

# TeKniKo's Cave Readme

First off, thank you for your purchase. If you haven't purchased any of my content yet I hope you find my free asset packs useful!

If you need technical support, have a content request or would simply like to join the community to see what is coming down the pipe-line, click the link below.  
<https://discord.gg/YqAkZuVmS8>

Preview new and old content here:  
<https://www.youtube.com/channel/UCY8U7NaWaD6f0mmaUYJdXMQ>

Asset Store:  
<https://www.>

Website:  
<https://www.teknikoscave.ca>

## FAQ

### **How can I change the colours of my models?**

- 1) Navigate to the texture folder and right-click > Show in Explorer.
- 2) Open the .png or .tif in an image editor.
- 3) Create a new Box shape and adjust the box size so that it completely covers one of the gradients.
- 4) From your Shape Fill Settings, select a new gradient and the colours you would like to use.

### **Why is there no HDRP support?**

- 1) My models simply wouldn't benefit from that render pipeline. If you feel that my models fit into your art direction and you are using HDRP, I suggest you reconsider URP as you may not be fully aware of the benefits/differences.

### **Included scripts?**

- 1) All scripts that I include will have all adjustable variables exposed in the inspector. Once the script has been applied to your gameObject, select it in the Hierarchy and adjust your values as needed. If something is unclear, join the Discord and we will try to help.