



## **REQUIRED FOR ASSET WORK**

### **Shader Graph:**

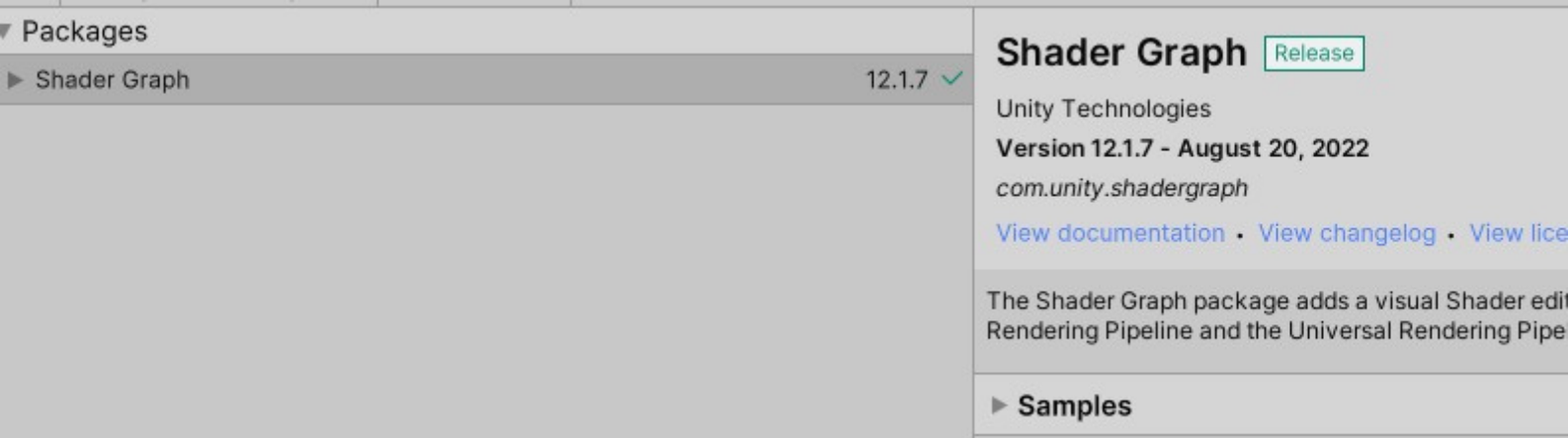
**Go to the "Window" menu and choose "Package Manager."**

**In the Package Manager, click on the "Packages: Unity Registry" dropdown.**

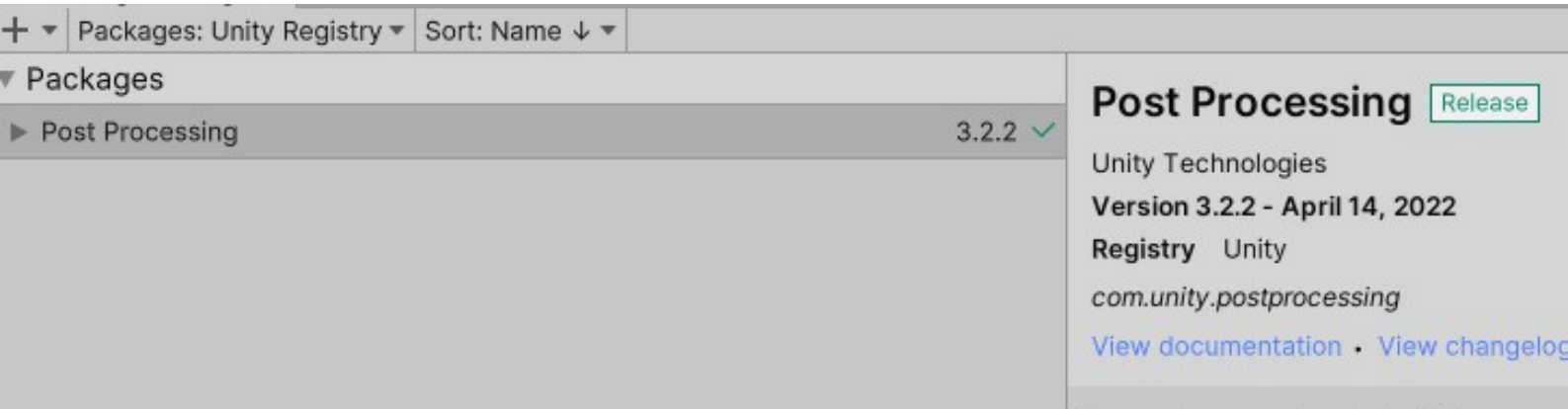
**Search for "Shader Graph" in the search bar.**

**Click on "Shader Graph" in the search results.**

**In the right panel, click on the "Install" button to download and install Shader Graph.**



Go to the "Window" menu and choose "Package Manager."  
In the Package Manager, click on the "Packages: Unity Registry"  
dropdown.  
Search for "Post Processing" in the search bar.  
Click on "Post Processing" in the search results.  
In the right panel, click on the "Install" button to download and  
install Post Processing.



# Import Built-in Package

