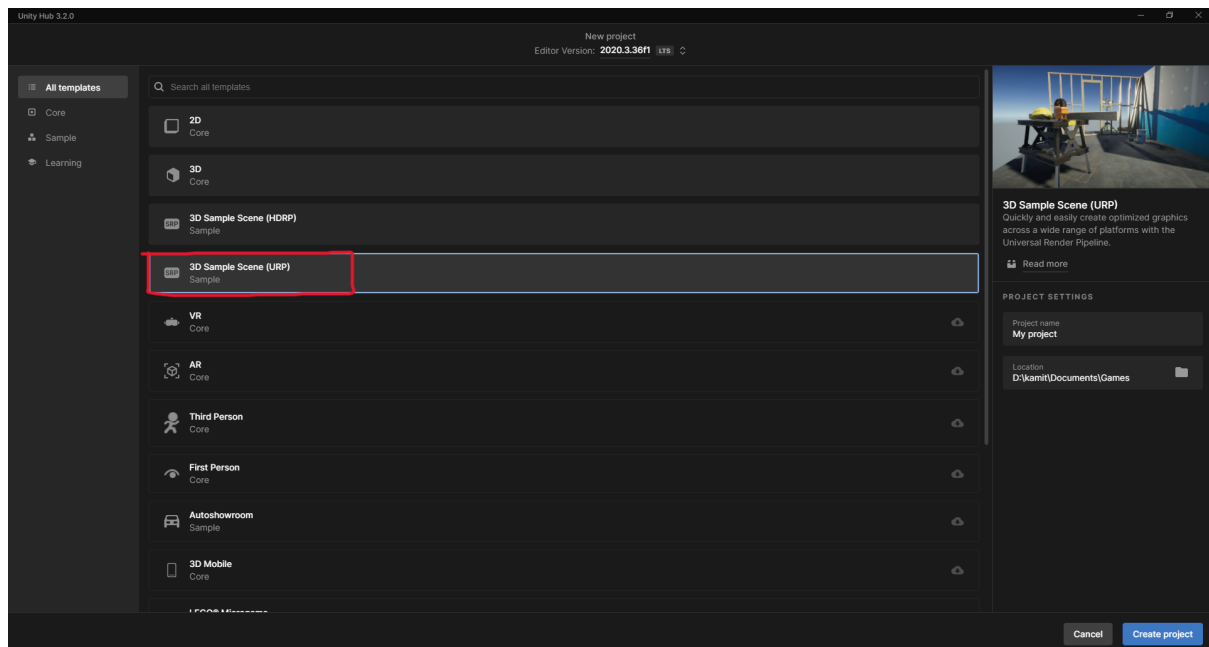
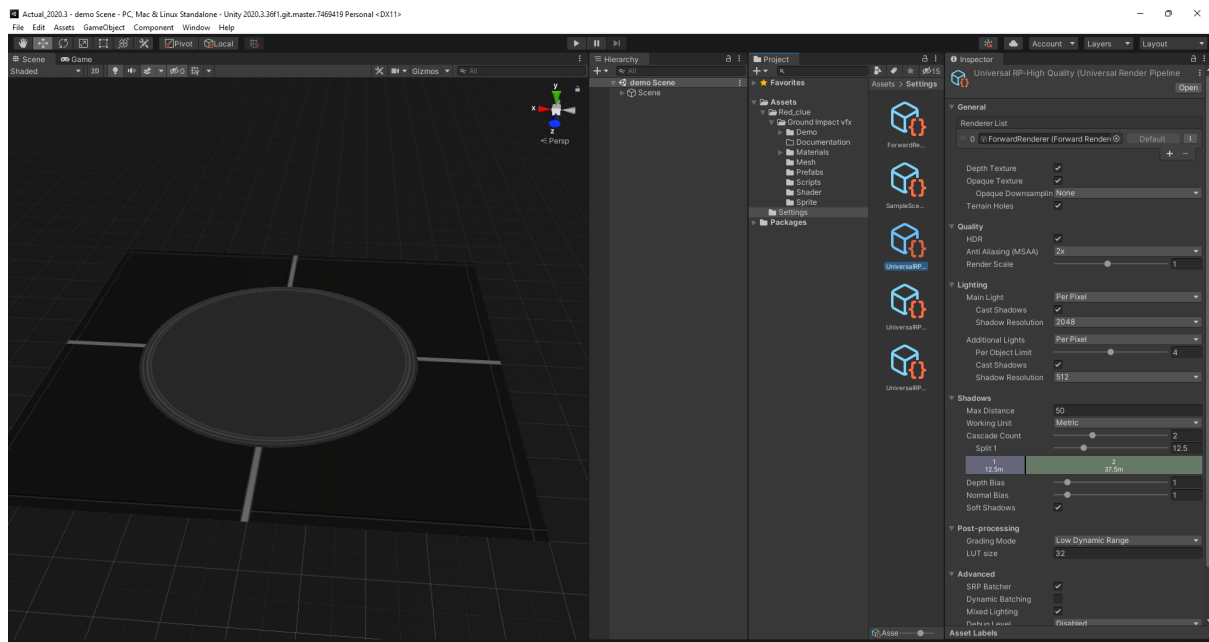


# Quick Start

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.

If you face any problem please email me.

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