



Thank you!

First of all, we'd like to thank you for your purchase and your trust in our products!

We love what we do and hope you enjoy the package.

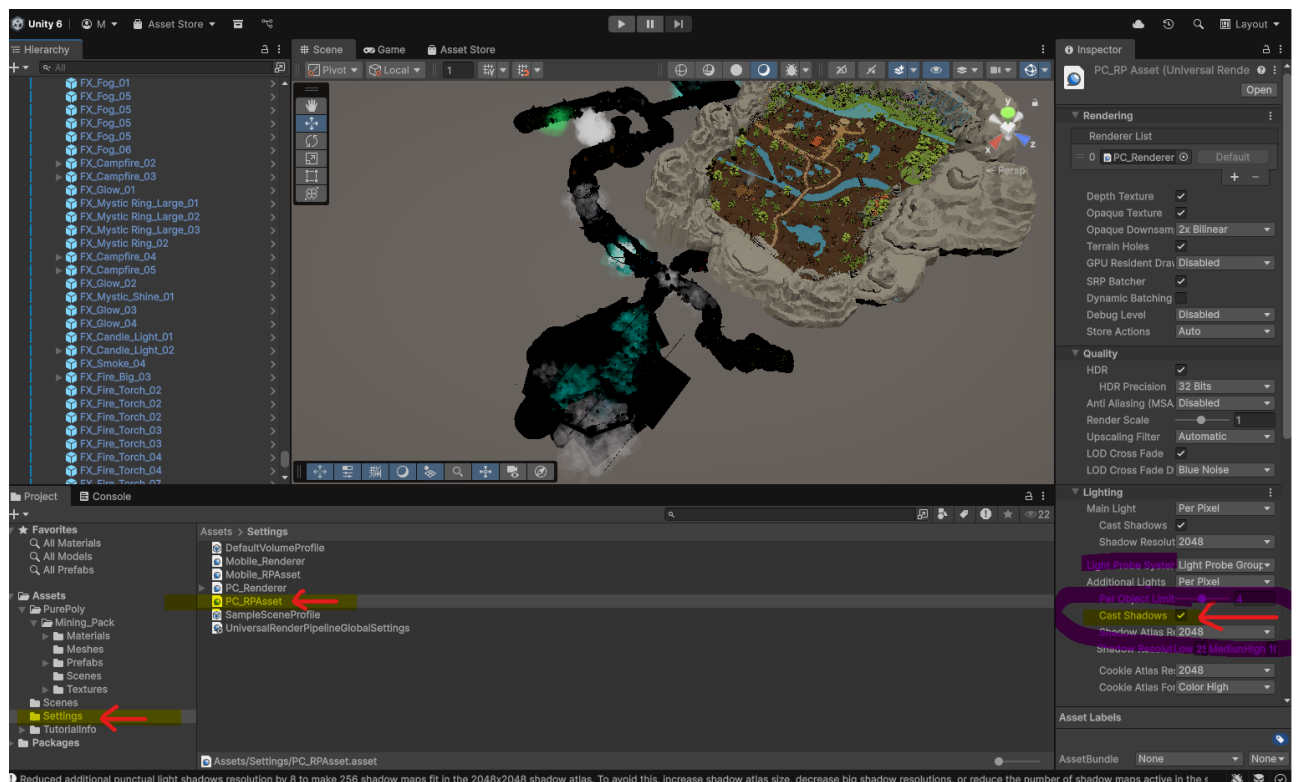
For more assets visit our [Store](#).

ADJUSTING URP LIGHTING SETTING

This package uses the Universal Render Pipeline (URP) shaders as default.

When opening the scene Demo_01, a warning appears: 'Reduced additional punctual light shadow resolution by 8 to make 256 shadow maps fit in the 2048x2048 shadow atlas [...]'. Please follow these steps:

- Go to 'Assets' → Settings → select the 'PC_RPAsset'
- In the Inspector window, under 'Lighting', go to the 'Light Render Probe' section and deselect 'cast shadows' for the light probes:

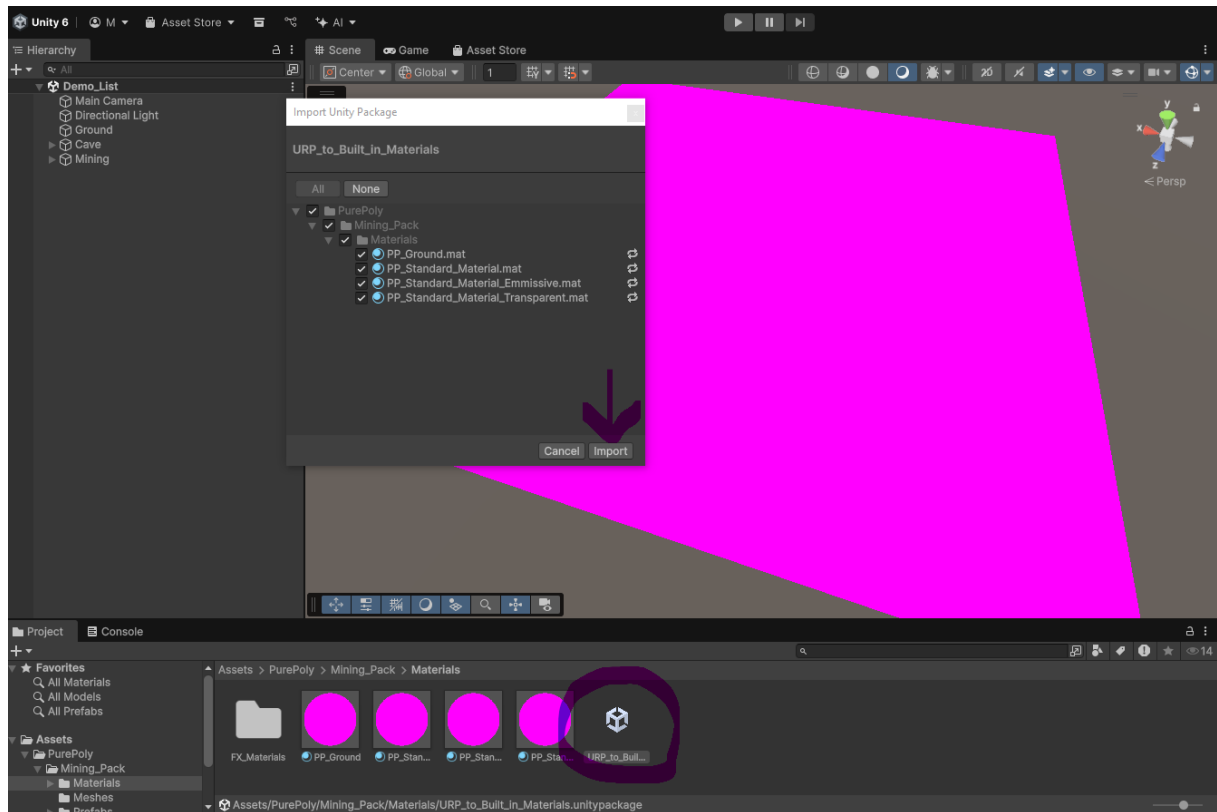


USING THIS PACKAGE WITH THE BUILT-IN RENDER PIPELINE

This package uses the Universal Render Pipeline (URP) shaders as default. In case you want to use the Built-In Render Pipeline, please follow this step:

1. EXTRACT BUILT-IN MATERIALS

- Go to Assets → Pure Poly → Mining_Pack → Materials
- Double-click on the package 'URP_to_Built_in_Materials' and click 'import' in the appearing window:



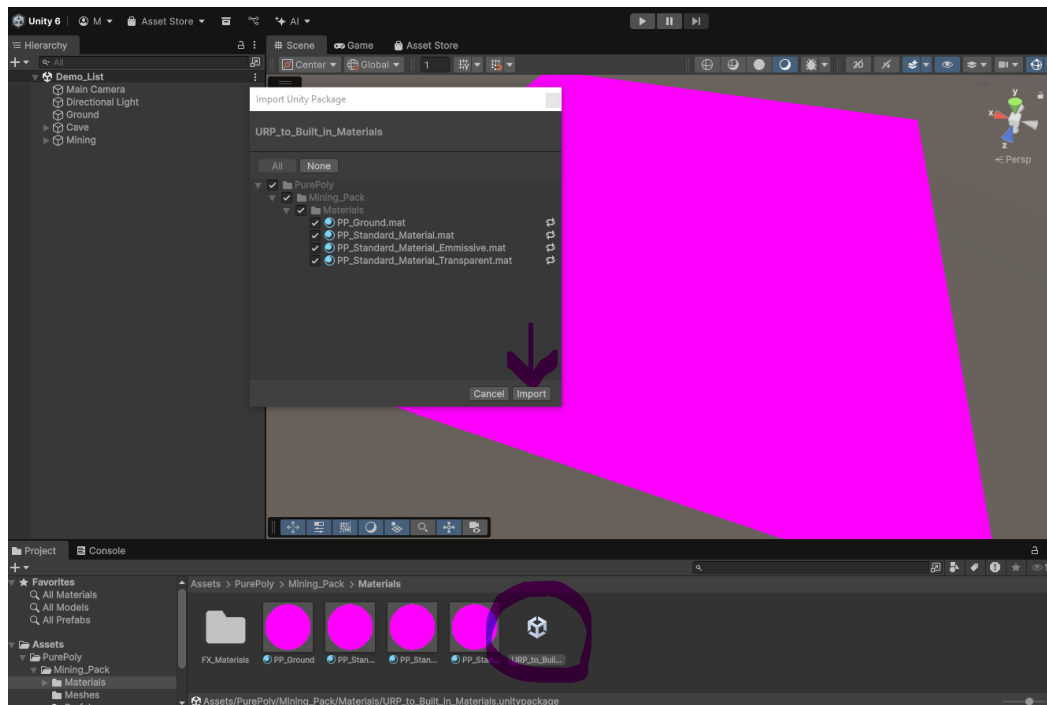
USING THIS PACKAGE WITH THE HIGH-DEFINITION RENDER PIPELINE (HDRP)

In case you want to use the High-Definition Render Pipeline (HDRP), please follow these two steps:

1. EXTRACT BUILT-IN MATERIALS

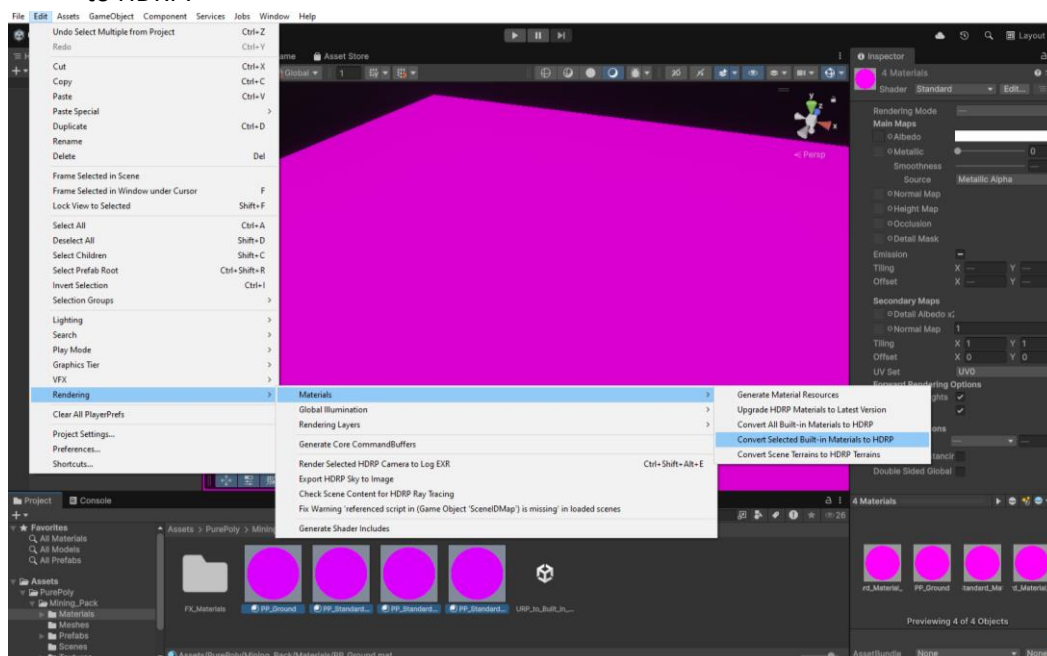
- Go to Assets → Pure Poly → Mining_Pack → Materials
- Double-click on the package 'URP_to_Built_in_Materials' and click 'import' in the appearing window:





2. CONVERT MATERIALS TO HDRP MATERIALS

- go to Assets → Pure Poly → Mining_Pack → Materials folder
- in the Material's folder, select the 4 pink materials
- with the 4 materials selected, go to 'Edit' → Rendering → Convert Selected Built-In Materials to HDRP:



AUTOMATED LODS (LEVEL OF DETAIL) – ONLY APPLICABLE FOR UNITY VERSION 6000.2 OR HIGHER

We have pre-generated LODs since Unity 6000.2.

Please be aware that automated LODs are only available starting from Unity 6000.2 (or higher) and are not available in previous Unity versions.



Using automated LODs can reduce the vertices/triangles up to 80% with increasing camera distance.

In case you want to disable LODs, please follow these steps:

- In the meshes folder, select the meshes you want to disable the LODs for
- With the meshes selected, uncheck the 'Generate mesh LODs' checkbox in the Mesh LODs section in the Inspector window
- Click 'apply' to discard the LOD models

