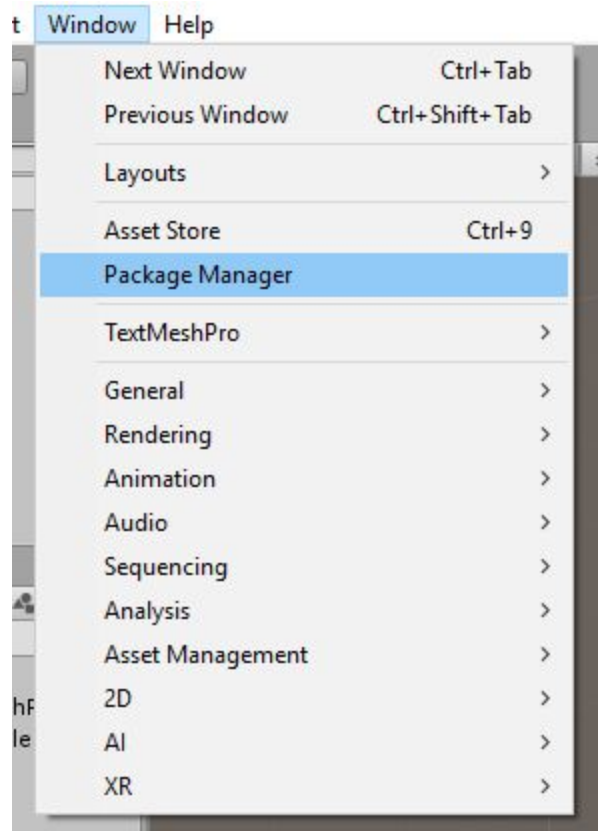
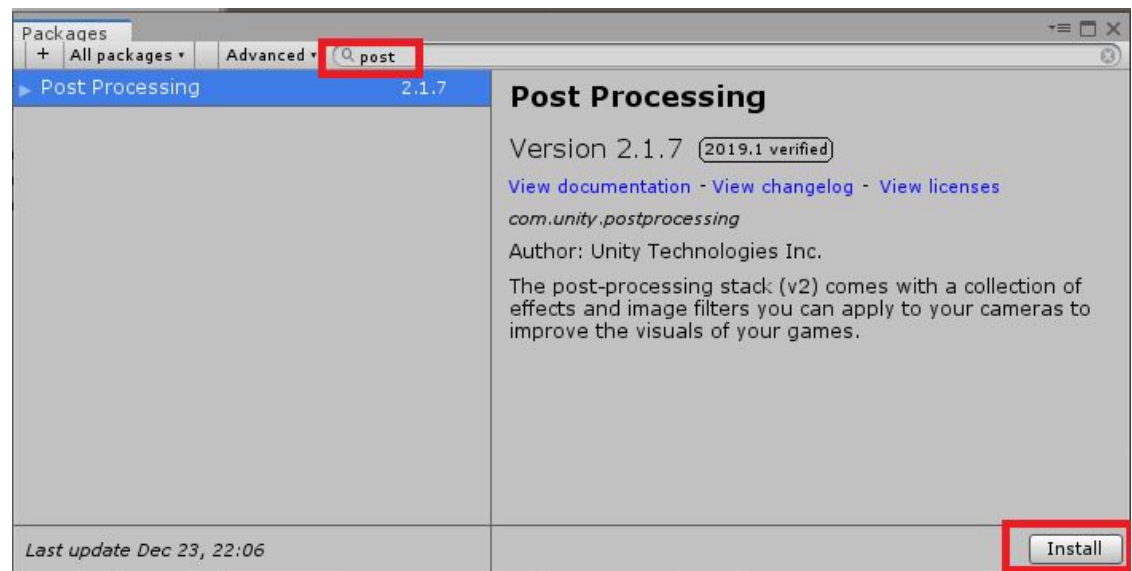


# Setup Guide: Dungeon Architect

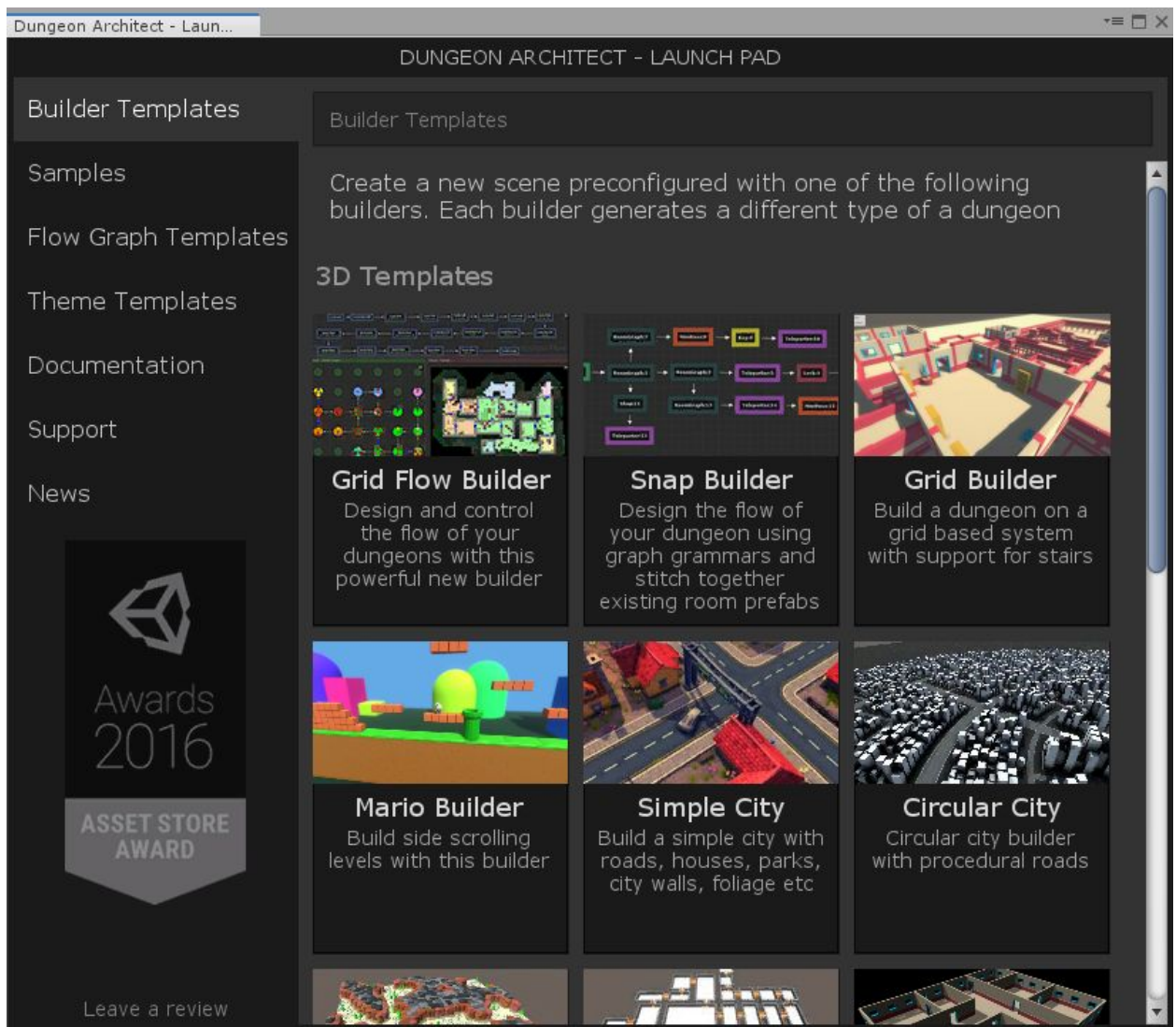
1. Import Dungeon Architect
2. Import Unity's Post Processing Stack (this is used by the samples)
  - a. Navigate to *Window > Package Manager*



- b. Search for the library and install



3. Open the Launch Pad and explore the samples, create new scenes from existing templates and more. From the menu, navigate to **Dungeon Architect > Launch Pad**



4. Alternatively, explore the **DungeonArchitect\_Samples** folder for various examples

## Online Documentation

- [Tutorials](#)
- [User Guide](#)
- [Video Tutorials](#)

## Support

- Email: [ali.akbar@coderespawn.com](mailto:ali.akbar@coderespawn.com)
- Forum [Support Thread](#)
- [Discord Chat](#)