



Thanks for installing the asset!

On the object that should be visible inside the mask, hang the "3D Mask/Inside" shader, for the external object the "3D Mask/Outside" shader, on the masking object the "3D Mask/Mask" shader.

Tutorial on integrating masking into a project: <https://youtu.be/JUggWTi5AZE>

All files are signed and placed in their respective folders, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)