

# Thank you for purchasing the **Mountain Forest FOLIAGE** asset!

May you create wonderful interactive experiences with it!

## How to setup assets for URP or HDRP:

0. Import the asset pack into your HDRP or URP project
1. Locate the **MFFoliage-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"** ShaderGraph will be included
  - SRP specific Demo Scenes & Terrains will be included

Best regards,  
Attila Zöld



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?