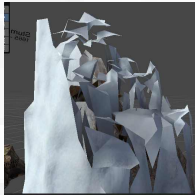


Thank you for purchasing the **MOUNTAIN FOREST** asset!

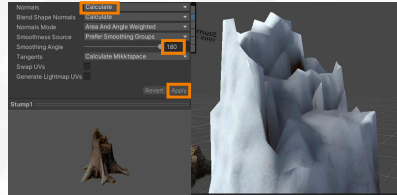
May you create wonderful interactive experiences with it!

How to setup assets for URP or HDRP:

1. Locate the **MountainForest-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



SET Model's
Normals to
Calculate 180
angles when
this happens.



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?

Best regards,
Attila Zöld

