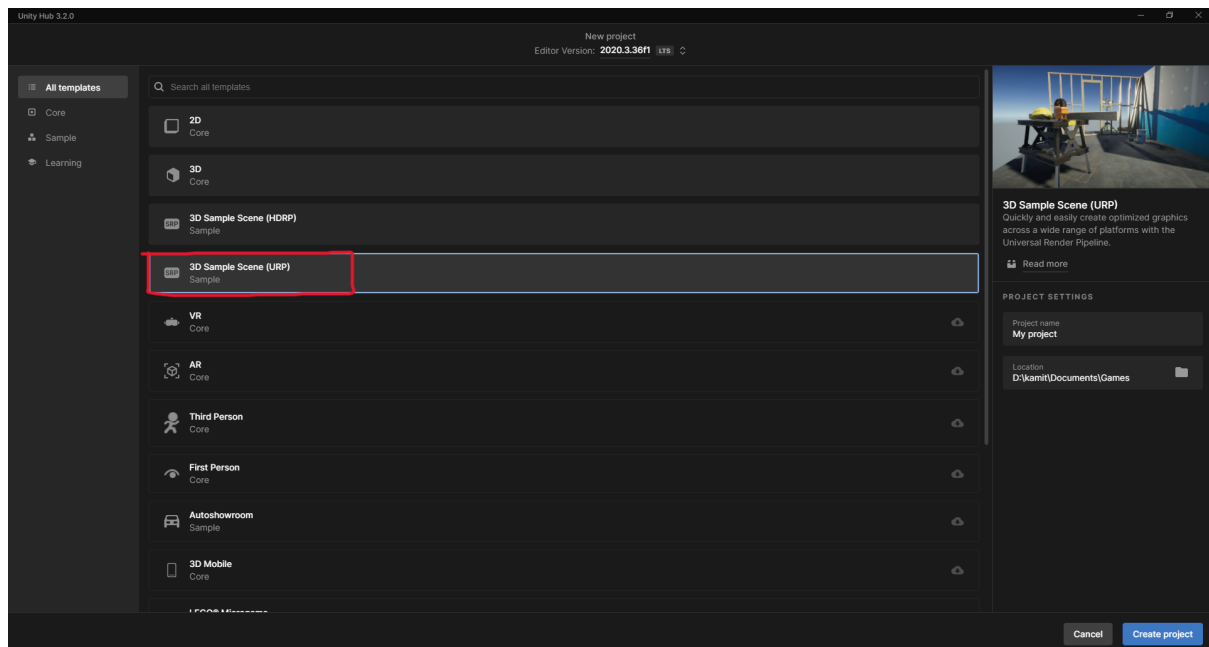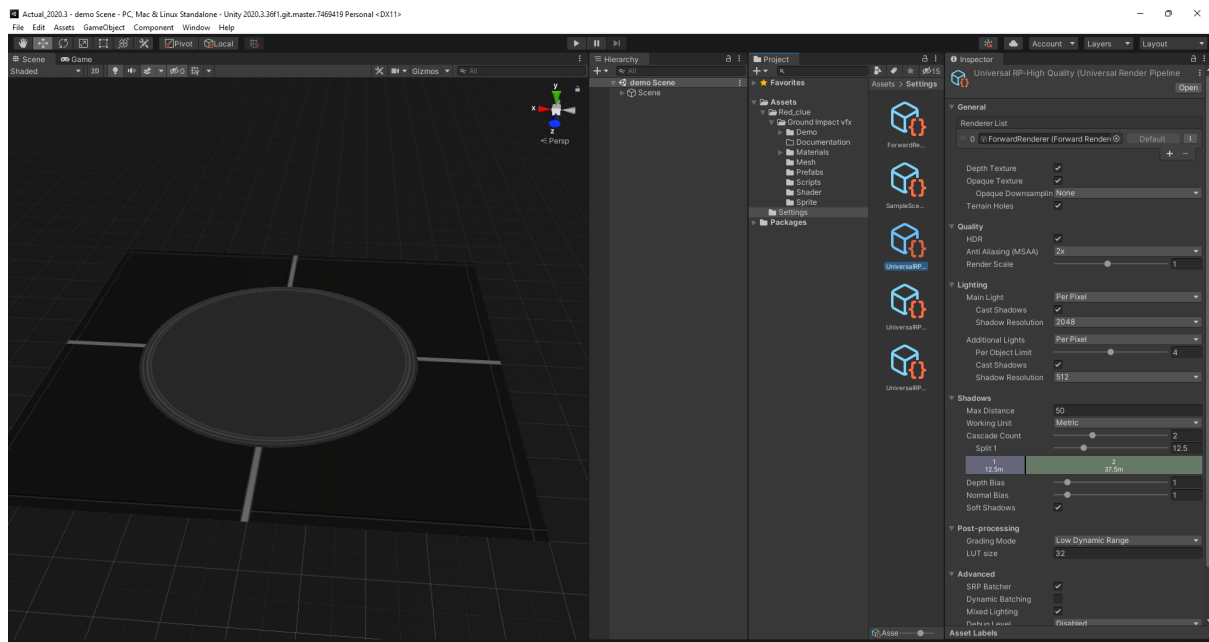# Quick Start

Open **Unity Hub** and create a new project using the **Universal Render Pipeline** template. This Asset only works in **URP** (Universal Render Pipeline).

Now that project is open, you can import the asset.

Edit>Project setting>Graphics

Make sure you enable HDR, Depth, and Opaque textures in URP Asset settings.

About the Asset

There are a total of 11 different effects in the Prefabs folder.

Some of the effects are using the sword as an emitter. How do you do it? Just click on particles system> Shape and select the mesh you want the particles to emit from.
You can select different types of shapes as well, do a quick google search about it or youtube for better understanding.
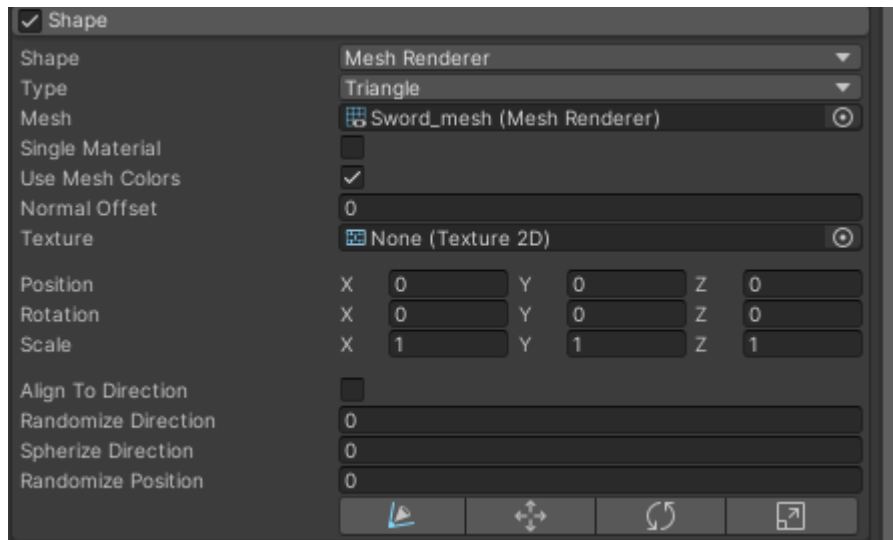
If you face any problem please email me.

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