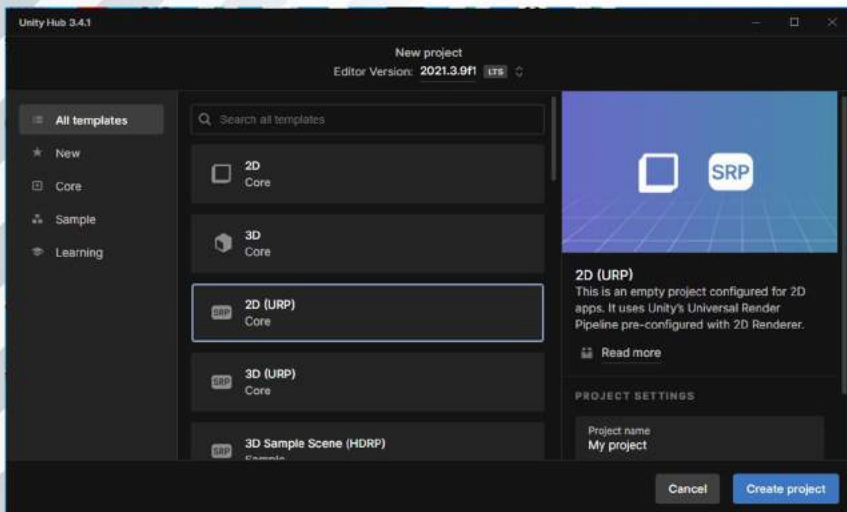
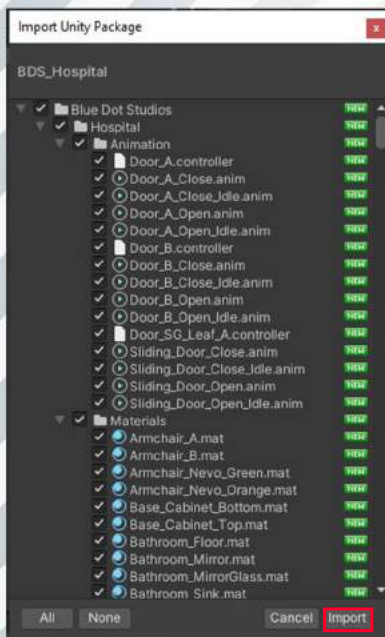


URP Settings

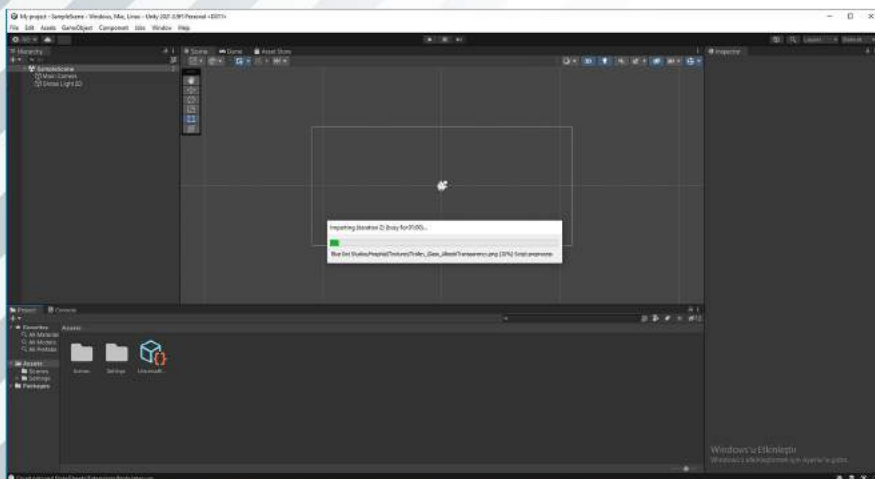
1 - Create new project with URP template.



2 - Download and import Blue Dot Studios assets.



3 - The assets will take some time to load.



CONTACT

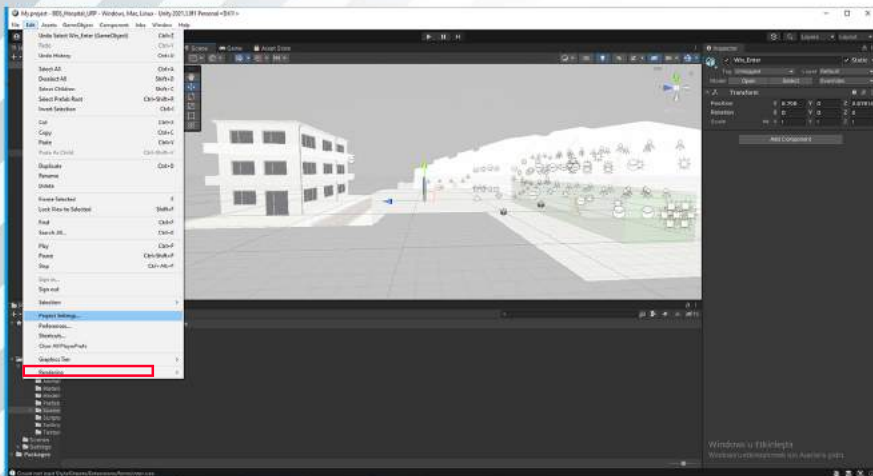
e-mail:
bluedotstudios3d@gmail.com

web:
<https://bluedotstudios3d.wixsite.com/assets>

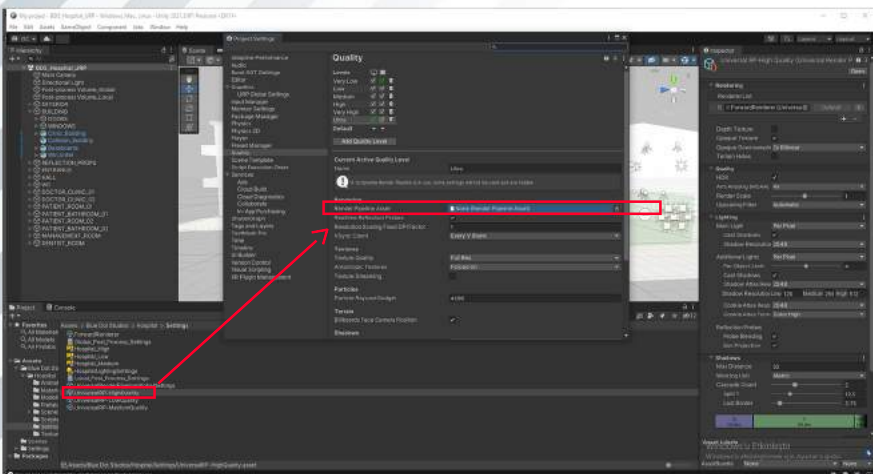
Thank
you

Volume Settings

1 - Please open project settings.



2 - Drag and drop Blue Dot Studios Volume Profile to Default Volume Profile



3 - Using the default volume like this is optional. Of course, you can also use it by creating a volume game object on the scene. Please note that they do not conflict with the default volume.

CONTACT

e-mail:
bluedotstudios3d@gmail.com

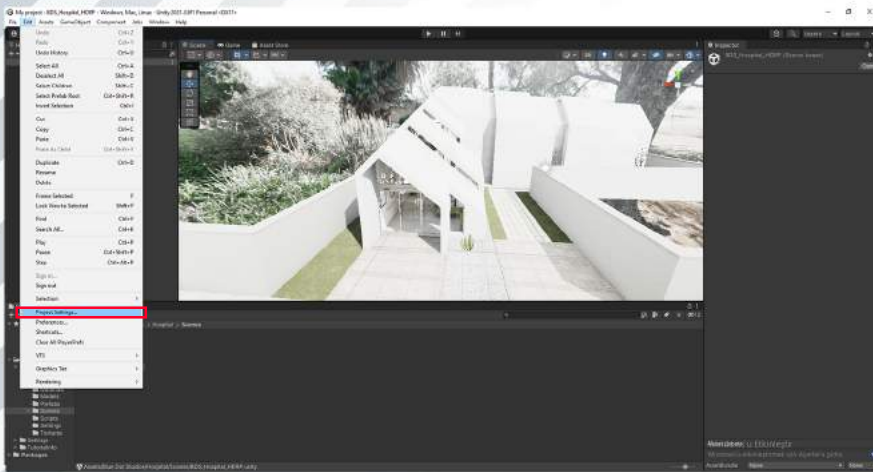
web:
<https://bluedotstudios3d.wixsite.com/assets>

Thank
you

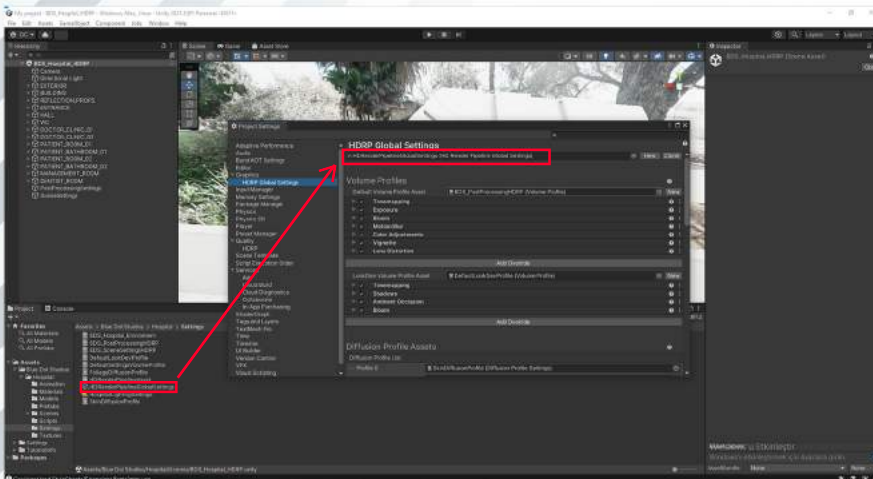
Thank
you

HDRP Settings

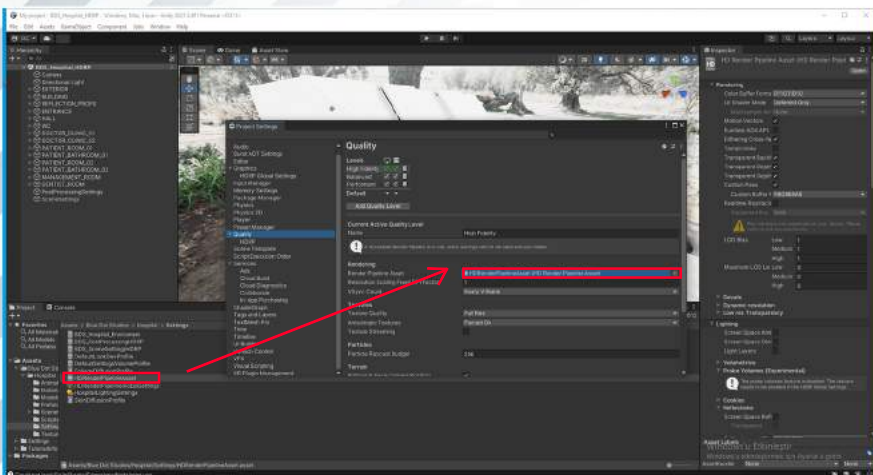
1 - Please open project settings.



2 - Drag and drop Blue Dot Studios HDRP Asset to SRP Settings.



3 - Drag and drop Blue Dot Studios HDRP Asset to SRP Quality Settings.



CONTACT

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web:
<https://bluedotstudios3d.wixsite.com/assets>

Thank
you

Baking Notes

1 - If you need bake again, recommended settings is Progressive GPU.



2 - We strongly recommend that you set Quarter Res the texture quality before baking. Don't forget set Full Res after bake.



CONTACT

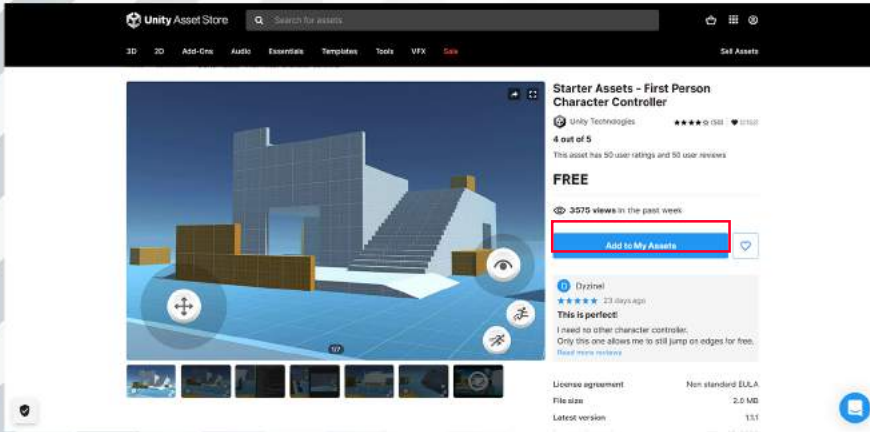
e-mail:
bluedotstudios3d@gmail.com

web:
<https://bluedotstudios3d.wixsite.com/assets>

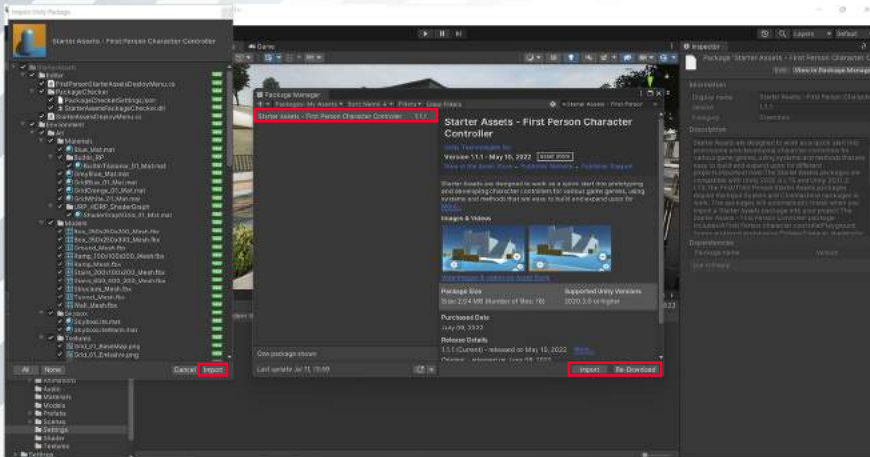
Thank
you

First Person Character Controller Settings

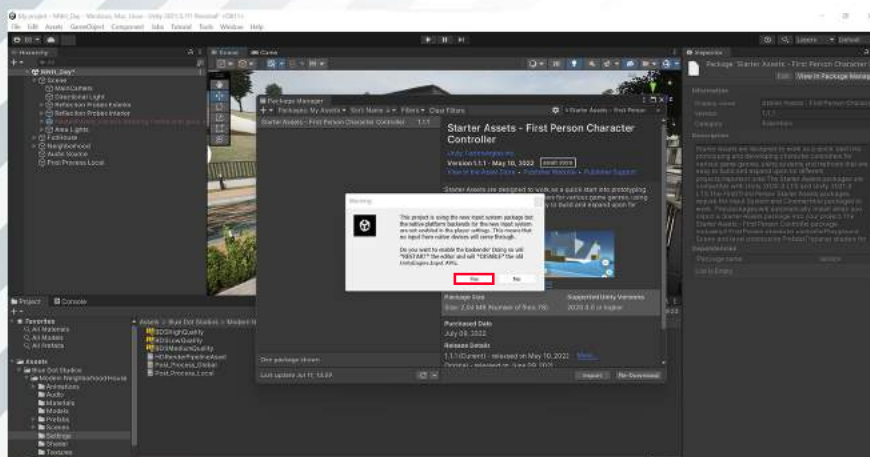
1 - If you want implement First Person Character to your project please use Starter Assets - First Person Character Controller.



2 - Download and import asset.



3 - This asset works with the new input system. You can use First Person Controller when Unity finishes loading and starts again.



CONTACT

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Thank
you