

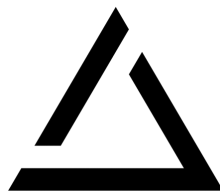
Setting up the project:

Built-In RP:

1. Go to *Edit >> Project Settings >> Player >> Other Settings* and set Color Space to Linear
2. Install the “Post-Processing” package from the Package Manager

URP:

1. Go to *Raygeas >> Grasslands - Stylized Nature >> URP Packages* and install the URP support package according to your Unity version
2. Enable Depth Texture and Opaque Texture in your URP asset or set the “Grasslands URP Asset” as default (*Edit >> Project Settings >> Graphics >> Scriptable Render Pipeline Settings*)



R A Y G E A S

Grasslands - Stylized Nature v1.0.0

Contact us: contact@raygeas.com