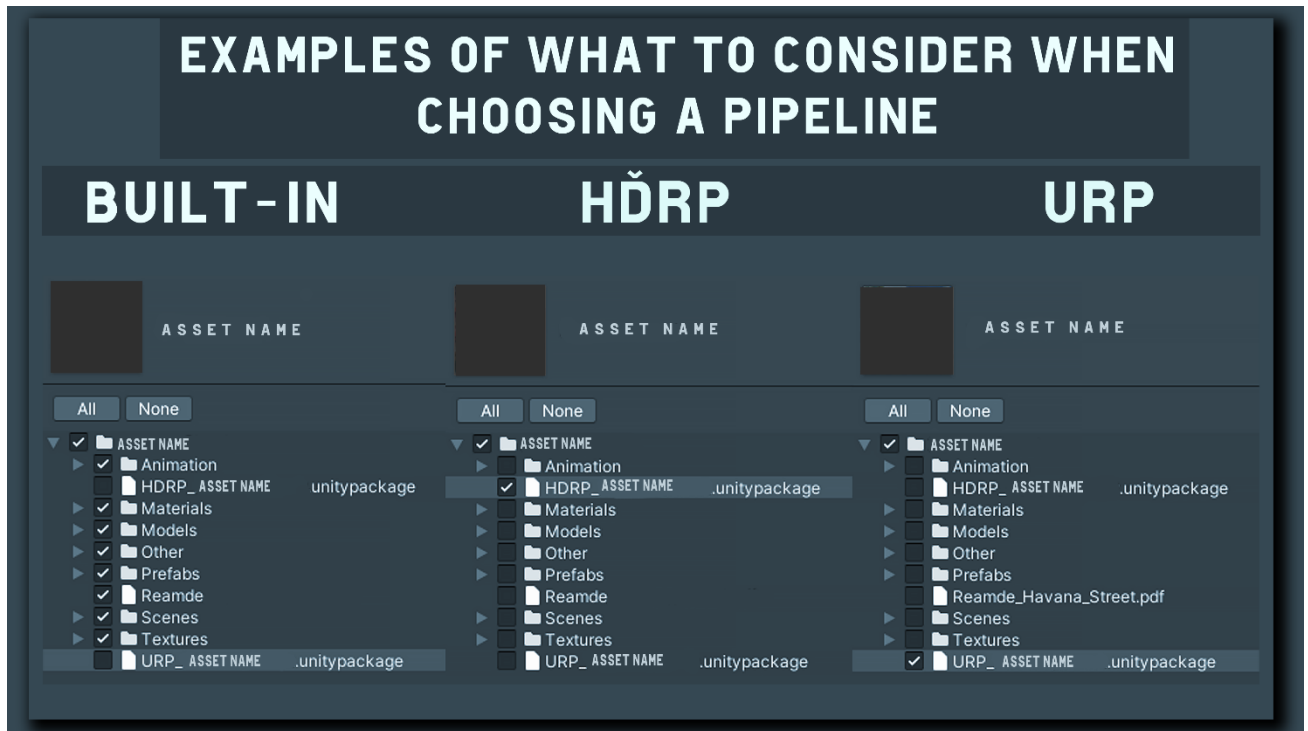
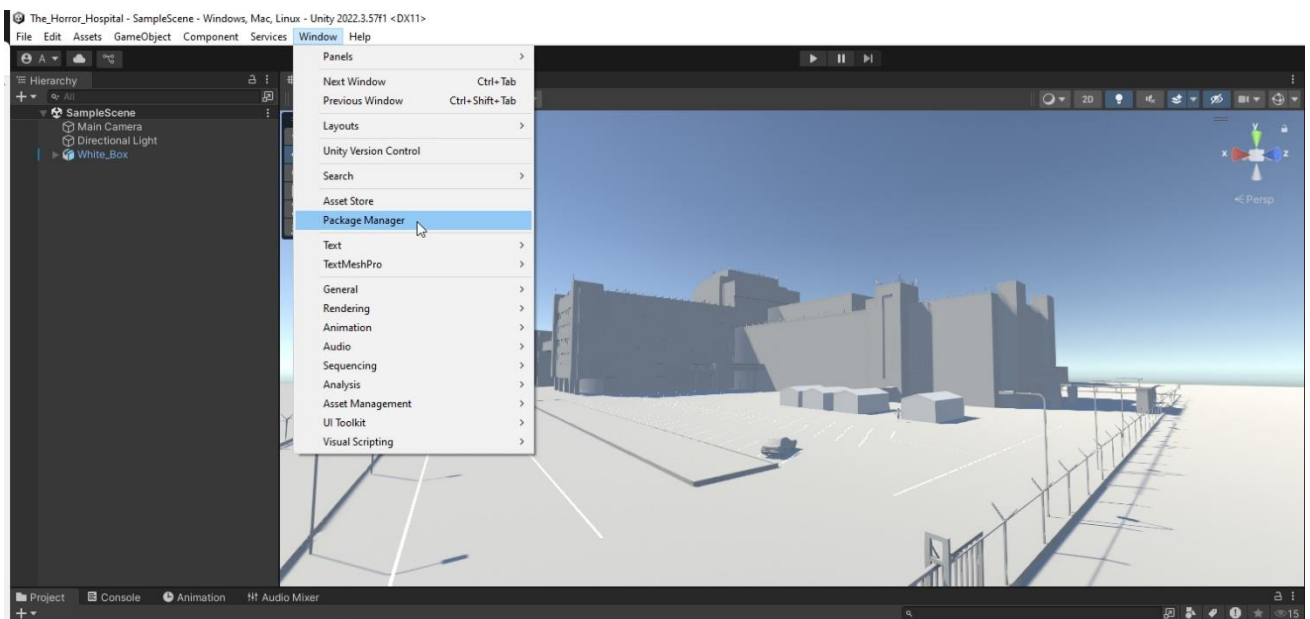


Thank you for purchasing my asset!!! Your feedback motivate me to create new assets and modify them.

1) The package is immediately ready for 3 types of render pipeline. Below is a screenshot of how to download a particular pipeline render correctly, you need to pay attention to the ticks and repeat their placement exactly. When downloading HDRP and URP, you will download Unitypackage, which you will need to double-click on and the package will be unzipped in the project.



2) You also need to download postprocessing to correctly display the viewport as shown in the screenshots in the store. It's free below are screenshots of how to do it.



Package Manager

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Packages: Unity Registry

Sort: Name (asc)

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Filters

Clear Filters

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All

Services

▼ Packages

Post Processing

3.2.2

✓

Post Processing

3.2.2 · April 14, 2022

Release

From Unity Registry by Unity Technologies Inc.

com.unity.postprocessing

Documentation

Changelog

Licenses

Description

Version History

Dependencies

The post-processing stack (v2) comes with a collection of effects and image filters you can apply to your cameras to improve the visuals of your games.

Last update Nov 6, 20:42

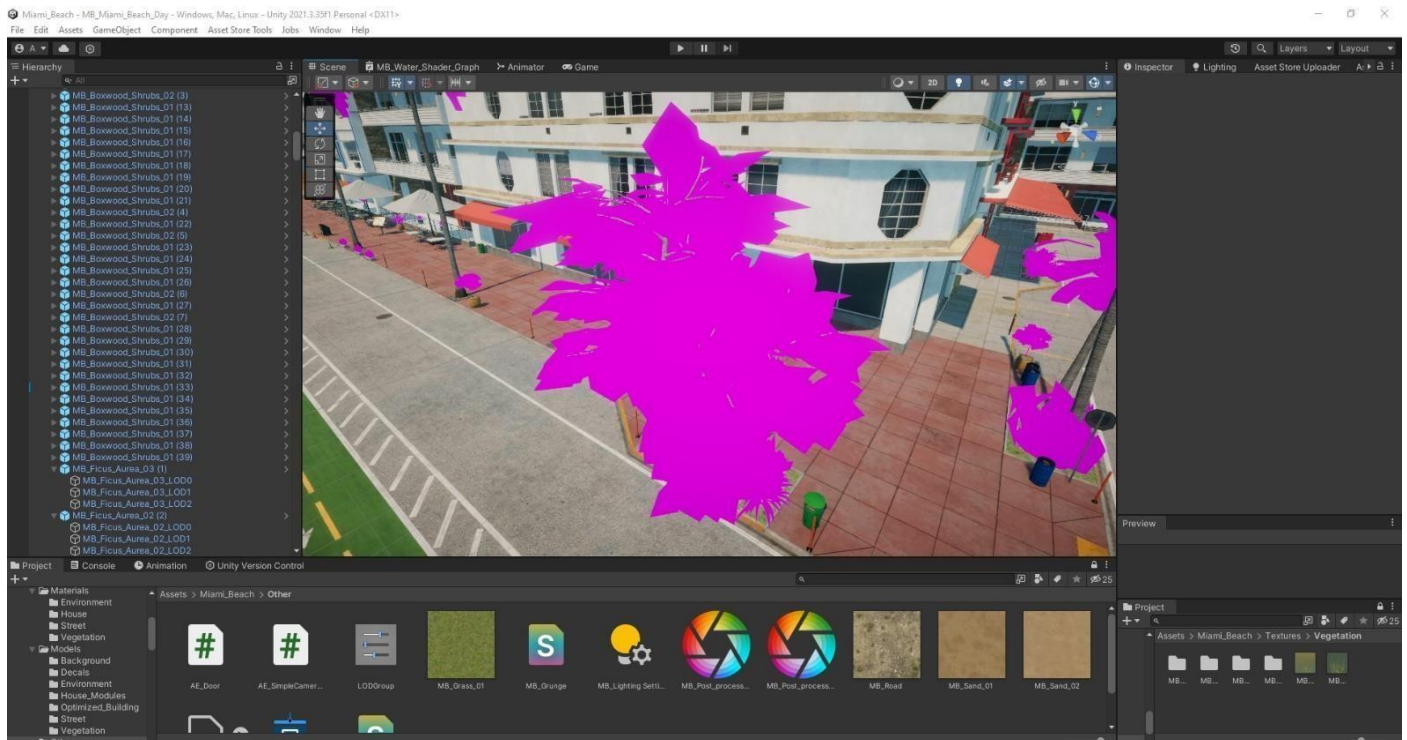
↻

## Shaders

Hi there! If you downloaded my project and noticed that some materials appear pink or encounter other errors, it means the shader of my asset is outdated. You need to replace it with the shaders available on Google Drive. Download the shader based on your render pipeline. Here's the simplest way to replace it.

This problem is due to the fact that unity is constantly changing the API and the old shaders stop working correctly


Sorry for the inconvenience.



The first thing you need to determine about your project is which render pipeline you're using. Based on this, download the appropriate shader for your needs.

- The Standard Shader does not have any specific markings.
- HDRP and URP shaders are marked accordingly.


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 [Grunge.shader](#)


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 [HDRP\\_Grunge.shader](#)

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 [HDRP\\_Leaves.shader](#)


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 [Leaves.shader](#)

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 [URP\\_Grunge.shader](#)

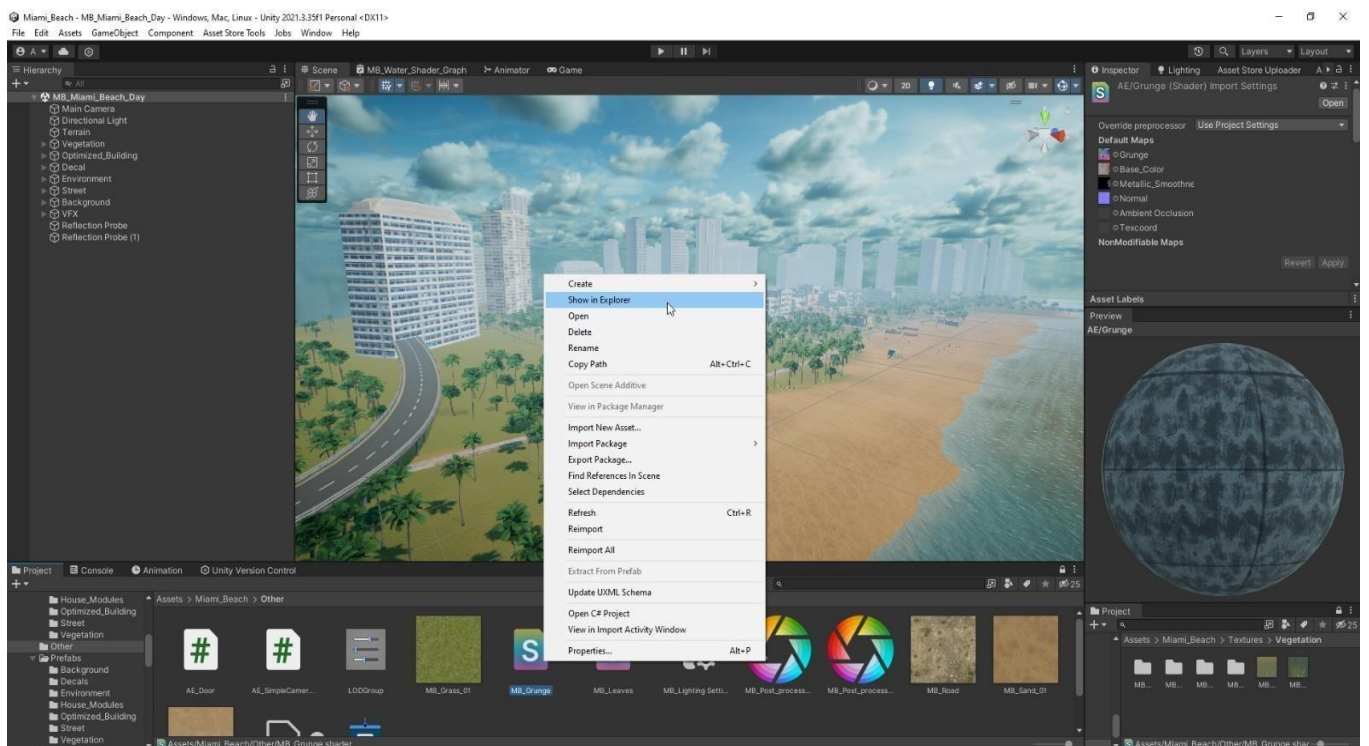
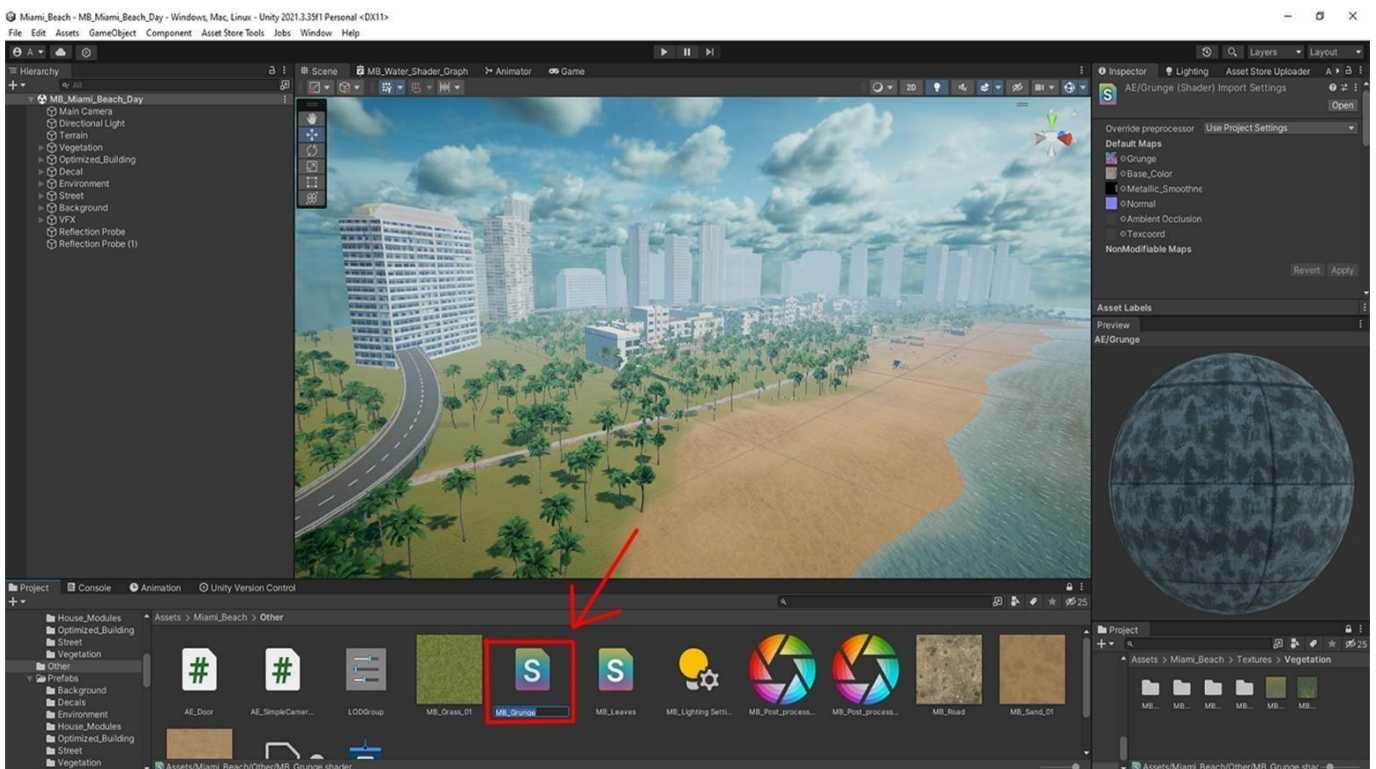
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 [URP\\_Leaves.shader](#)

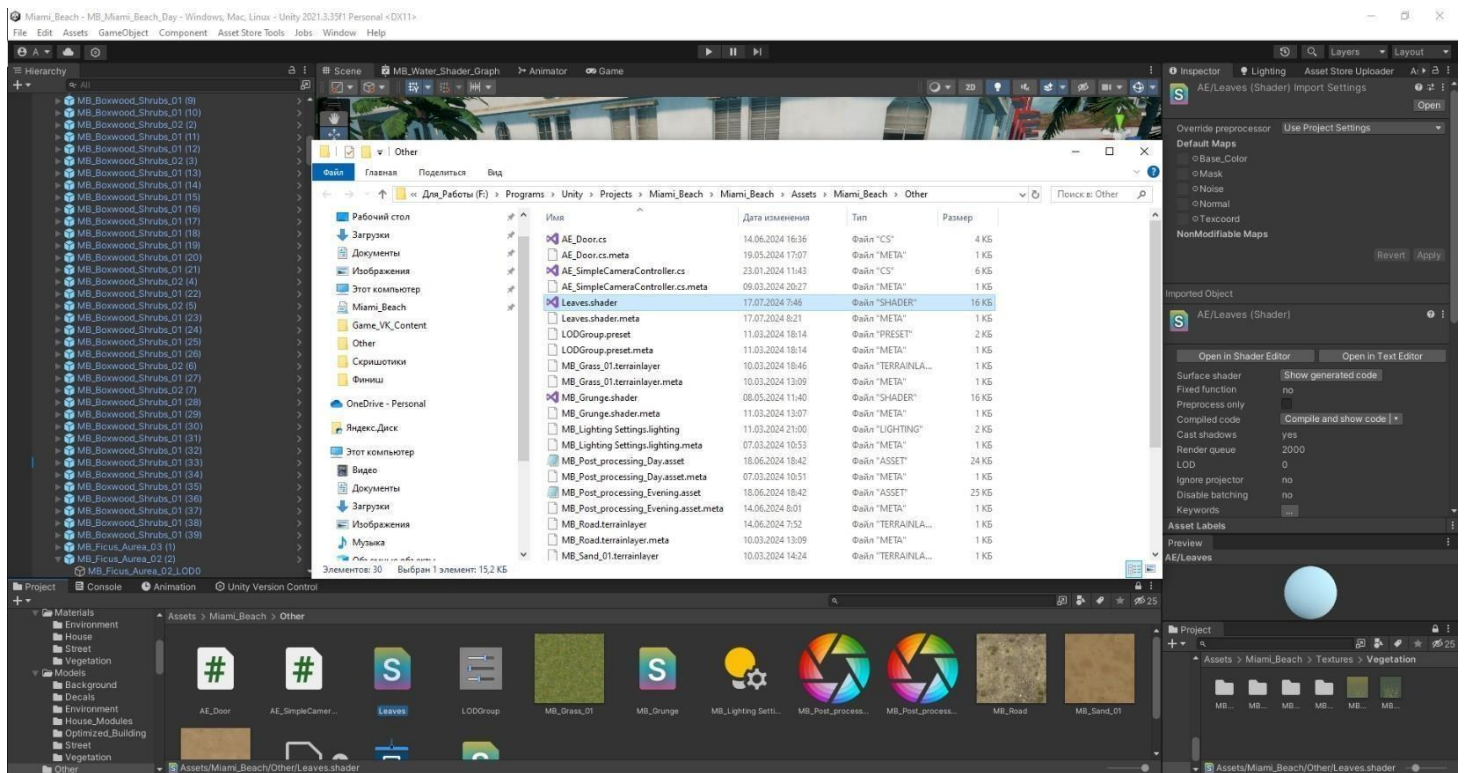
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The most convenient way to replace the shader:

- Find this shader in the project. Its name is either Leaves or Grunge.
- Copy its name.
- Rename the shader you downloaded to the name from the project.
- Open the "Show in Explorer" tab, and a folder will open in Windows Explorer.
- Paste the downloaded file into the folder, replacing the existing one.
- All materials using this shader will automatically update to the latest version.



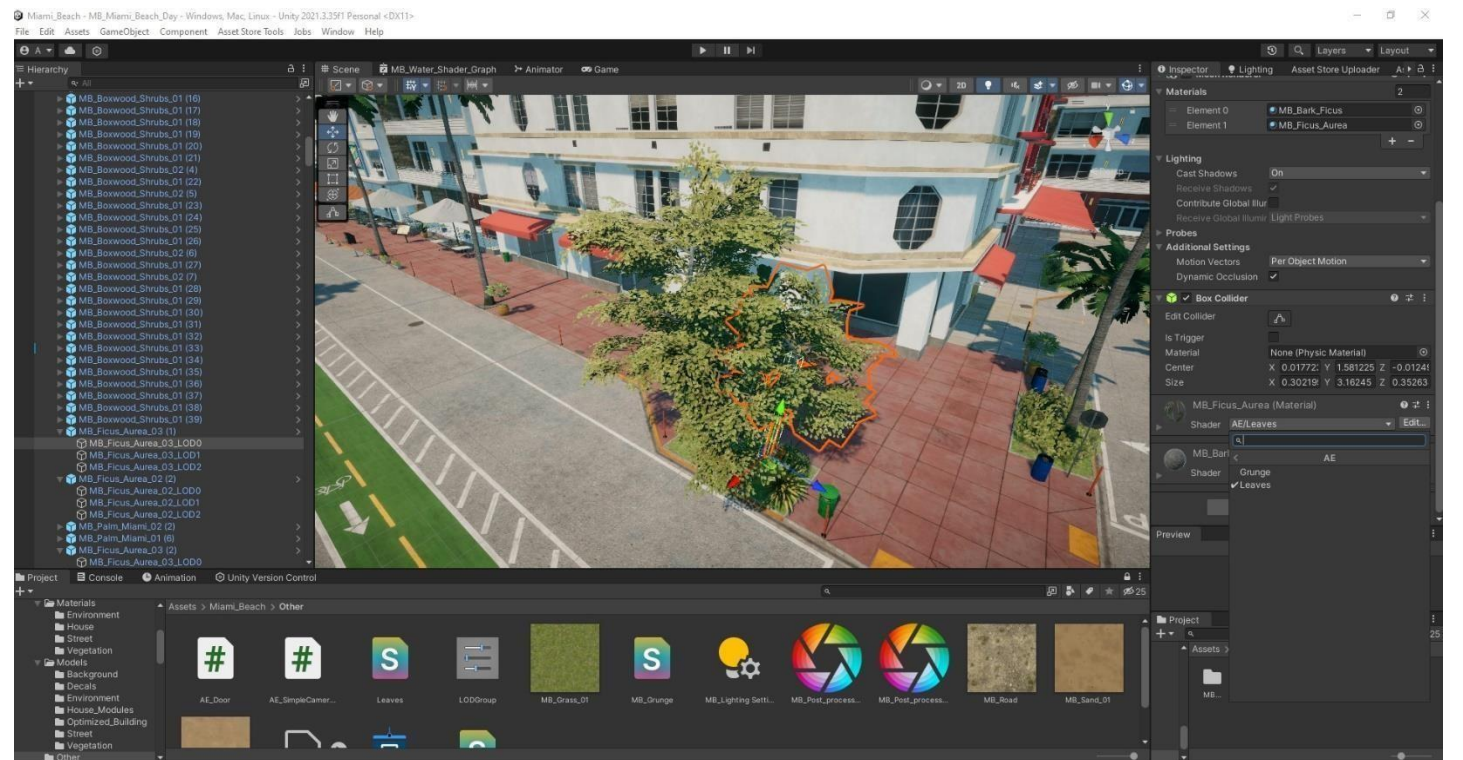
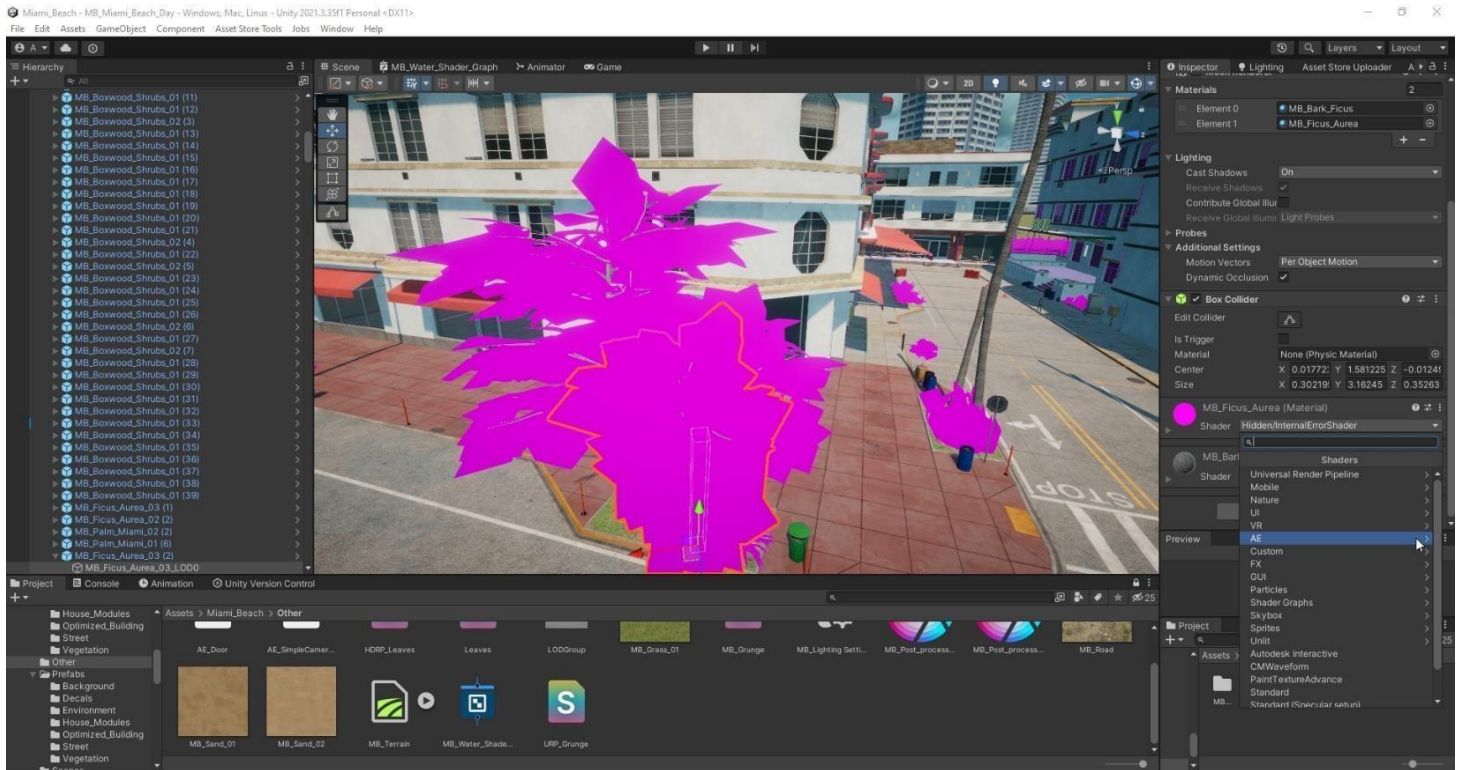




If this method doesn't work, please ensure you've followed all the steps correctly. If the first method fails, try the more reliable, but longer, method:

1. Delete the broken shader from your project.
2. Import the downloaded shader into your project (renaming is not necessary).
3. Assign the new shader to all pink materials.

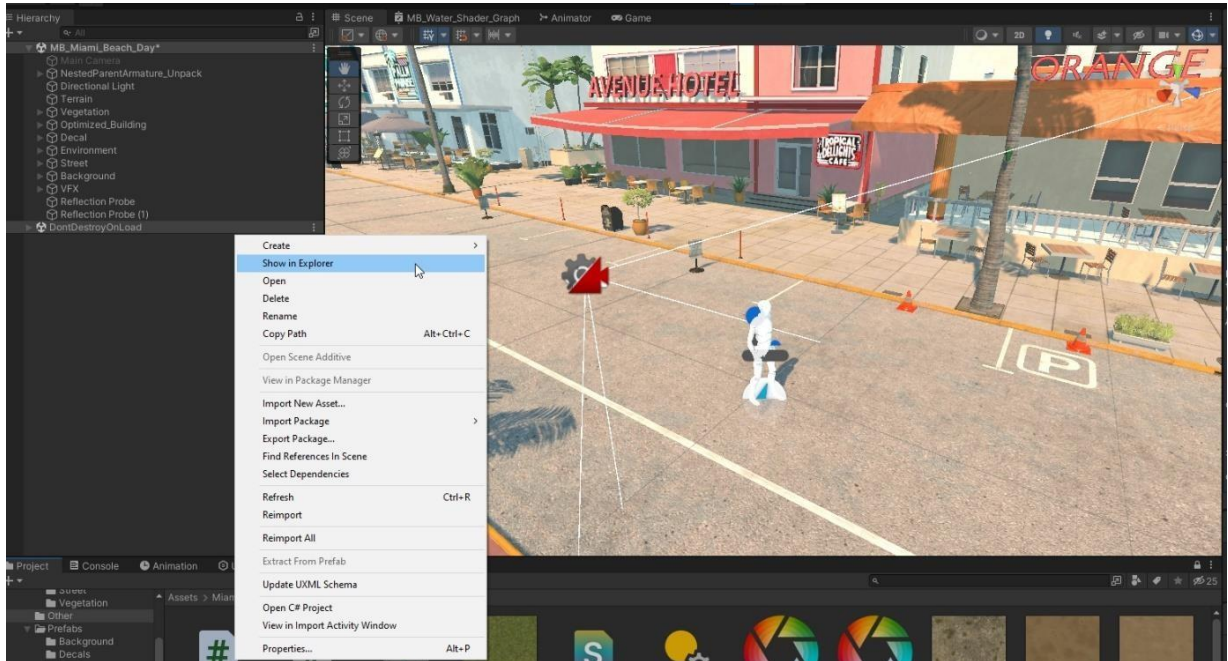
P If the pink material belongs to plants (e.g., grass, trees), use the Leaves shader. If it belongs to objects like buildings or roads, use the Grunge shader.





## The door script

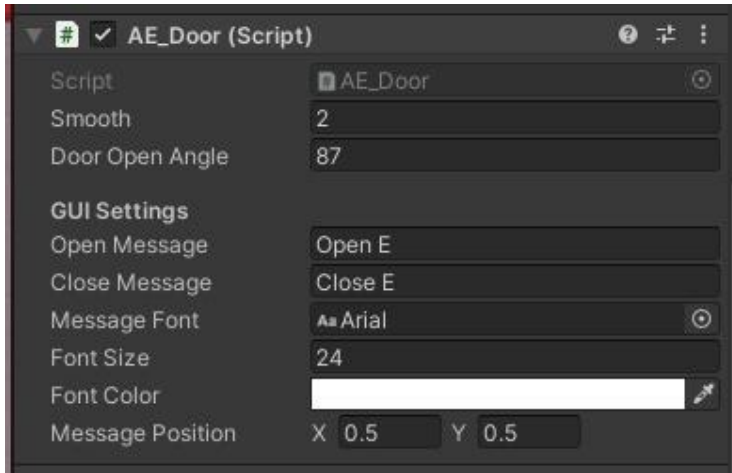
The new script for doors is simpler than before. You need to find the script in the project and open it through Windows Explorer (screenshot 1) then move the new one with the replacement.



Next, assign a Tag Player to your character (screenshot 2).



On the door model, you will have a script where you can set the angle of the door opening, write a message and choose the font size and style

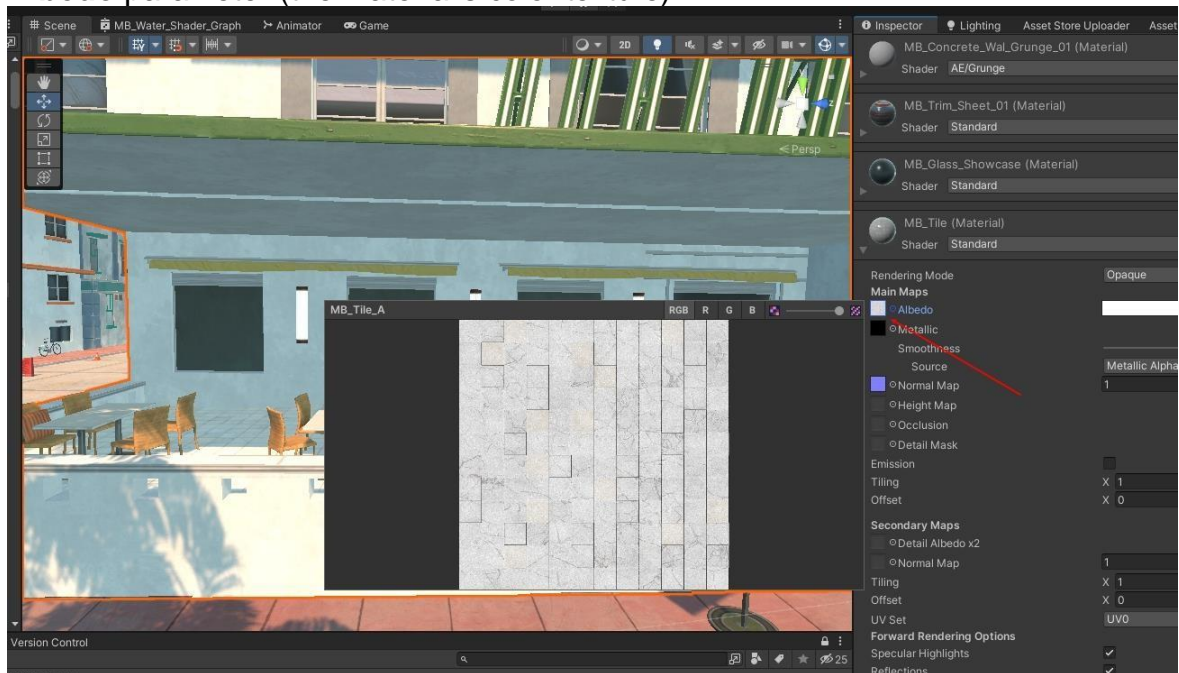


## Materials

To change materials in your assets (e.g., walls of houses, roads, sidewalks), follow these steps:

### 1. Opening the material's texture:

- Locate the material you're interested in.
- Open its texture by selecting the material and pressing **Ctrl + Left Mouse Button** on the **Albedo** parameter (the material's color texture).



### 2. Checking the texture:

- If the texture is tiled (repeating and without unique fragments), it means you can easily replace it with another tiled texture (brick, tile, wood, etc.).

### 3. Replacing the texture:

- Download a new tiled texture.
- Insert it into the same material. The texture will automatically be replaced on all objects using this material.

### 4. Creating a unique material:

- If you need to create a unique material, you can create a new material with your own texture and assign it to the selected object instead of replacing the existing texture.



If you have any additional questions, please contact us by email  
**[art\\_equilibrium.studio@mail.ru](mailto:art_equilibrium.studio@mail.ru)**