# Thank you for purchasing the **SEASONAL FOREST** asset!

May you create wonderful interactive experiences with it!

How to setup assets for URP or HDRP:

1. Locate the **SeasonalForest-URP (or -HDRP).unitypackage** under Assets folder
2. Double click it, then at the bottom right click on **Import**
3. After the import completed: - your **Materials** and **Prefabs** will be updated to specific RP
   - "**Foliage-LeavesWind**" & "**Snowy**" ShaderGraphs will be included
   - SRP specific Demo Scenes & Terrains will be included

*if the HDRP foliage is greenish, select Material scroll down & click the **FIX**
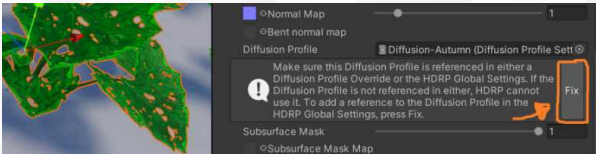
SET Model's Normals to **Calculate 180** angles when this happens.
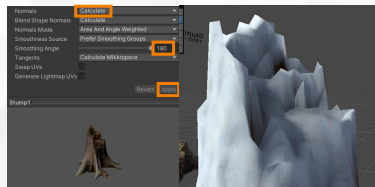
Best regards,
Attila Zöld

GREENWORKS

When you have 3 minutes to share, please consider **WRITING A REVIEW** for the community.

Why?

-valuable feedback for devs
-communicate your needs
-improving future supplies
-reviewed products = prio store listing

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?