Hi,Thanks for your purchase!

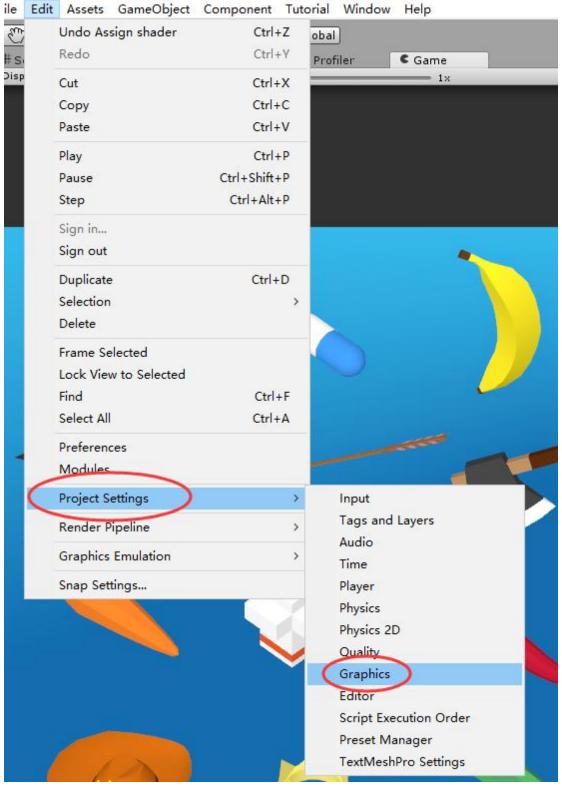
Unity5.6-2017

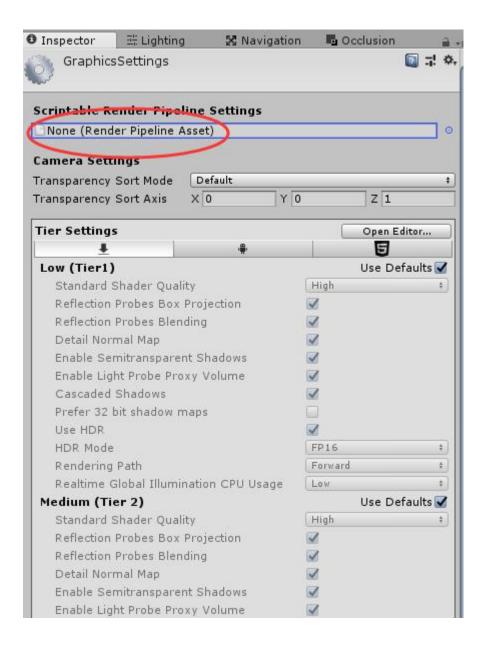
- -Firstly, please go to "Player Setting" and set "Color Space" to "Linear" mode.
- -Additional, you can go to "Graphic Setting" set the "Rendering Path" to "Defferred" mode(not necessary).
- -Build-In Render pipeline

∢ Unity 2018.3.0b1			×
Projects	Learn	New Dopen	My Account
	Project name New Unity Project Location G:\MyGameProjects	Template 2D 3D 3D With Extras (Preview) High-Definition RP (Preview) Lightweight RP (Preview) VR Lightweight RP (Preview) OFF Enable Unity Analytics (?) Cancel Create project	

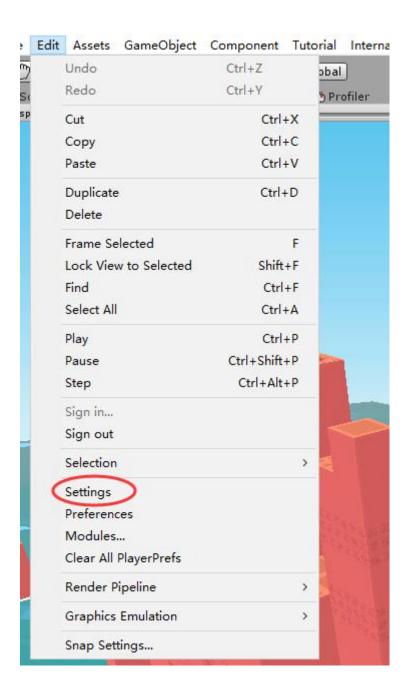
2018.2:

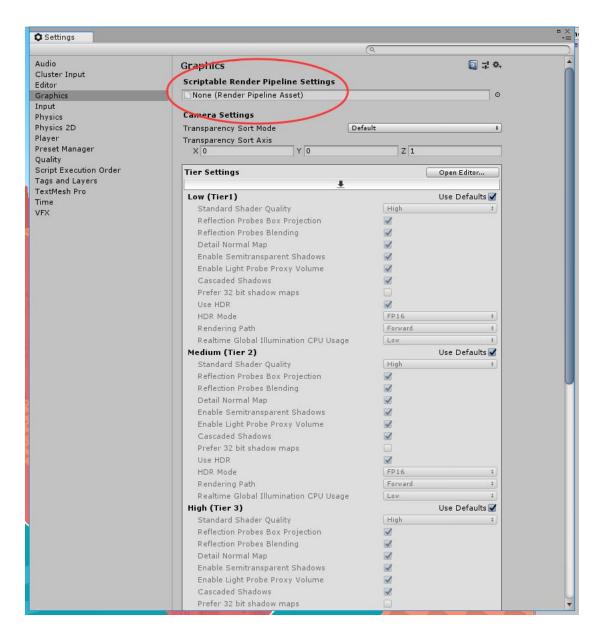
Unity 2018.2.1f1 Personal (64bit) - [PREVIEW PACKAGES IN USE] - Items.unity - LWRP - PC, Ma





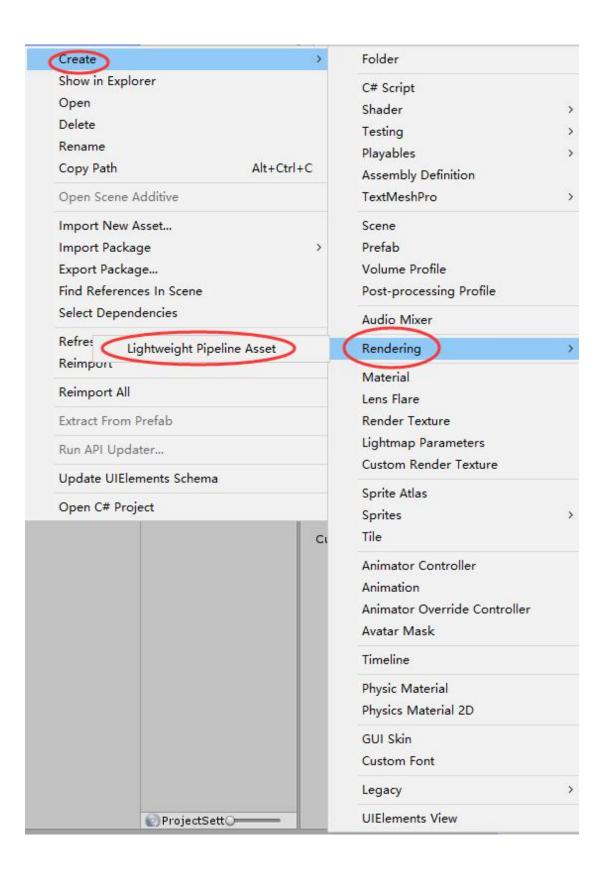
2018.3:

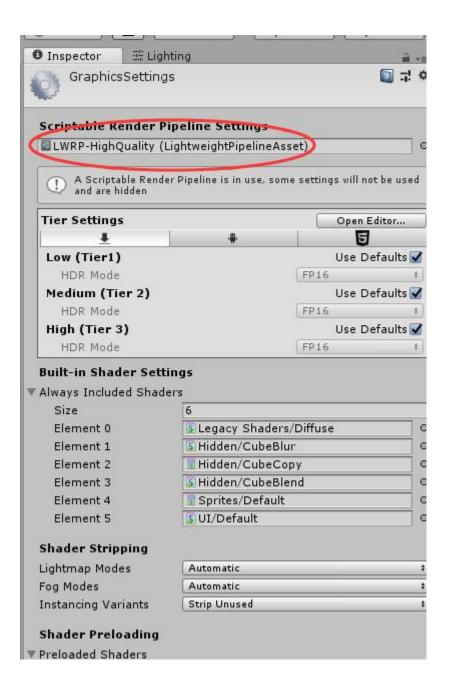




-Lightweight Render Pipeline

2018.2:





*About Shallot Studio

Shallot Studio is a member of the 4Tudio, Shallot Studio's assets will published by 4Tudio in the future.

More Info:

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If you have any questions, feel free to e-mail us anytime:

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