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Animals 3D  
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```

Those scripts in the package is for Demo Scene only.
It is not recommended for any other use.

"ShaderSample" file requires "Shader Graph".
Would you please install "Shader Graph" from Package Manager.

Would you please set the appropriate texture on item of texture in surface inputs of
the "ShaderSample" file.

Render Pipeline : URP
Each of the models have the number of Material is 1.
Each of the models have the number of textures is 1.
Each of the models have Texture size 1024 x 1024 pixels.

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```