THANK YOU FOR PURCHASING A CHARACTER PACKAGE FROM STELLAR GAME ASSETS!

🖥️ For additional questions, please contact me at steph@stellargameassets.com

🎩 Visit www.stellargameassets.com for tutorials, tips, tricks, and to join me on Discord!

HOW TO ACCESS PREVIOUS VERSIONS

When you buy any version of this asset, all previous versions are also available to you. This prevents package updates from overwriting a version you may have preferred. To unlock previous versions of the asset, you will need to create a member account at www.stellargameassets.com.

Click the "Log In" button at the top right of the page.
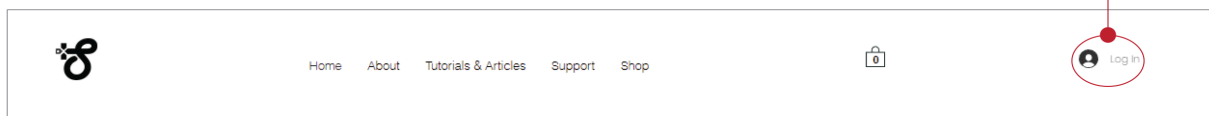
You will be prompted to log into you account. If you don't have an account yet, click on "sign up", which will take you to the sign up screen.
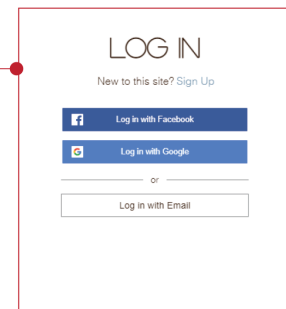
Signing up for an account allows me to link your past purchases with you and grant you access to the old versions. I do not use your information for any other purposes.

Once you have created an account, go to www.stellargameassets.com/version-request.

Select that you are already a site member (or sign up now). This will load a form for you to request access to the old character versions. Enter the required information and submit the form. (**Please allow 1-2 days for me to process your access**.)

Once I've processed your request, you'll receive an email inviting you to access a folder corresponding to the character you have purchased. Click on the link. If you aren't logged in to the site, you will be prompted to do so.

You should now see the archive page for the old character versions. Simply check the one you want and click "download". The zip folder contains a UNITYPACKAGE file in the state it was in for that version. You can import it into your Unity project as a custom package.

Render Pipelines

As of version 2.1, this package is compatible with all render pipelines. However, since the package was deployed using Built-In, there are a couple of simple steps required to update the materials for use.

UNIVERSAL RENDER PIPELINE
To upgrade your materials using URP, go to **Edit > Render Pipeline > Universal Render Pipeline**. Select **Upgrade Project Materials to URP Materials.** Note that this process can not be undone.

HIGH-DEFINITION RENDER PIPELINE
To upgrade your materials using HDRP, go to **Edit > Rendering > Materials > Convert All Built-In Materials to HDRP**. This process will take a few minutes to complete.