

# Handpainted Environment Vol 1

Thanks for purchasing the Handpainted Environment Vol 1! To get started open up any of the provided demo scene assets to see the assets in action.

This project also contains Render Pipeline packages:

HDRP – For Unity 2018.3+

LWRP – For Unity 2018.3+

URP – For Unity 2019.3+

Just double click them to import the assets. They will give out errors unless the project is already upgraded to the correct Render Pipeline.

Every asset is organized in their own folder, grouped by type.

To get the same results as in the screenshots and playable demo, some free assets were used.

Unity Shader Stack v2.0

<https://github.com/Unity-Technologies/PostProcessing>

Boxophobic Skies

<https://assetstore.unity.com/packages/vfx/shaders/free-skybox-extended-shader-107400>

Stylized Water for Unity

<https://github.com/danielshervheim/Stylized-Water-for-Unity>

For any issues or questions or requests, please email [help@polyart.io](mailto:help@polyart.io)

Thank you,

The Polyart team!