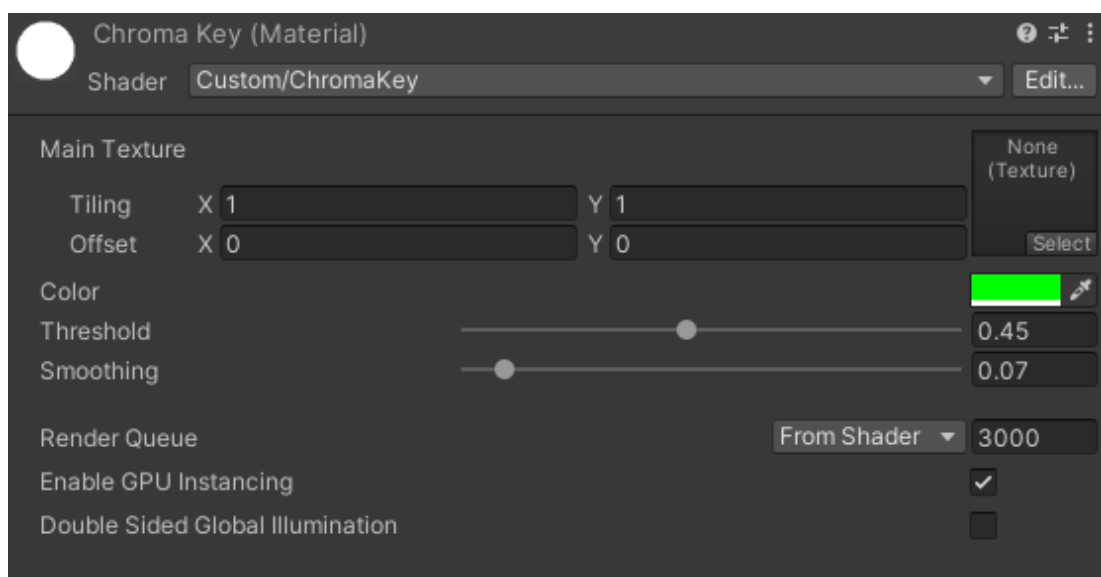Thanks for installing the asset!

Use Assets\Isle of Assets\Chroma Key for Video\Materials\ChromaKey.mat for 3D objects on which the video should be played. Also, you need to add a Video Player component to the object, the fields of which will allow you to control the video itself, and the material parameters are responsible for removing the background.

If you want to use the shader not for video, but for a static image, then remove the Video Player component and specify your image in the Main Texture field.

All files are signed and placed in their respective folders, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)