Instructions for different Render Pipelines.

This package contains common meshes and textures, but for each Render Pipeline it has different materials, prefabs, and a demo scene, which are located in a separate folder. Simply open the folder with the appropriate name where you can find the demo scene:

- URP - if you use URP;
- Built-In - if you use Built-In;
- HDRP - if you use HDRP.

If you like this asset, please leave a review in the asset store, I would love to know your opinion about my work.