1. You need Unity version 2021.3 or higher.
2. Colliders add
and customize solely according to the requirements of your project.
3. The material was initially added and configured as standard, when using a URP or HDRP render in the project, change the shaders to
corresponding.
4.Rigidbody add and customize according to your project requirements.
5. Models have UV Unvrap, if desired, can be repainted to suit the needs of your project.
6.