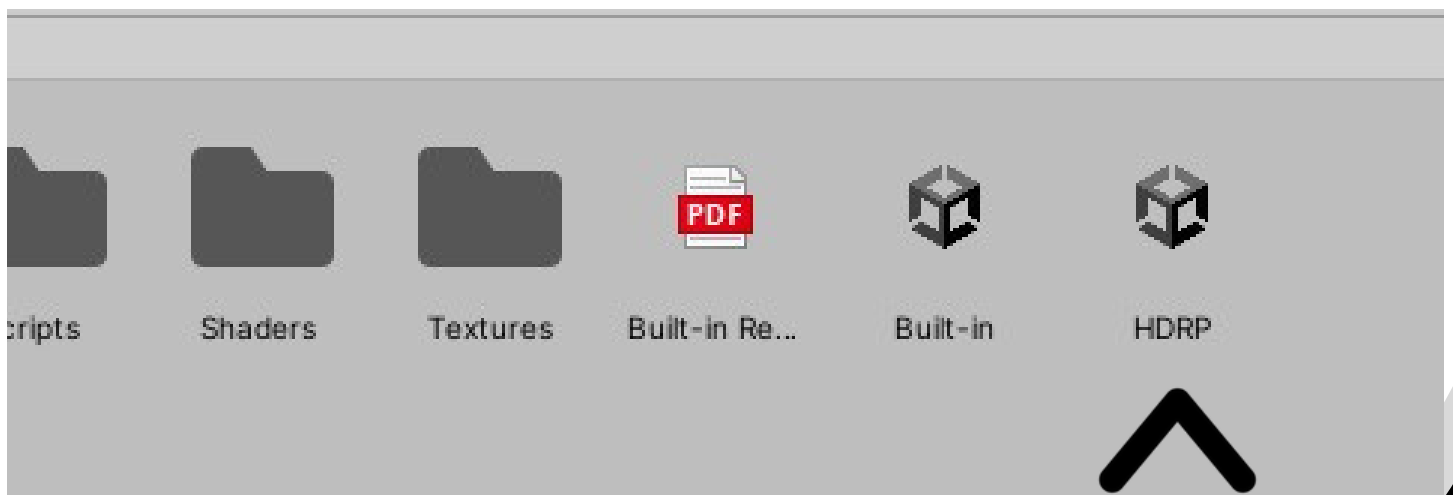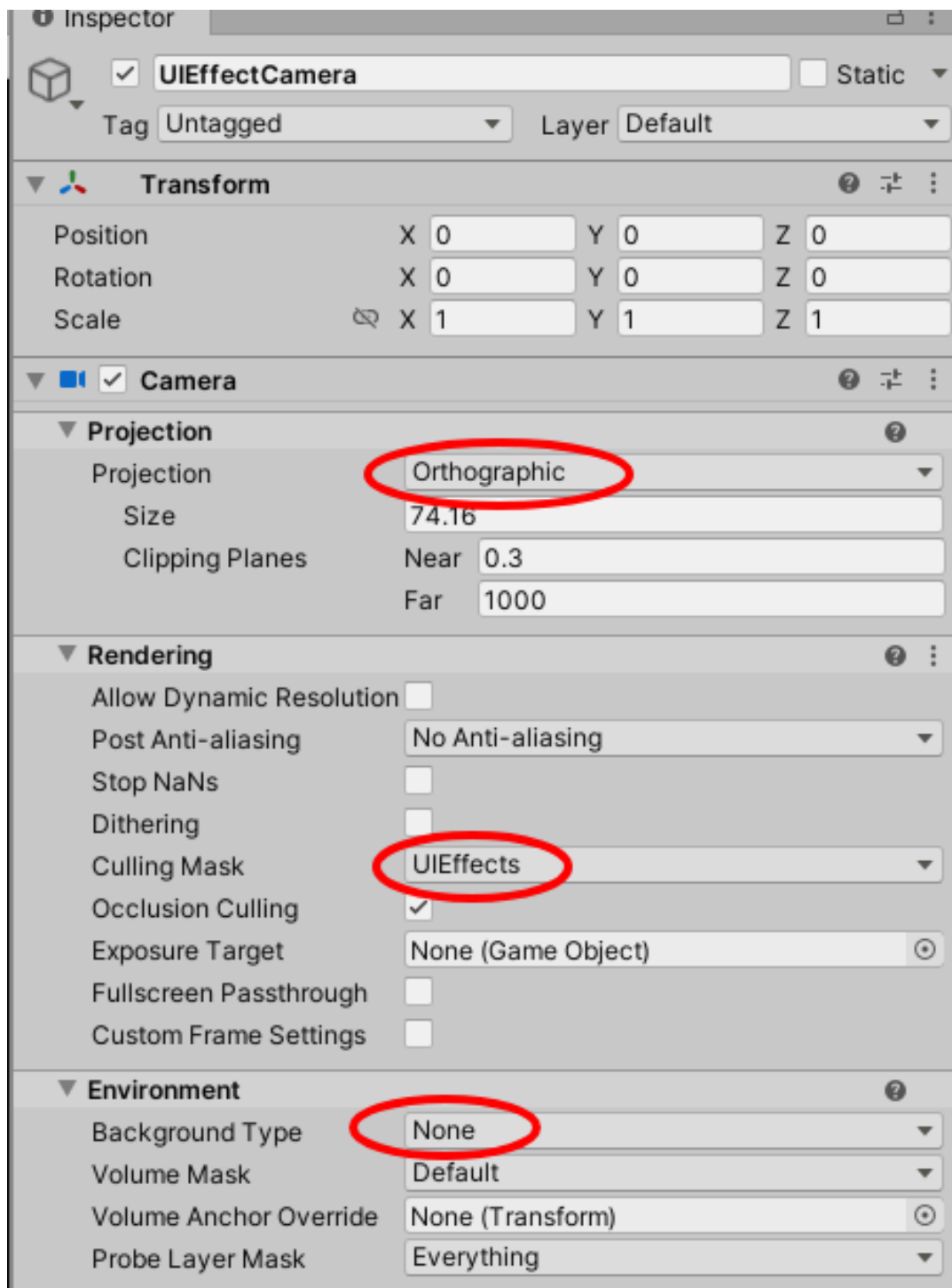# REQUIRED FOR ASSET WORK

Import HDRP Package

--Create a camera name it UIEffectCamera --

--Change
Projection Type to **Orthographic**--

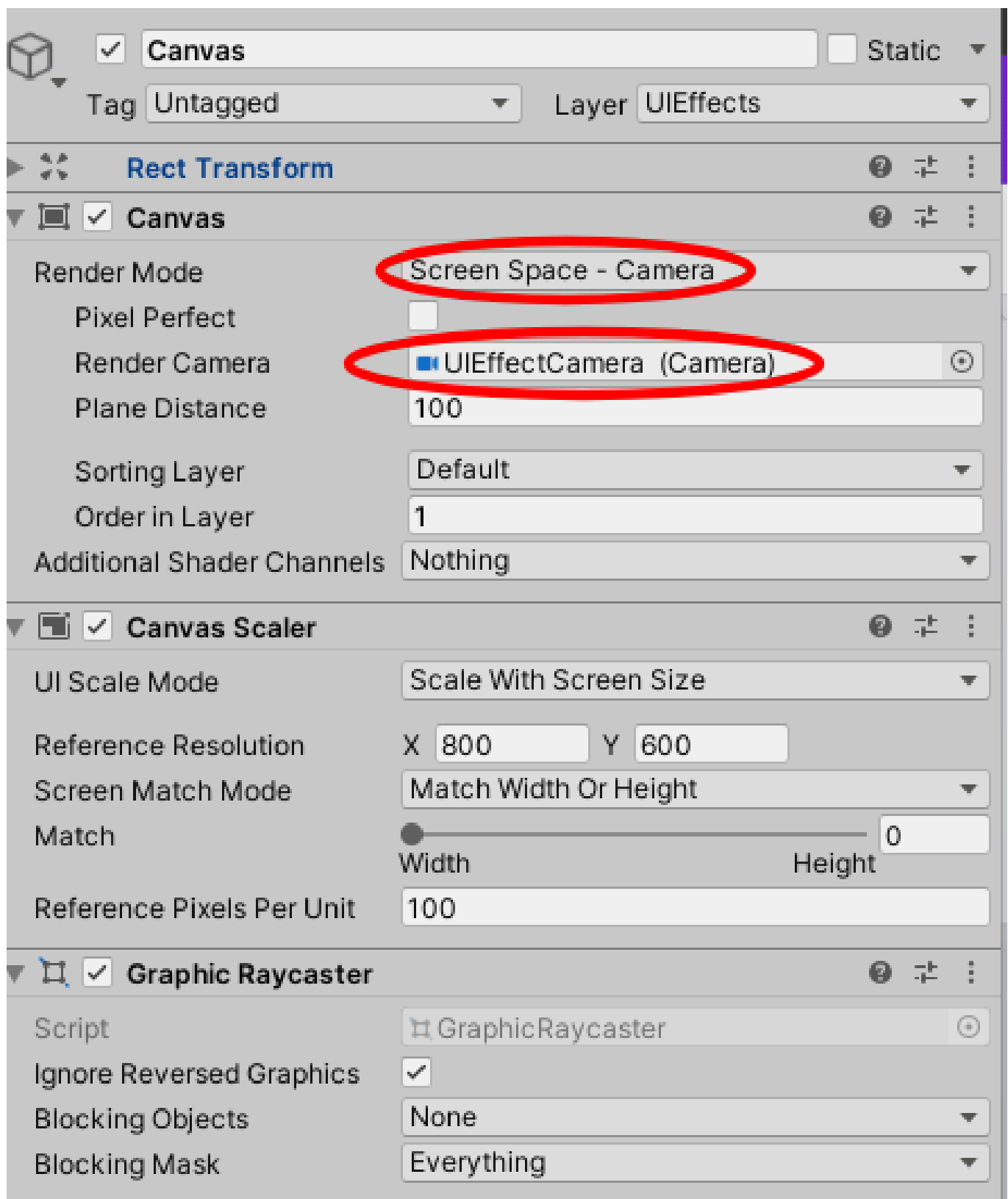--Select Culling Mask (**for Only**) **UIEffects**--

-- Change Background Type to **None**--

--Create a canvas **(for these effects don't touch your main canvas)** and change Render Mode to **Screen Space - Camera**--
--Select Render Camera to (**UIEffectCamera**) that we created earlier--

-- Go to the Prefabs folder and then the Icons folder Drag-drop the icon you want to use into the **canvas that we created earlier** --
Don't Drag-drop your main Canvas