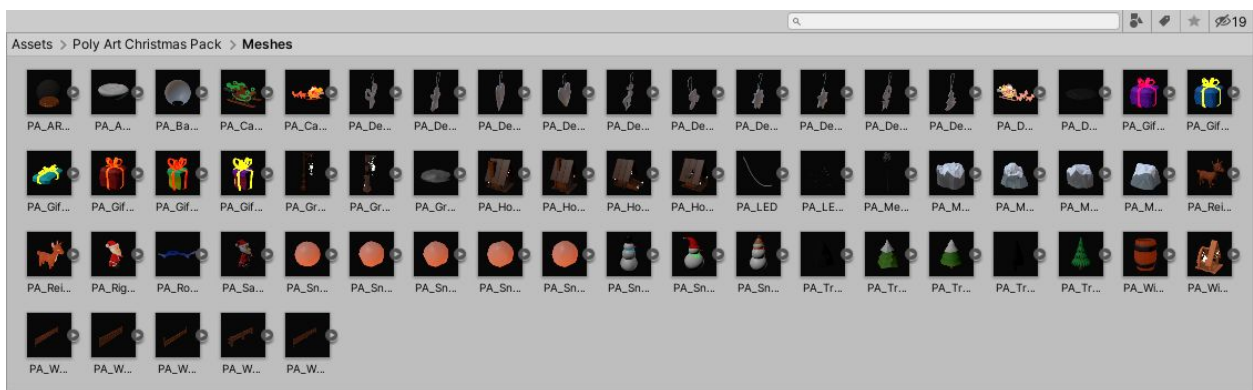
Materials



Textures

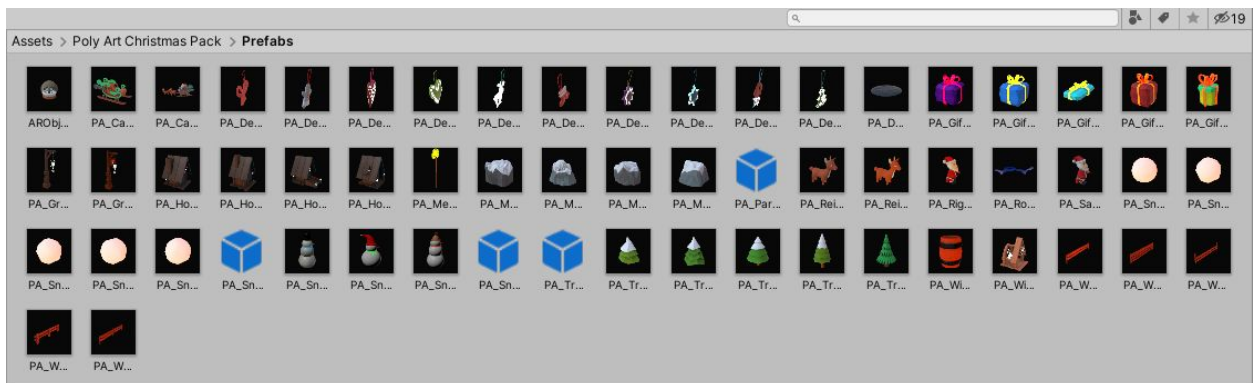


Models



Prefabs

Prefabs are given to build the scene you preferred and all the given prefabs are compatible with the Unity Universal Render Pipeline since they have been created using materials. (Lit materials)



How to configure PolyArt asset pack with a Standard Project

- 1) Go to Unity Hub.
- 2) Create a New **Unity Standard Project**.
- 3) Import **PolyArt Asset Pack** from **Unity Assets Store** into your project.
- 4) In the top navigation bar, click **Window > Package Manager** to open the Package Manager window. Select the **All Packages** tab. This tab displays the list of available packages for the version of Unity that you are currently running.
- 5) Select **Universal RP** from the list of packages and click **Install**. This installs UniversalRP directly into your Project.
- 6) Go to the **Settings** folder and drag and drop the **PA_HighQuality** UPR asset to **Rendering** field under the **Quality** section in the **Project Settings**
- 7) Import the AR **Foundation** package from **Package Manager** into your project.

Note: These changes cannot be undone. Backup your Project before you upgrade it.

Now you can go to the **scene** folder of the PolyArt Asset pack project and open our **PA_AR Scene** or **PA_Demo Scene**

You are done... Enjoy the PolyArt Assets!

How to configure PolyArt asset pack with an
Universal Render Pipeline Project
(Easiest Method)

- 1) Go to Unity Hub.
- 2) Create a New **Universal Render Pipeline Project**.
- 3) Import **PolyArt Asset Pack** from **Unity Assets Store** into your project.
- 4) Import **AR Foundation** package from **Package Manager** into your project
- 5) Now you can go to the **scene** folder of the PolyArt Asset pack project and open our **PA_AR Scene** or **PA_Demo Scene**

When you need to build the **PA_AR Scene** then switch the platform into **Android** or **iOS** then build the scene as an AR application.

When building for iOS

- 1) Add camera usage description
- 2) Change minimum ios version to 11.0
- 3) Change architecture to arm64

When you need to build for Windows

- 1) switch the platform into **Windows** and build it.

You are done... Enjoy the PolyArt Assets!

Extra References -

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@7.1/manual/index.html>