

# Dynamic - PORTALS -

## Version 1.1.3

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- New demo scene
- Editor preview
- Two sided portals
- Rendering limitation options
- Editable clipping plane offset

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Thank you for buying the asset! With your purchase comes the power to make it evolve. If you have questions, want to suggest new content or have a bug to report, please e-mail us at [games.kyub@gmail.com](mailto:games.kyub@gmail.com).

## Quick Start Guide

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- 1- Drag a player in your scene. (Resources/Prefabs)
- 2- Drag 2 portals in your scene. (Resources/Prefabs)
- 3- Set one portal's target, once you set the target for one portal, the link to the other will be established automatically.

## When switching to URP

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If you switch to URP, you may have to open the portal and border shaders with shader graph and save them for the portals to work as intended. (Resources/Shaders)

If the portal stays gray, enable post-processing on all your portal cameras.