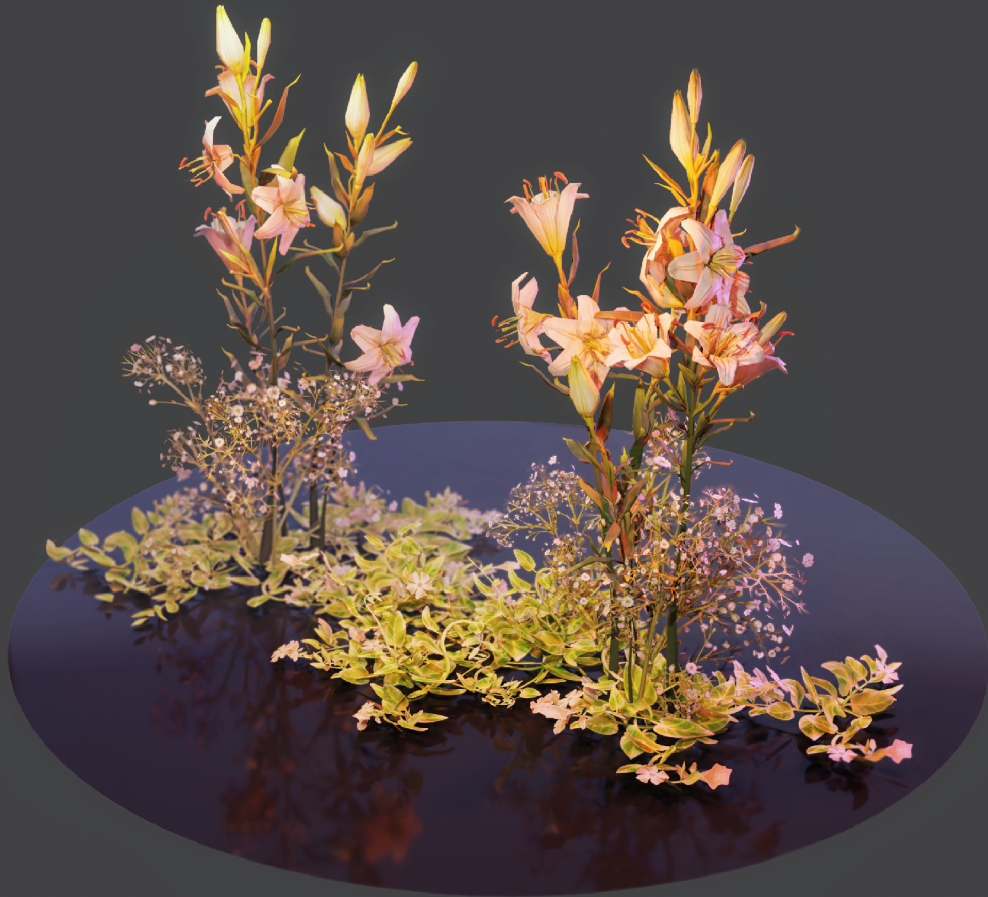


DOCUMENTATION:

Flowers Asset.



Two types of prefabs are included: **Prefabs with Standard Shaders** and **Prefabs with Universal Render Pipeline Shaders**.

- **Prefabs with Standard Shader** -

Flowers (Lilies, Vincas and Baby's-breath)\Prefabs\StandardMTLPrefabs

- **Prefabs with Universal Render Pipeline Shaders** -

Flowers (Lilies, Vincas and Baby's-breath)\Prefabs\UniversalRenderPipelinePrefabs

Different texture sizes are included - 2048p\1024p\512p.

-Flowers (Lilies, Vincas and Baby's-breath)\Textures

Scriptable Render Pipeline Setting is included for URP -
"**UniversalRenderPipelineAsset**".

It can be changed in Project Settings -> Graphics.
