Thank you for purchasing the ORCHARD TREES asset!

May you create wonderful interactive experiences with it!

How to setup assets for URP or HDRP:

1. Locate the **OrchardTrees-URP (or -HDRP).unitypackage** under Assets folder
2. Double click it
3. Click on **Import**
4. After the import completed:
   - your **Materials** and **Prefabs** will be updated to specific RP
   - "**Foliage-LeavesWind**" Shader Graph will be included
   - RP specific Demo Scenes & Terrains will be included

Best regards,
Attila Zöld

GREENWORKS

When you have 3 minutes to spare, please consider WRITING A REVIEW for it on the store.

Why?

-valuable feedback for devs
-communicate your demands
-improving future supplies
-reviewed products = prioritized in store

You can (honestly) write about:

- Met your requirements?
  If not, please tell us what did you expect.
- What did you like most?
- What bothered you most?