

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_2021_V22**” to unpack the file into your current project.
- For **Unity 2023** and up, apply the shader fix located in **BlazingHighlands/URP**

Troubleshooting

- **I don't like the new colors and rock textures!**
Fix: Please find the **legacy textures** in:
BlazingHighlands/Source/Textures/LegacyTextures

And the **legacy shaders** in:
BlazingHighlands/Shaders/Legacy

- **My shaders don't work in URP 2023!**
Fix: Please find the fix in “**BlazingHighlands/URP**”.
- **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).

Troubleshooting

- 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!