

**3D**

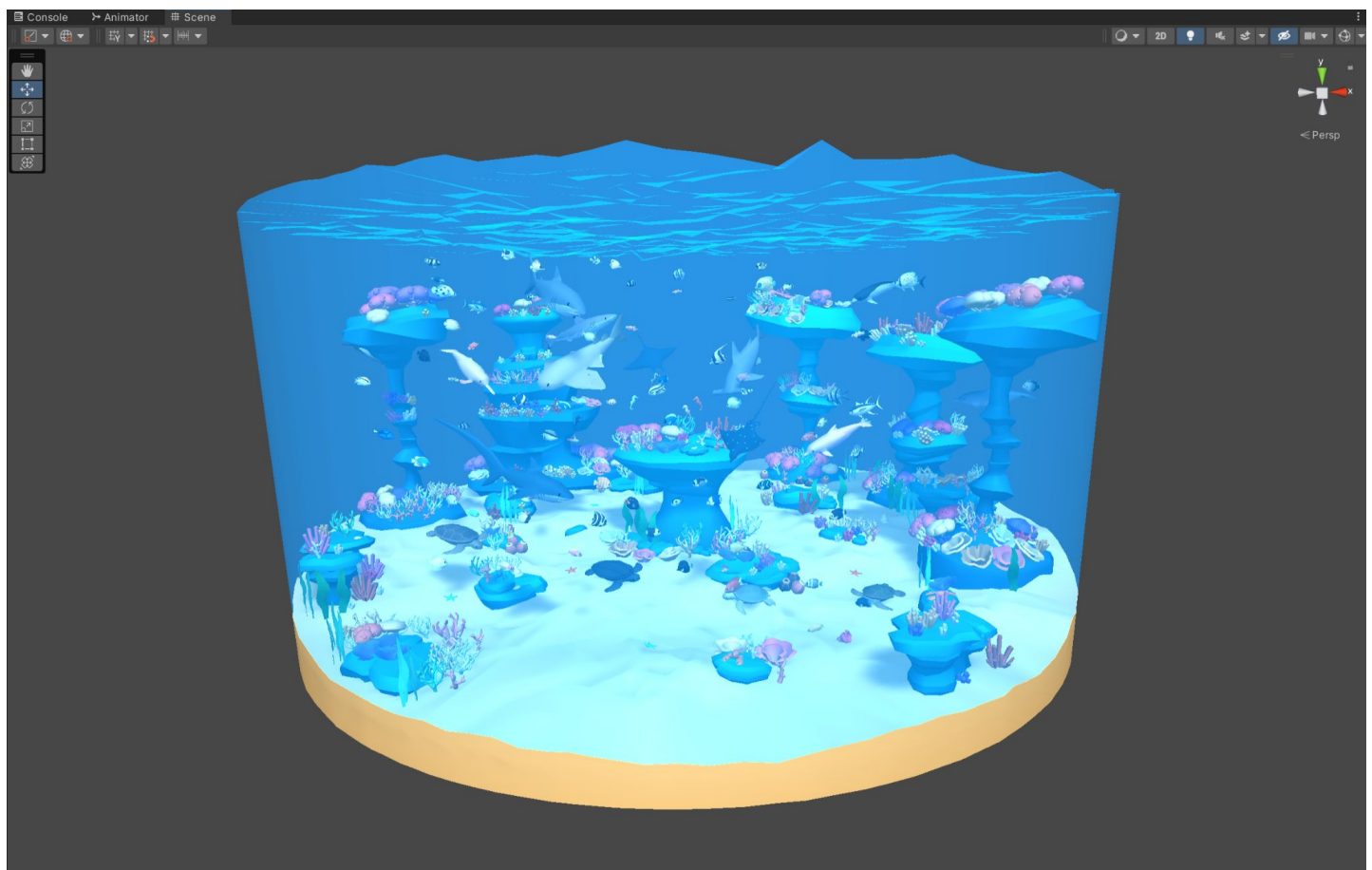
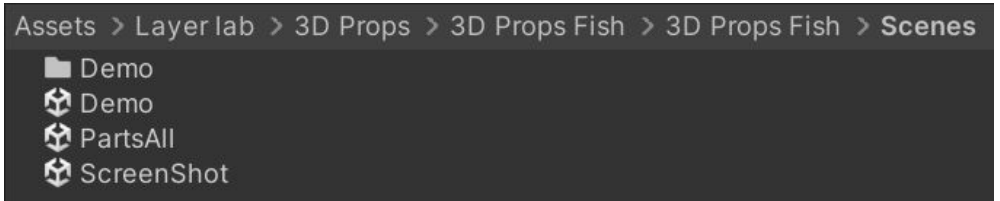
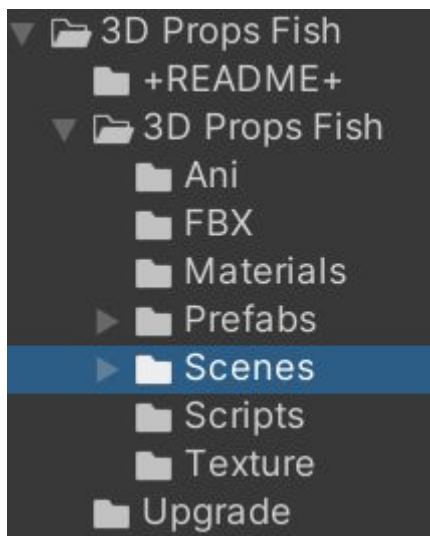
# **Props Fish**



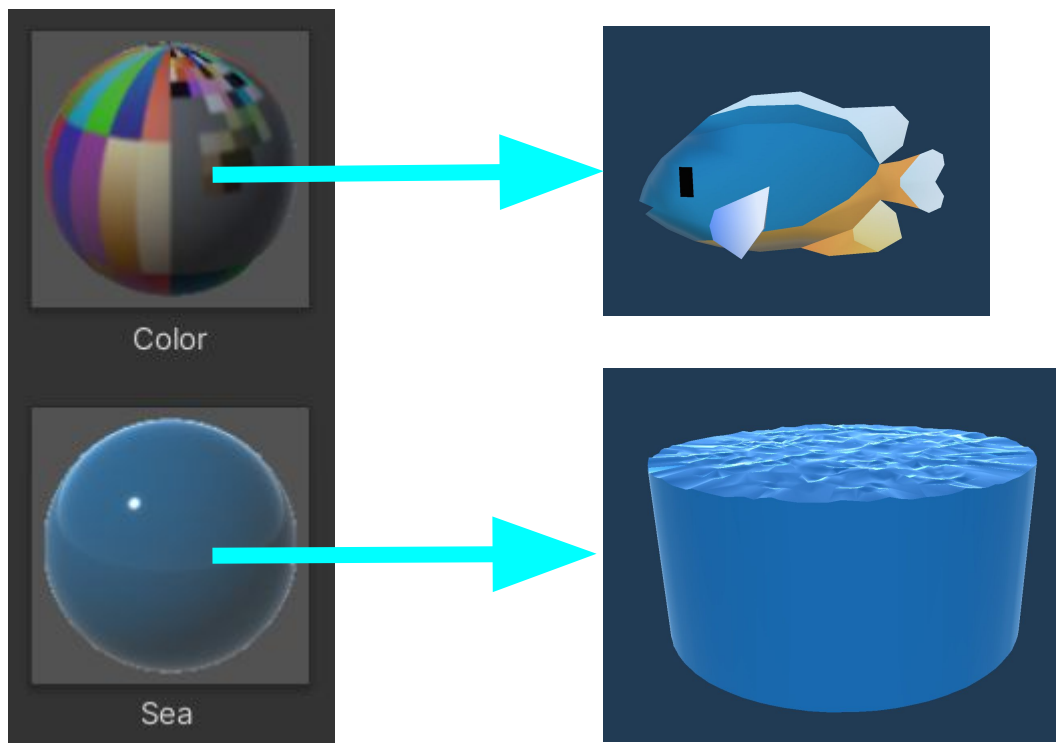
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You can preview the models in the scene.



Feel free to use the model that best fits your workflow.

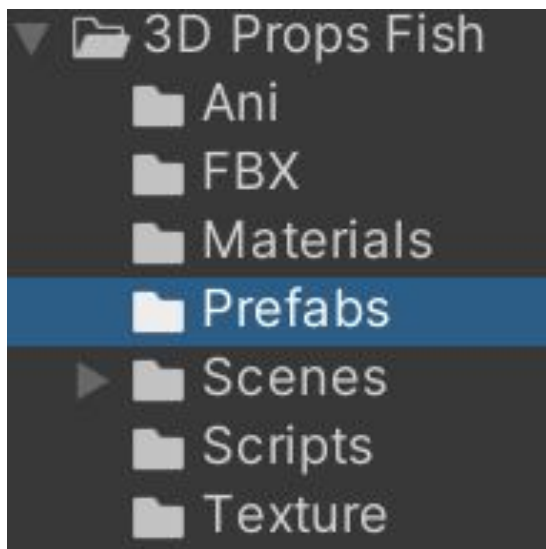


- **Material**

The color of an object looks different depending on the material.

- **Color** Basic Material
- **Sea** Sea Material

All Models pre-fabs are located in the path below.



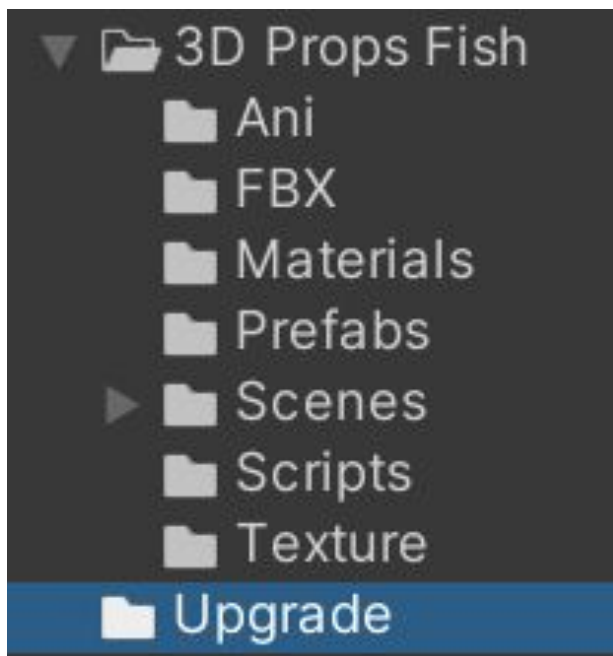
## How to upgrade to LWRP / Universal Pipeline

Make sure your project is properly set up to use LWRP or Universal Pipeline.

Locate the '**3D Props Fish > Upgrade > URP\_10+**' folder, open the bundled integration package and import it into your project.

This will overwrite the standard shaders, custom shaders and materials available in LWRP.

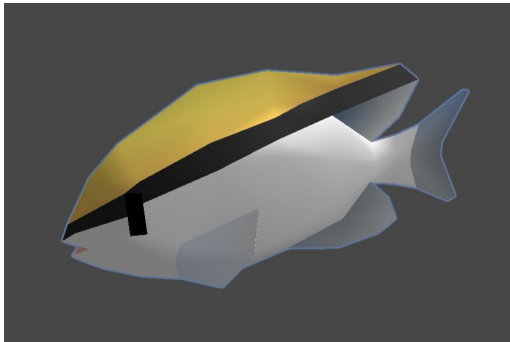
**You can also revert to standard materials by opening and importing the integrated package '3D Casual Props > Upgrade > Built\_In'.**



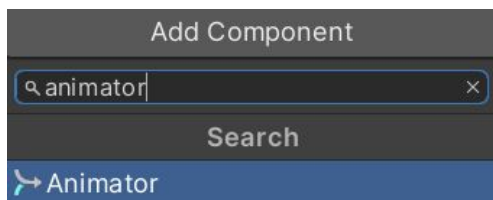
## How to use Animation

1. Put an animator on the Component.
2. Select the controller for the type.
3. Put the controller.
4. Play

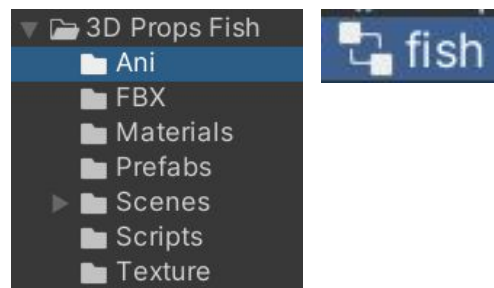
Ex.



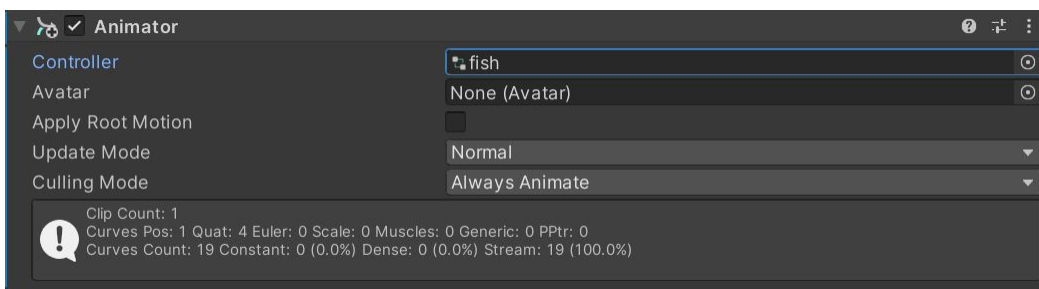
1.



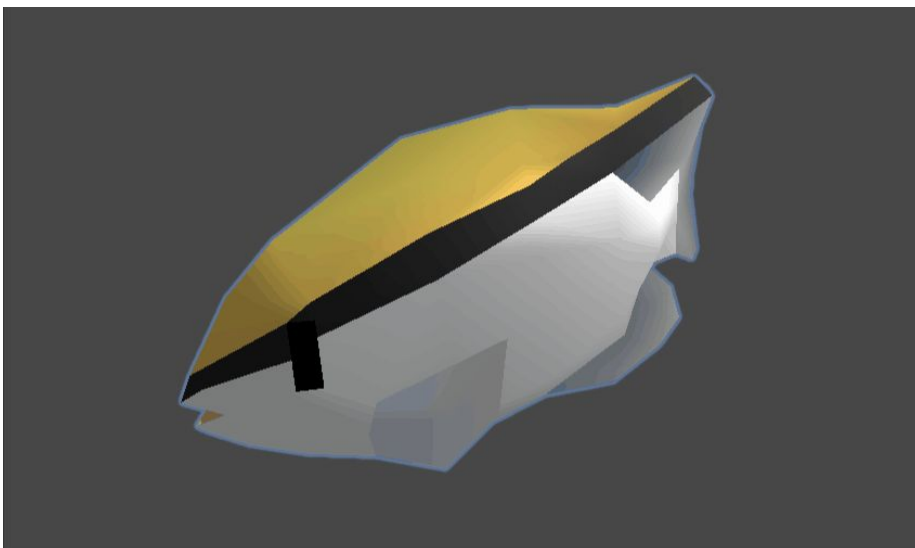
2.



3.



4.





**THANK  
YOU**

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