

Input System Notice

This asset uses Unity New Input System (default in Unity 6 or higher).

If your project still uses the legacy Input Manager, set **Active Input Handling** to **Both**.

If the camera does not rotate or the animation preview UI does not respond, make sure your project uses Unity New Input System (or set Active Input Handling to **Both**).

How to set Active Input Handling:

1. Go to Edit → Project Settings.
2. Select Player.
3. Open Other Settings.
4. Find Active Input Handling.
5. Set it to Both.
6. Restart Unity.

Shader Issue (Pink Materials)

If you encounter pink shader issues, please try the following:

1. Re-import the assets along with their shaders.
2. If the issue persists, manually install the latest Unity Toon Shader:
 - 1) Open Unity's Package Manager.
 - 2) Click the + button (top-left).
 - 3) Select "Install package from git URL...".
 - 4) Enter: **com.unity.toonshader**

For the latest installation instructions, visit:

<https://docs.unity3d.com/Packages/com.unity.toonshader@0.13/manual/installation.html>

Ensure you select the most recent version from the documentation page.

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