

## **Renderpipeline materials**

By default this asset uses HDRP. Built-In and URP textures are located under Tensori/SkinlessZombie/Art/Textures folder. Textures are in .unitypackage file format. Click on the .unitypackage file and import materials and textures. Finally drag new materials to object. Feel free to contact [support@tensori.fi](mailto:support@tensori.fi) if you have more questions or suggestions.