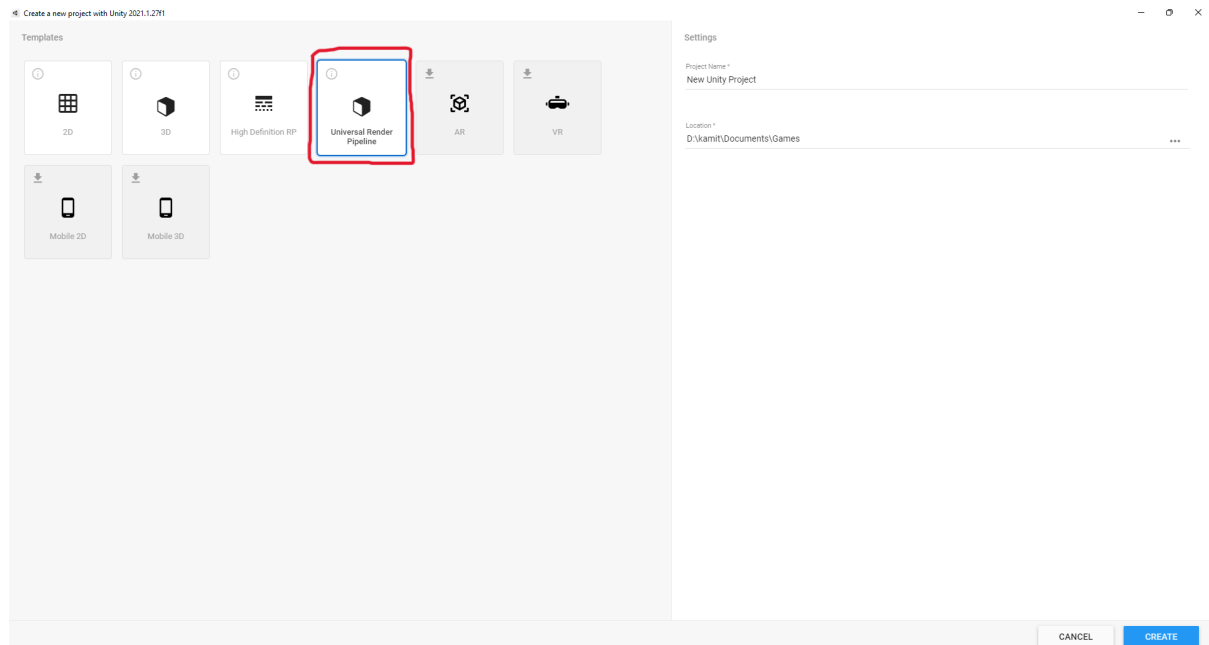# Quick Start

Open **Unity Hub** and create a new project using the **Universal Render Pipeline** template. This Asset only works in **URP** (Universal Render Pipeline).

Now that project is open, you can import the asset and check out the demo scene.

How to use it in your project?

After importing the URP Character Death vfx asset in your project.
Open the Prefabs folder of the **asset**, drag and drop **Effect 1** in your scene. Right click on the prefab then go to **Prefab>Unpack**. Inside **Effect 01** is a **particle system** drag and drop it inside your character and delete the rest of Effect 01 from the scene. Then go to the Materials folder and use **01_mat** for your character.

Now select the **Particle system and go to [Shape Module](#)**, select the **skinned mesh renderer** of your character from the scene. Particles will emit from your character and **Dissolve** slider from material control dissolve value.

Make sure to Apply all the changes to your prefab.

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