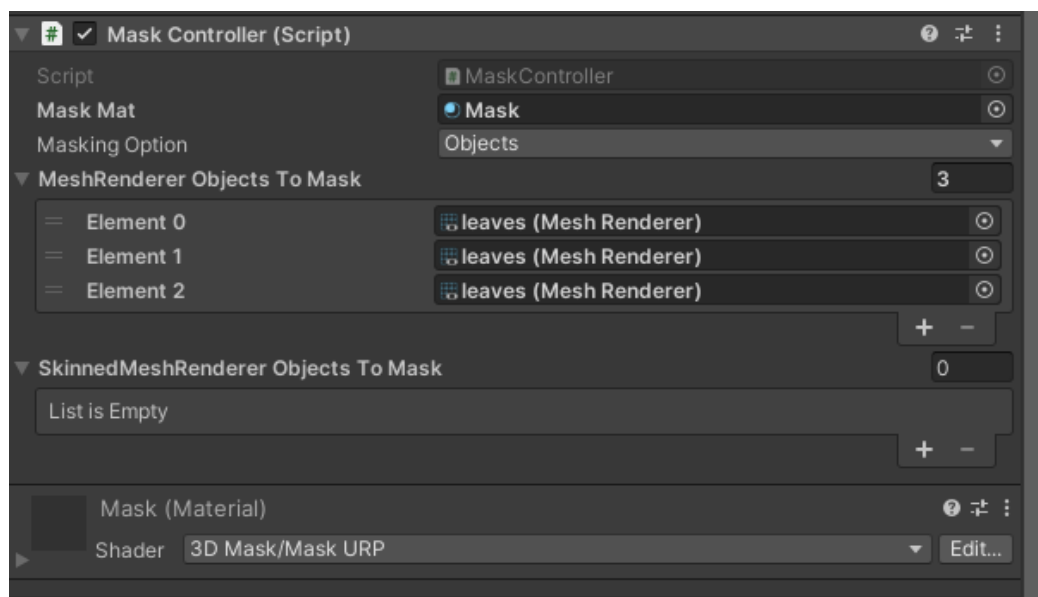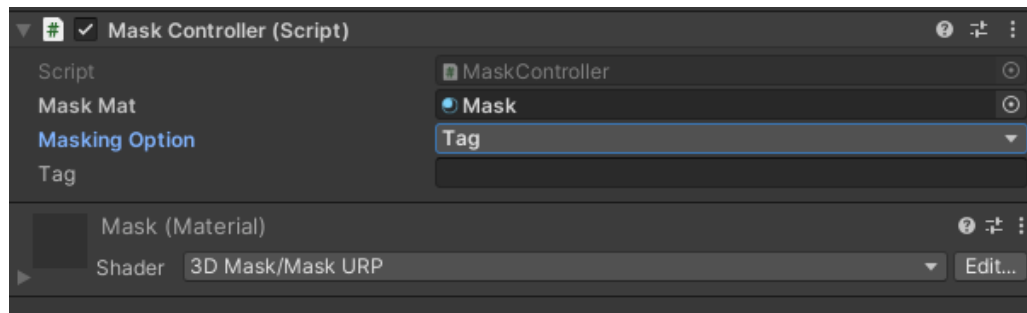Thanks for installing the asset!

The masking object must have a "3D Mask/Mask URP" shader and a MaskController component, in which you must specify all those objects that will not be visible inside the mask:

Or you can specify only the tag by which the masking will be performed:

If you want to individually make the object sensitive to the mask or vice versa not sensitive during the game, use MaskController.Instance.Mask() and MaskController.Instance.Unmask(). But before that, make sure that you have enabled the MaskURP namespace by writing "using MaskURP;" before the script class.

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! :)