

Thank you for purchasing the MOUNTAIN FOREST asset!

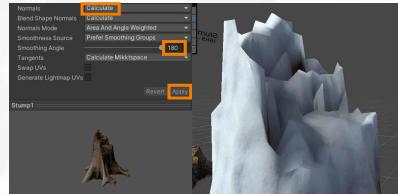
May you create wonderful interactive experiences with it!

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.



Best regards,
Attila Zöld

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?