



REQUIRED FOR ASSET WORK

Shader Graph:

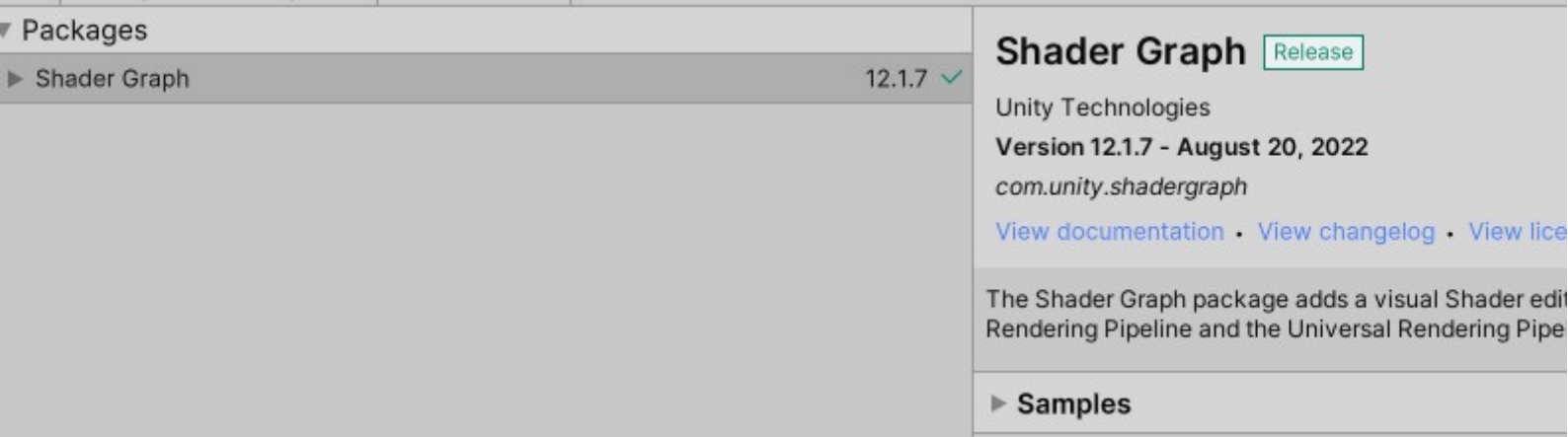
Go to the "Window" menu and choose "Package Manager."

In the Package Manager, click on the "Packages: Unity Registry" dropdown.

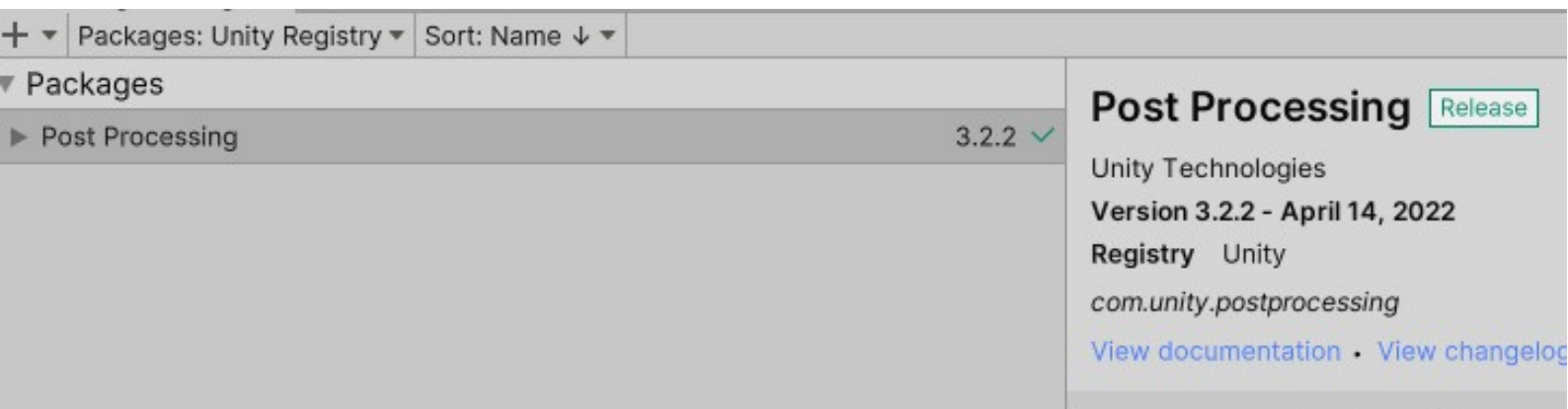
Search for "Shader Graph" in the search bar.

Click on "Shader Graph" in the search results.

In the right panel, click on the "Install" button to download and install Shader Graph.



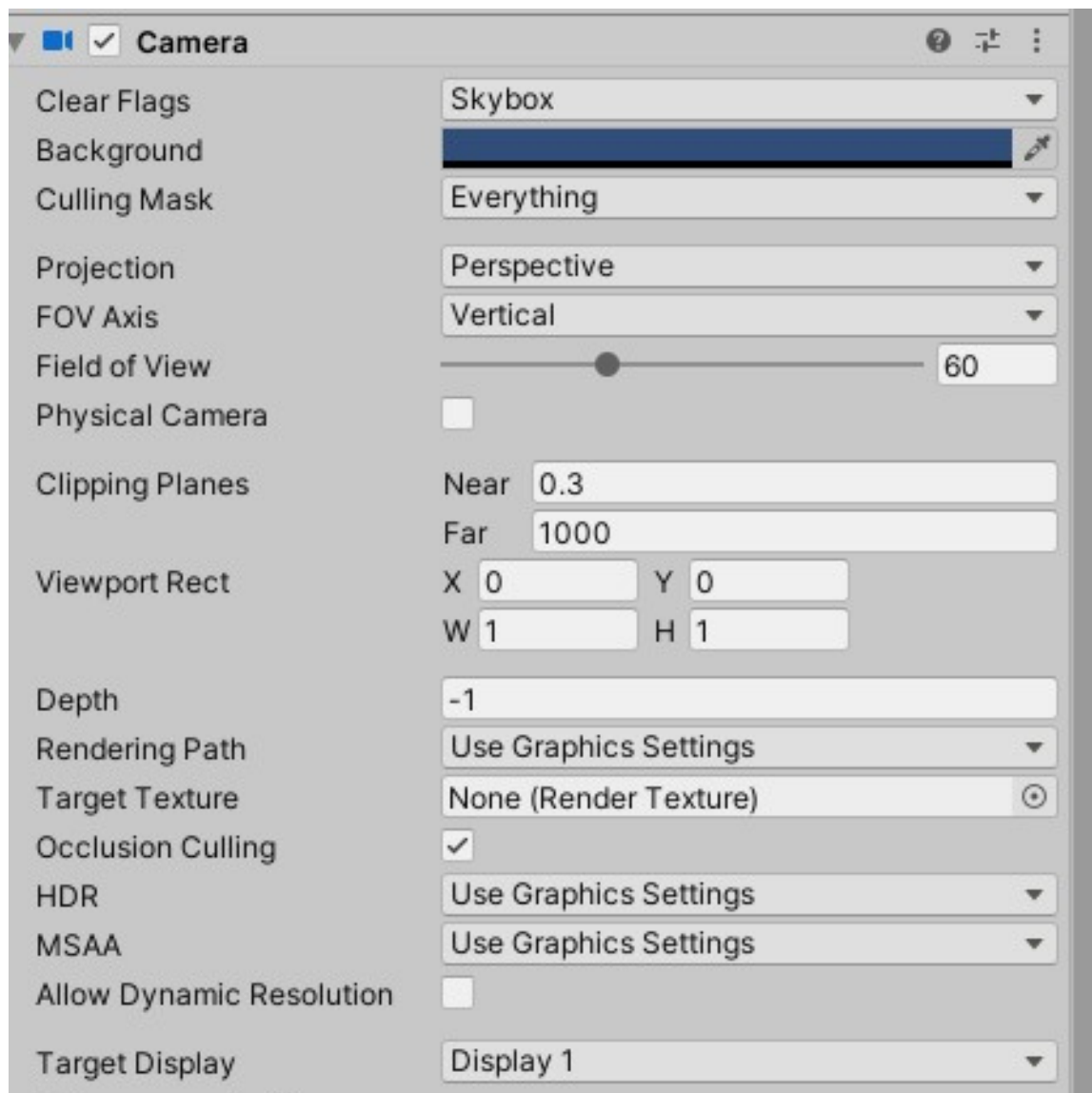
Go to the "Window" menu and choose "Package Manager."
In the Package Manager, click on the "Packages: Unity Registry" dropdown.
Search for "Post Processing" in the search bar.
Click on "Post Processing" in the search results.
In the right panel, click on the "Install" button to download and install Post Processing.



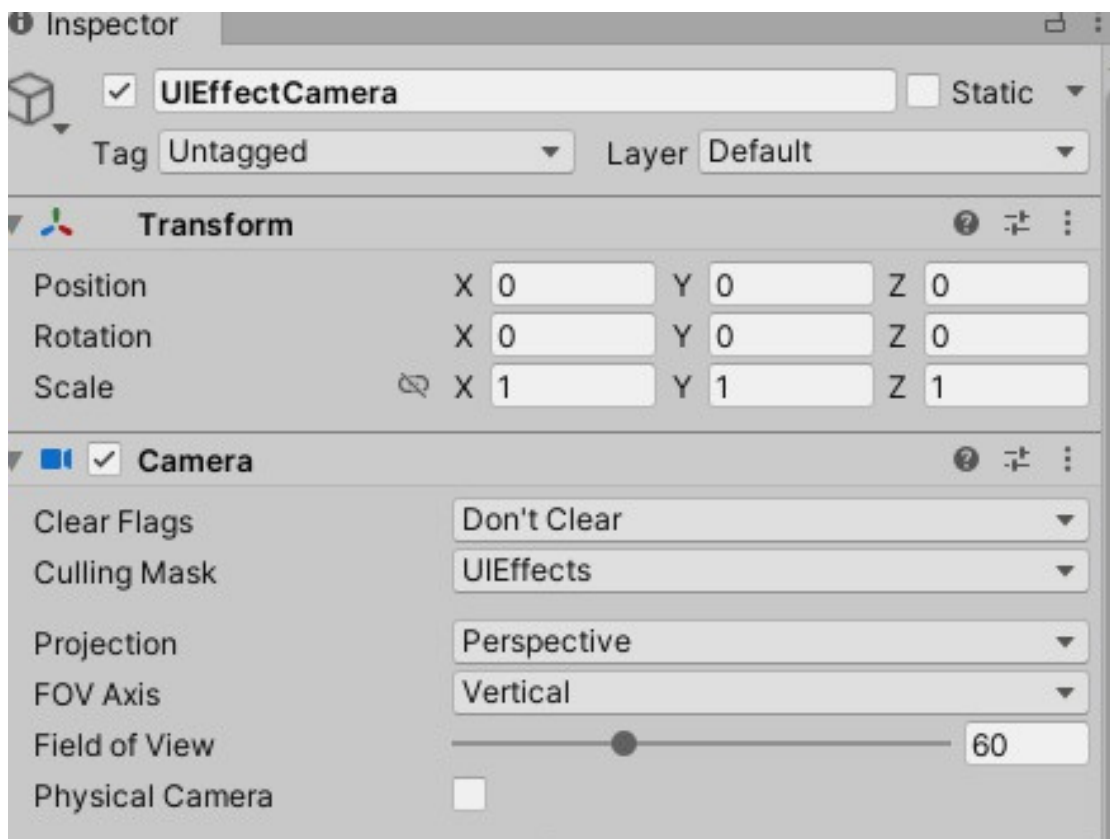
Import Built-in Package



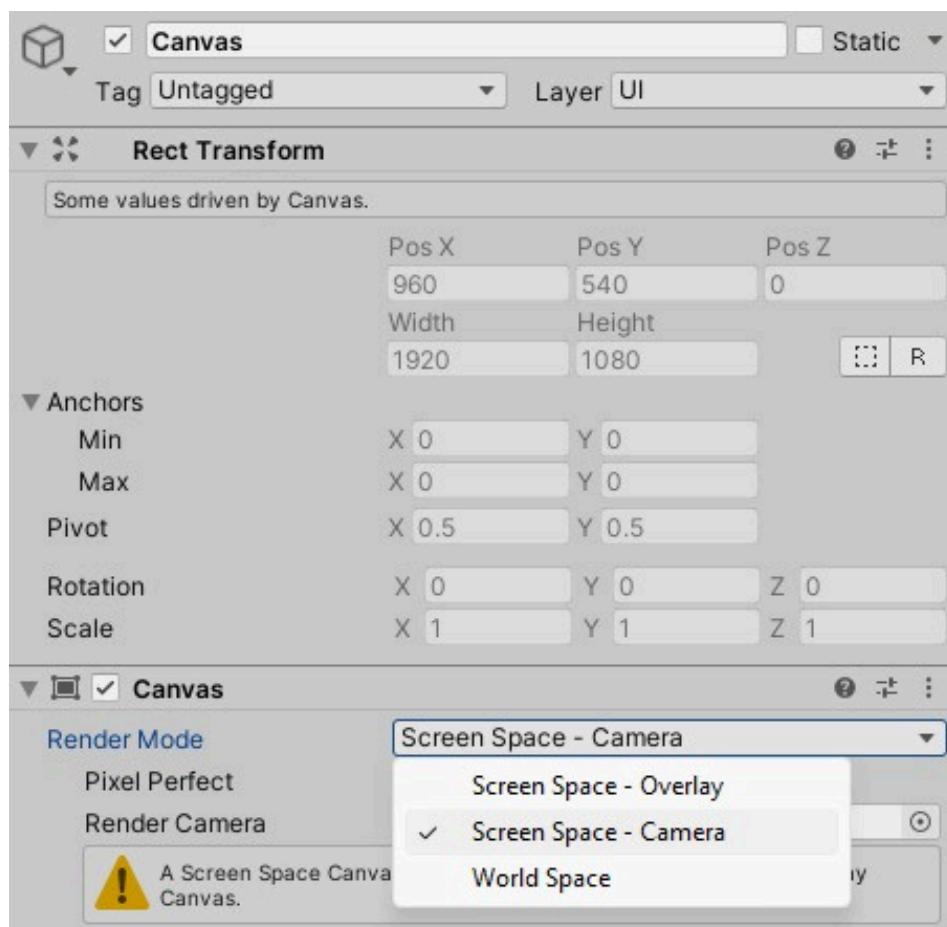
**You need to create the same camera setup as the demo scene
let's get started. Create a camera or you use your own**



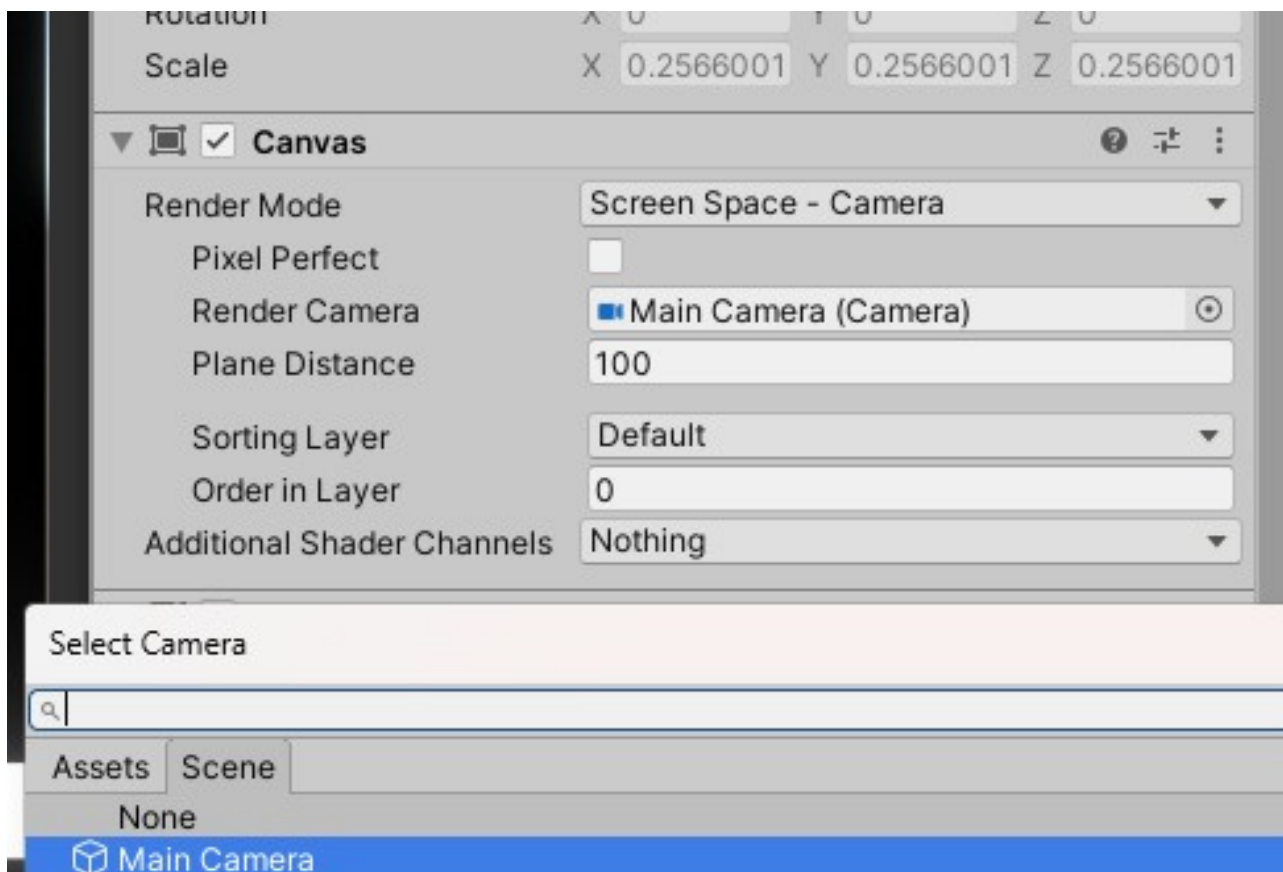
**Create another one and select Clear Flags=Don't Clear
and select Culling Mask=UIEffects (Only)**



Select your canvas change Render Mode to Screen Space -Camera



Select Render Camera to your main camera from canvas



-- Go to the Prefabs folder and then the Icons folder
Drag-drop the icon you want to use into
the **canvas that we created earlier** --
Don't Drag-drop your main Canvas

