

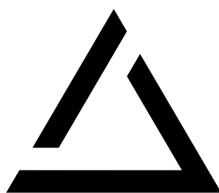
# Setting up the project:

## Built-In RP:

1. Go to *Edit >> Project Settings >> Player >> Other Settings* and set Color Space to **Linear**
2. Install the “**Post-Processing**” package from the Package Manager

## URP:

1. Go to *Raygeas >> HIGHLANDS - Stylized Environment >> URP Packages* and install the **URP support package** according to your Unity version
2. Enable **Opaque Texture** in your URP asset or set the “**Highlands Universal Render Pipeline Asset**” as default (*Edit >> Project Settings >> Graphics >> Scriptable Render Pipeline Settings*)



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