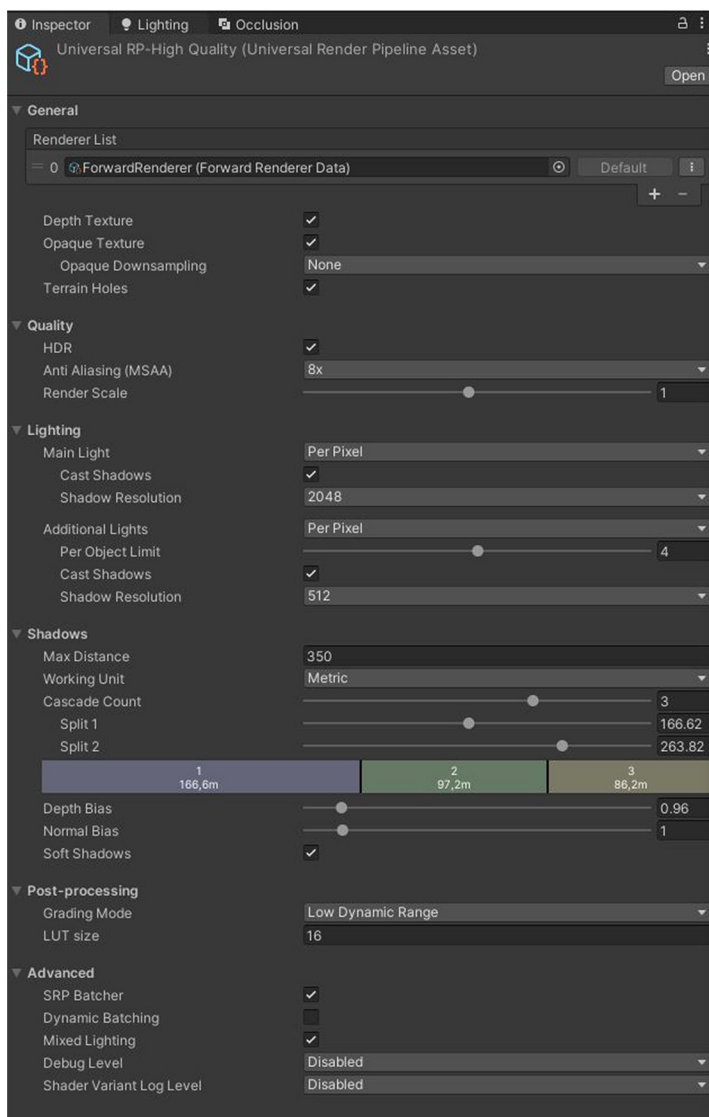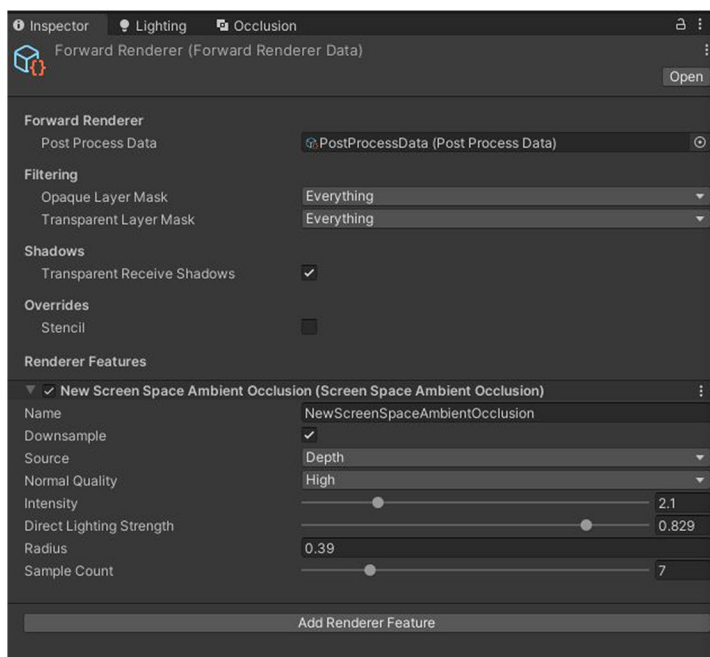# Hello and Welcome!

**The Modular Fantasy Village asset pack is now using
a Universal Render Pipeline!**

Installation guide.

1. Create a new URP project inside Unity or use existing one.
2. Import the asset pack
3. Go to "Scenes" folder and open "DEMO" scene.4.
4. Navigate to the settings folder of your project and adjust the "ForwardRenderer" and "UniversalRP-HighQuality" as seen on the pictures below:

5. Also adjust the lighting settings: