

Thank you for purchasing the **Mountain Forest TRUNKS & ROOTS** asset!

May you create wonderful interactive experiences with it!

How to setup assets for URP or HDRP:

0. Import the asset pack into your HDRP or URP project
1. Locate the **MFTunksRoots-URP (or -HDRP).unitypackage** under Assets folder
2. Double click it
3. Click on **Import**
4. After the import completed:
 - your **Materials and Prefabs** will be added to specific RP
 - **"Snowy"** ShaderGraph will be included
 - SRP specific Demo Scenes & Terrains will be included

When you have 3 minutes to share,
please consider **WRITING A REVIEW**
for the community.

Why?

- valuable feedback for devs
- communicate your needs
- improving future supplies
- reviewed products – prio store listing



<https://unityassetcollection.com>

Best regards,
Attila Zöld

A handwritten signature in blue ink, appearing to read 'Attila'.



GREENWORKS

You can (honestly) write about:

- Met your requirements?
If not, please tell us what did you expect.
- What did you like most?
- What bothered you most?