

In the MAIN folder included 3 packages (SRP,URP and HDRP). Extract .unitypackage depending on your render pipeline.

If you want to use Decal Graffiti in your project, you need to use Unity URP or HDRP. For SRP these are just planes with graffiti texture.

In HDRP Decal feature works by default.

In URP need to add “Decal” in your Render settings or just use the included “JC\_StylizedFPS1\_URP” file in project settings.



