Modern House Blue Dot studios
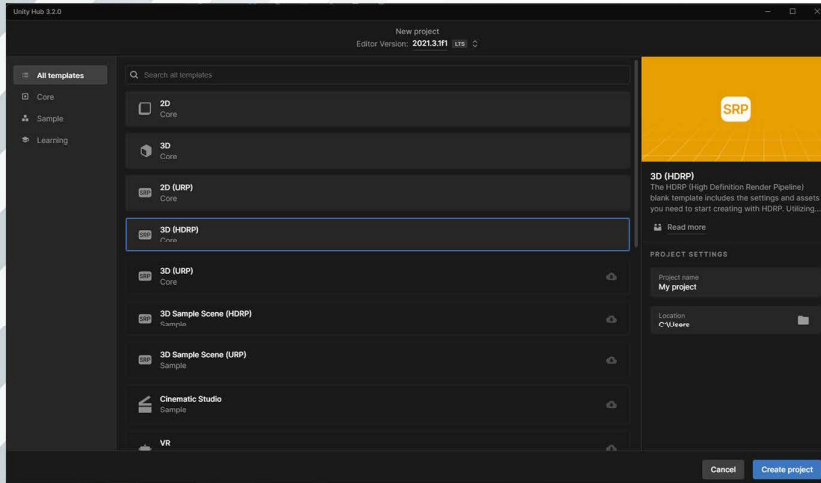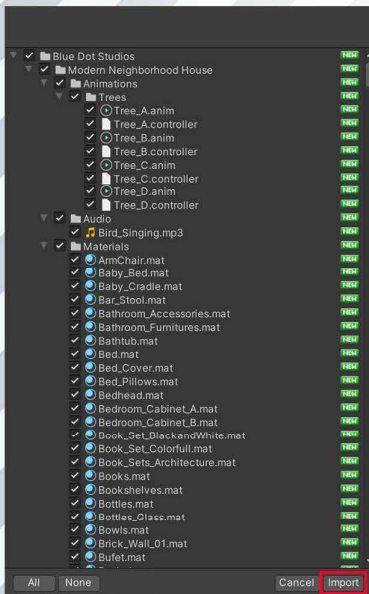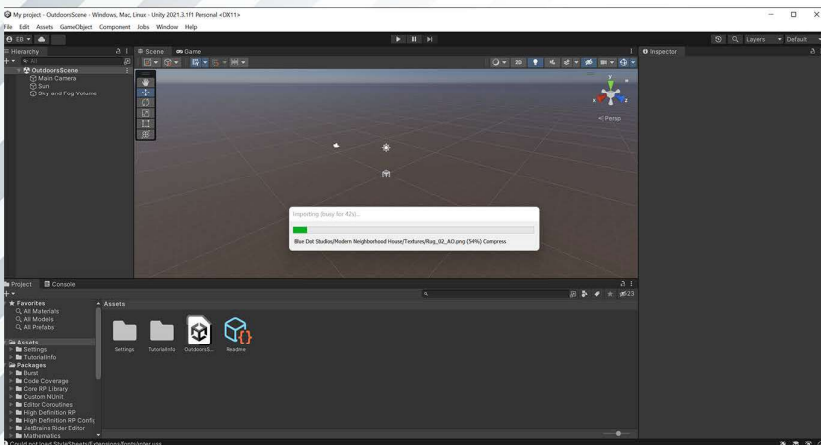bluedotstudios3d@gmail.com

Start

1 - Create new project with URP or HDRP template.

2 - Download and import Blue Dot Studios assets.
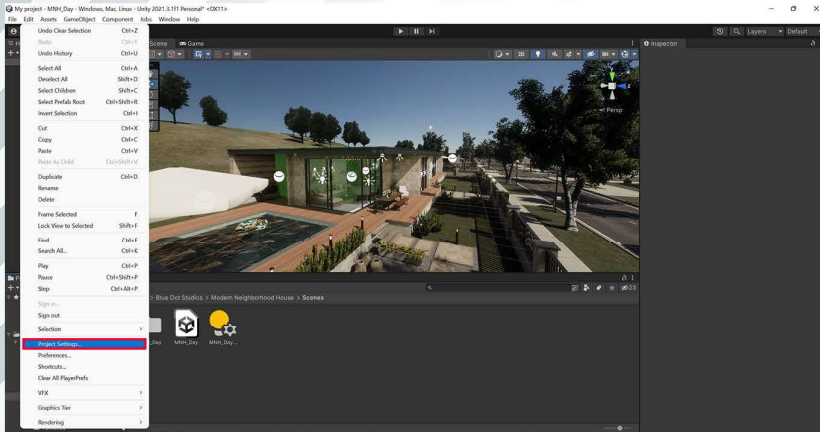

3 - The assets will take some time to load.

CONTACT

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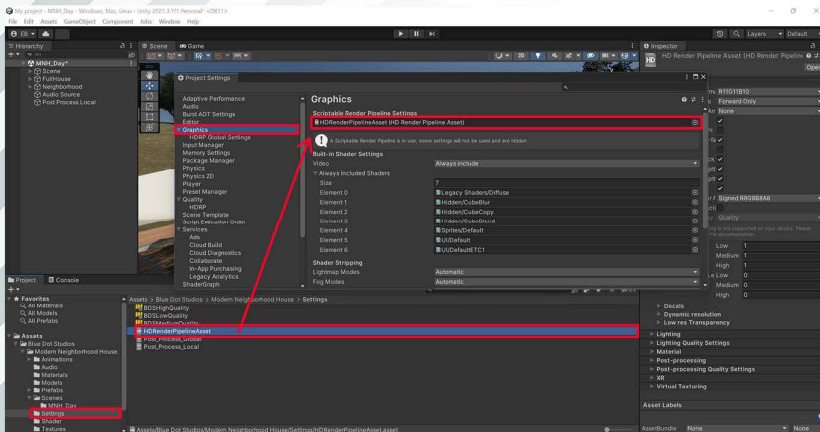https://bluedotstudios3d.wixsite.com/assets
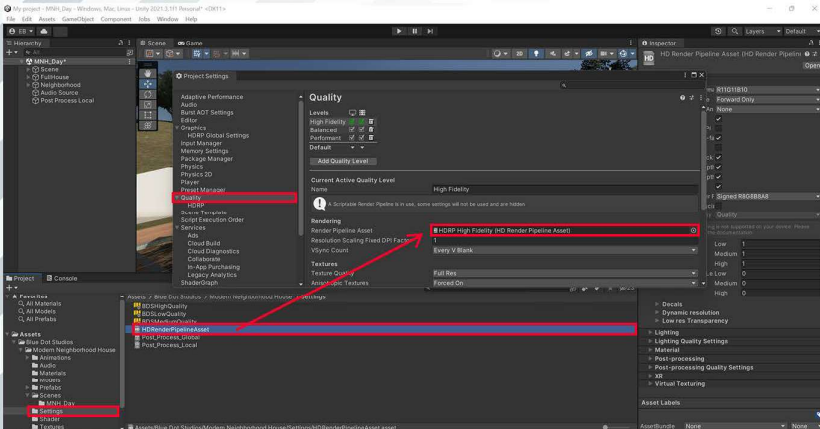

Thank you

HDRP Settings

1 - Please open project settings.

2 - Drag and drop Blue Dot Studios HDRP Asset to SRP Settings.

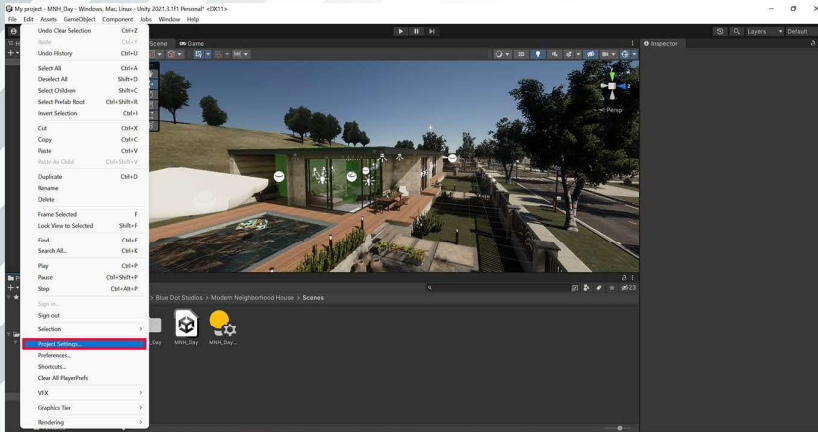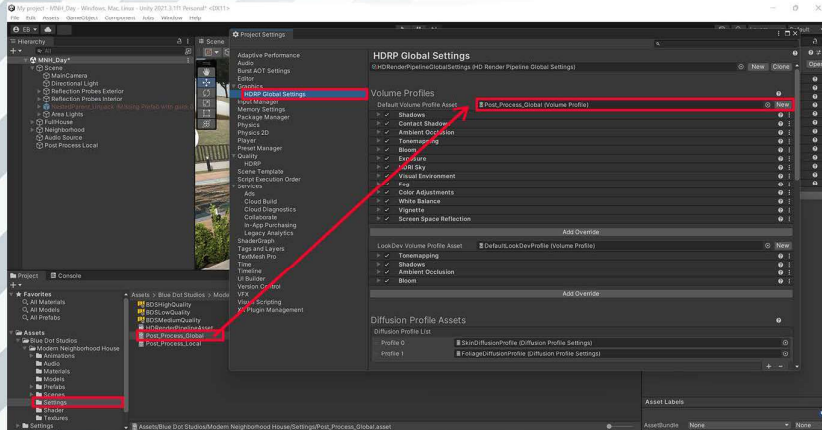## 3 - Drag and drop Blue Dot Studios HDRP Asset to SRP Quality Settings.

Thank you

Volume Settings

1 - Please open project settings.

2 - Drag and drop Blue Dot Studios Volume Profile to Default Volume Profile

3 - Using the default volume like this is optional. Of course, you can also use it by creating a volume game object on the scene. Please note that they do not conflict with the default volume.
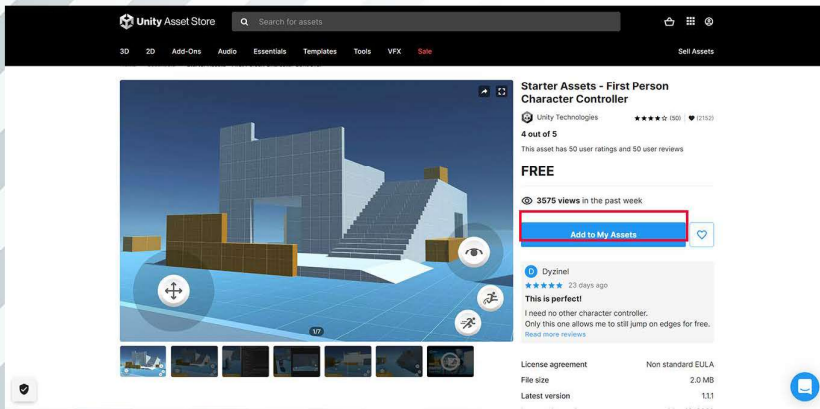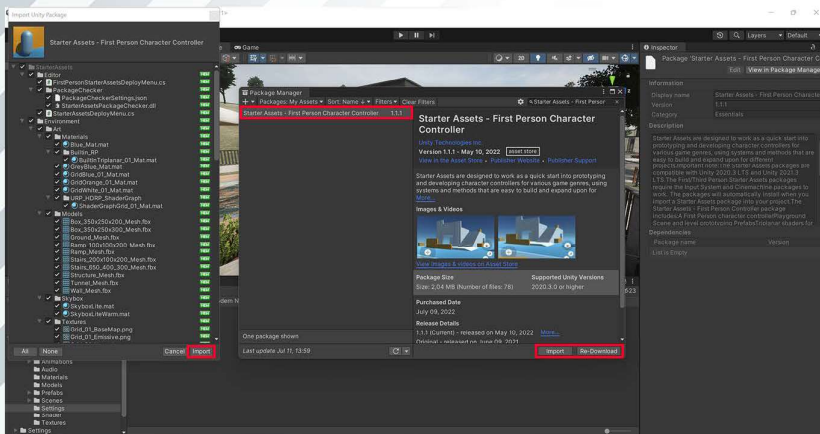
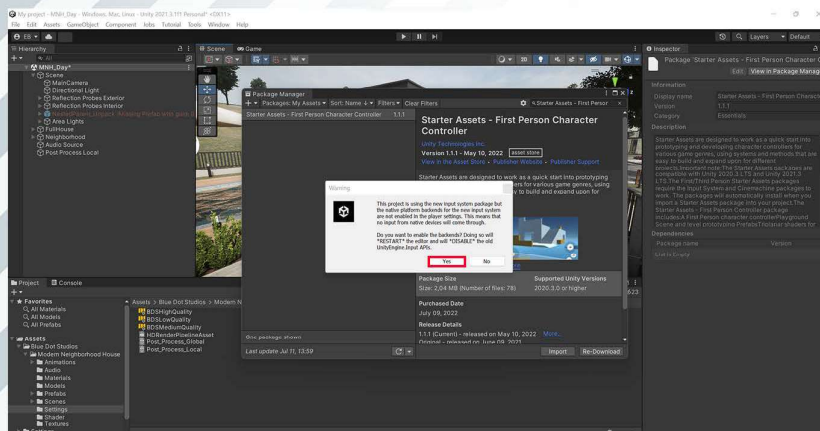Thank you

First Person Character Controller Settings

1 - If you want implement First Person Character to your project please use Starter Assets - First Person Character Controller.

2 - Download and import asset.

3 - This asset works with the new input system. You can use First Person Controller when Unity finishes loading and starts again.
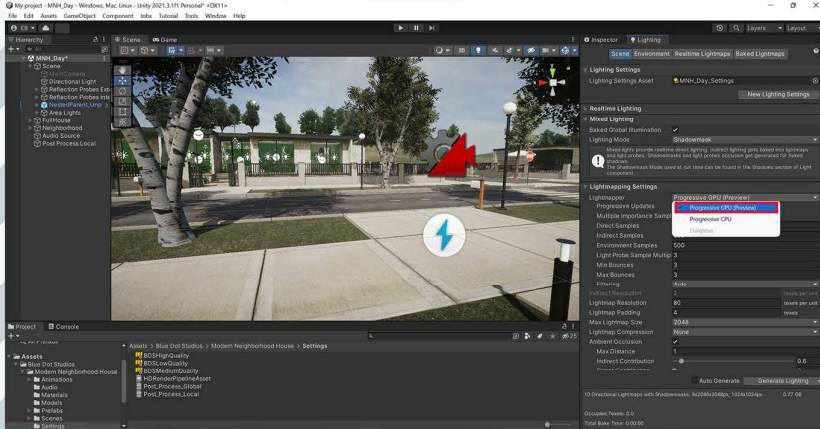
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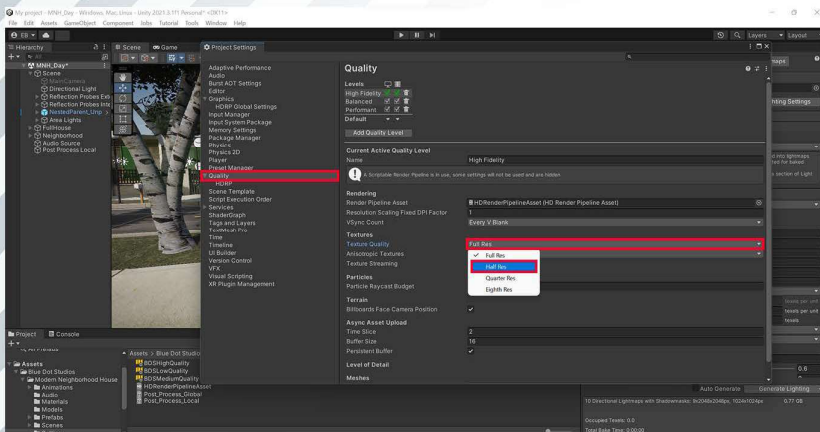bluedotstudios3d@gmail.com

Thank you

Baking Notes

1 - If you need bake again, recomended settings is Progressive GPU.

2 - We strongly recommend that you set Half Res the texture quality before baking. Don't forget set Full Res after bake.