

First installation

In the /Install folder, you'll find the following packages:

Script file packages

Effect Scripts (Built-in RP)

If you are using the Built-in RP and have the "Post-processing" package installed, unpack this.

Effect Scripts (URP)

When using the Universal Render Pipeline, unpack this.

Using the Post-processing package, alongside of URP, is not supported.

Warning: Unpacking these files, without the related package installed, will have every effect script throw errors. This is to be expected.

Demo content

SampleTextures

A package containing a variety of textures that be used with specific effects.

DemoScenes (Built-in RP)

Contains demo scenes built around the post-processing package.

Before unpacking this, unpack the "SampleTextures" package first, the files inside are used in the demo scenes.

For URP, no demo is available unfortunately. This is largely because every effect needs to be set up in the pipeline renderer. As such, demo content would simply not be in a working order...

Updating the asset

After importing an update from the asset store, some scripts may throw an error because something changed in the core scripts. Not to worry!

You should unpack the (updated) package as instructed above to update all the effect scripts as well.