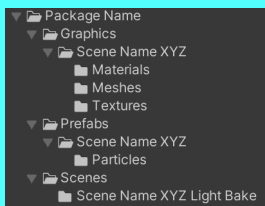*Thank you for purchasing our package we hope you enjoy using it.*

<u>Content and folder structure:</u>

The <u>Graphics</u> folder contains all the Materials, Meshes (.fbx) and textures (.png) used in the corresponding Scene.

In the <u>Prefabs</u> folder you will find the particles and prefabs.

The <u>Scenes</u> folder contains the scenes and the light bake data folder.

URP compatible from 2019.4 and above.

When importing the package into a URP project, open the "URP_Scenes_Installer" package from the main folder.