Setting Up

Built-In

- Set color space to **Linear** (Edit > Project Settings > Player > Other Settings > Color space).

- Click **Install** when Unity offers to install dependencies. This will import **Post Processing**.

- If you skipped the previous step, you can import **Post Processing** from the **Package Manager** (Window > Package Manager).

- **Double-click** on **"Built-In_BlazingHighlands_2021_V22"** to unpack the file into your current project.

URP

- **Double click** on **"URP_BlazingHighlands_2022_V22"** to unpack the file into your current project.
- (Optional) Import **Shader Graph** from the **Package Manager** if you would like to modify the shaders.

Troubleshooting

- **Everything is pink or glowing in HDRP.**
  Fix: Click ▶ **Play** once and it will fix itself.

- **It looks dull and gray in Built-In.**
  Fix: Make sure you are using **Linear color space**
  (Edit -> Project Settings -> Player -> Other Settings -> Color space).

- **I get sharp and messy foliage shadows in URP.**
  Fix: Consider softening the shadows by lowering **Shadow Atlas Resolution**. Click on the **Settings** folder in your project. Select a quality preset (for example, **"URP-HighFidelity"**) and set the **Shadow Atlas Resolution** to something like **1024**.
  Do this for the rest of the presets as well.

Contacts

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If you have any **questions**, face any **problems**, please don't hesitate to let us know!
We would be happy to hear about **your experience** using any of our asset packs as well!

Thank you so much for choosing Blazing Highlands!