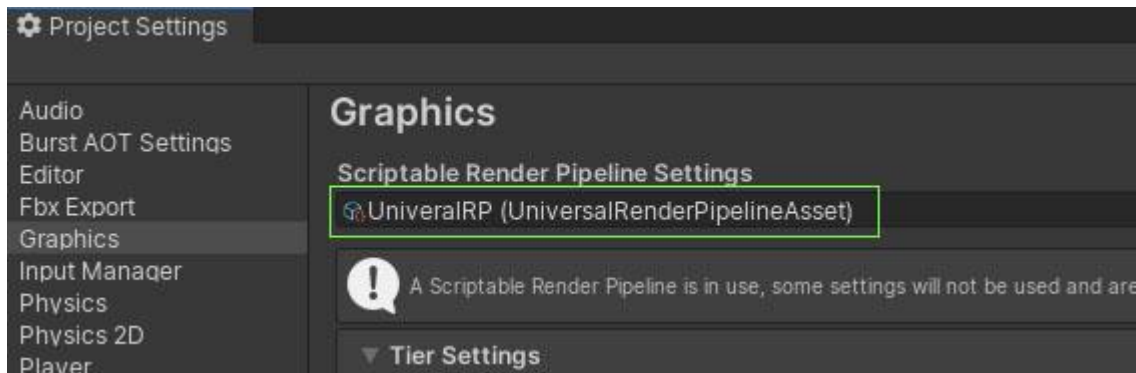


This is a quick start guide, the full documentation can be viewed here:

<http://staggart.xyz/unity/stylized-grass-shader/sgs-docs/>

Setup

Before importing the package from the store, ensure your project is using the Universal Render Pipeline. Go to *Edit->Project Settings->Graphics* to check if a pipeline asset has been assigned.



If this is not the case, please refer to the [URP documentation](#) for instructions.

Examples

The `_Demo` folder contains two demo scenes that showcase the shader in action. This is a good place to try experiment with the different shader parameters.

The `Prefabs` folder contains several grass and bending prefabs which you can use right away.

Other topics:

- [Placing grass](#)
- [Using grass bending](#)
- [Blending with terrain colors](#)