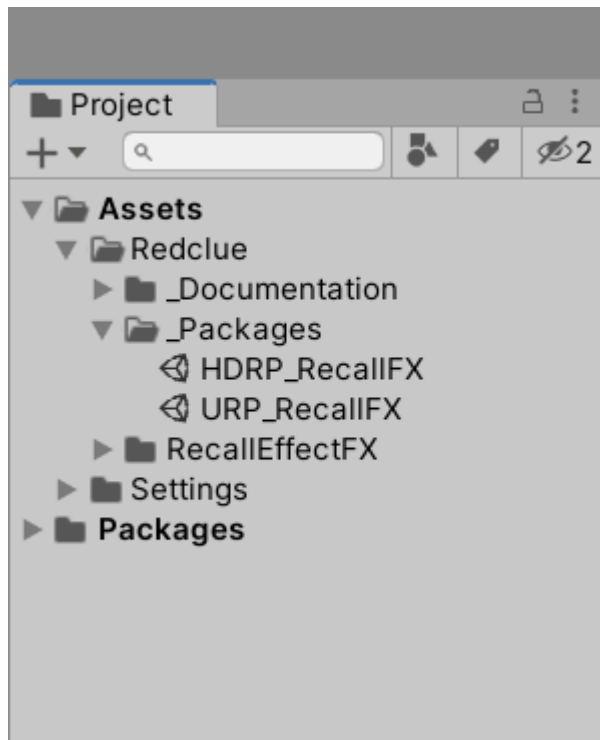


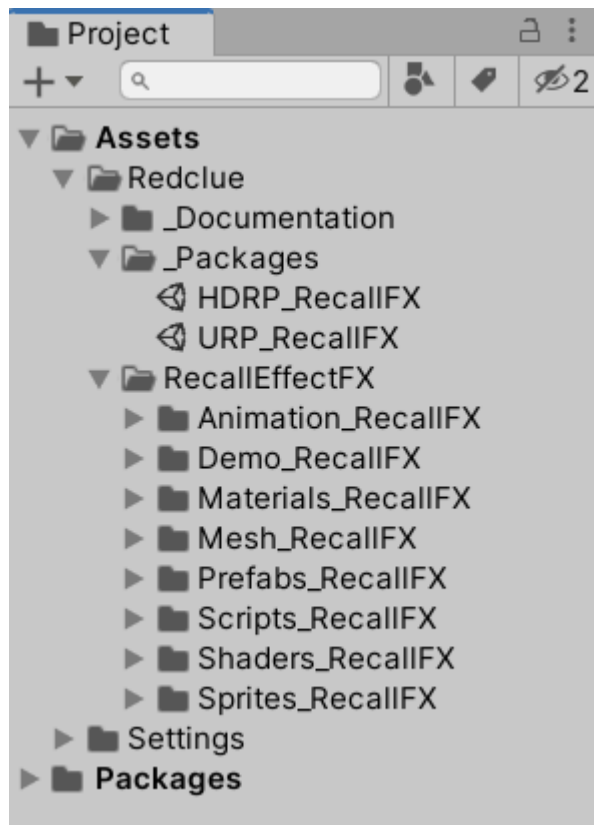
How to open and use Demo Scene?

- Make sure to use URP or HDRP. Import the asset, it should look something like this



-Now go to the **_Packages** folder and unpack the package according to the pipeline you are using. For example if you are using URP (Universal render pipeline), double click on URP and unpack it same for those who are using HDRP.

-After the Unpack it should look something like this



-Now open the **Demo_** folder and inside there is a Demo scene.

Shaders are very easy to use and scripts have explanations when you open them.

If you face any problems please Email me -

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