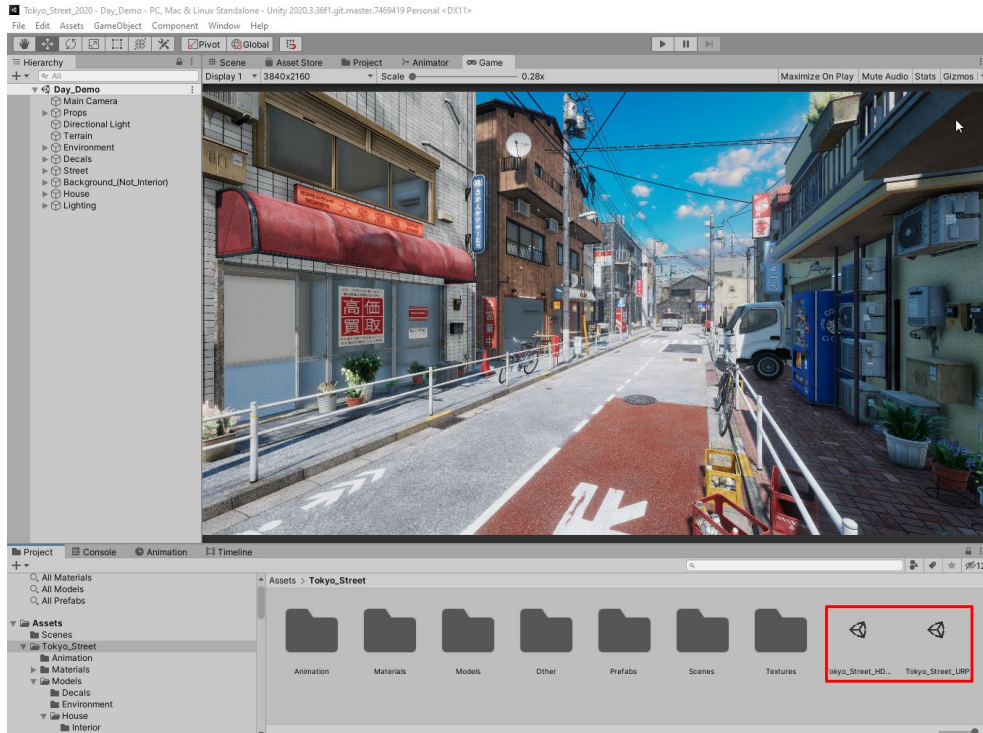
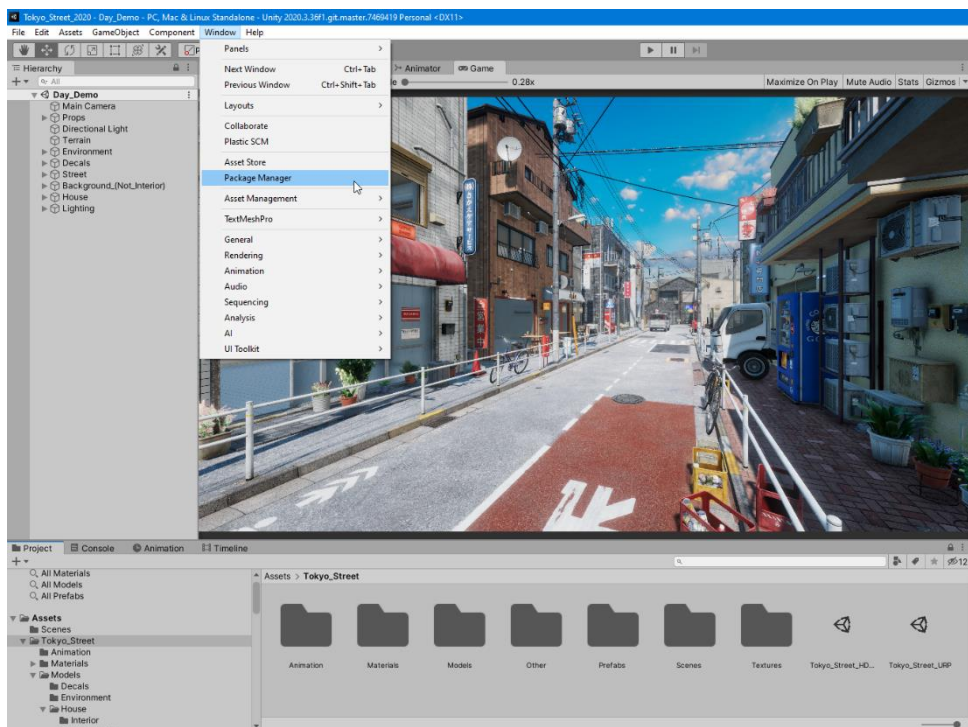


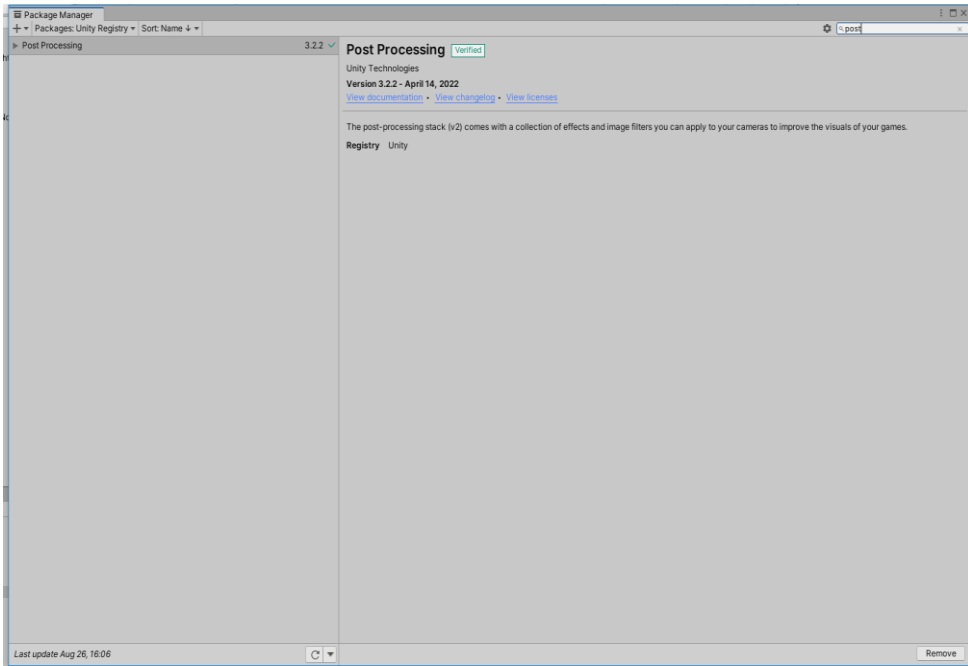
Thank you for your purchase.

1 The package is designed to be ready to use for 3 renderers at once. If you use a standard render, then you don't need 2 packages in the red rectangle and you can delete them. If you need HDRP or UP, choose one of the two packages and put them in your project. By themselves, these packages are self-sufficient and work independently.



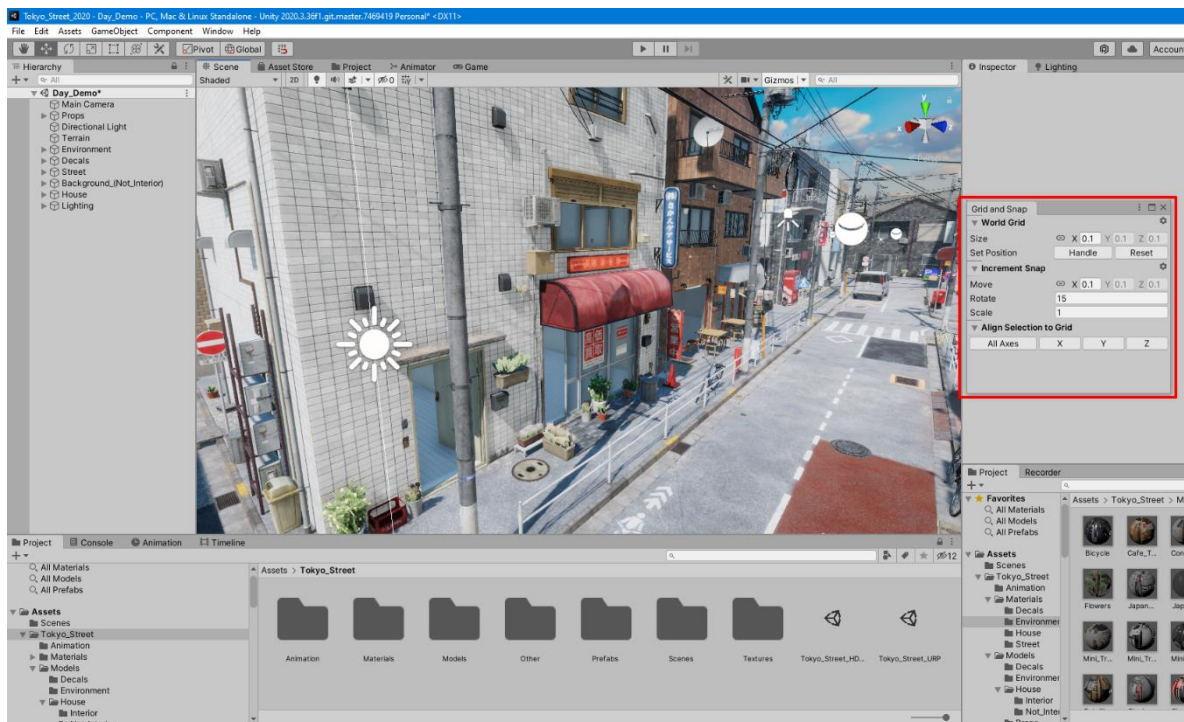
2 If post processing is not already installed in your project. You need to download it. See the screenshots how to do it. It must be downloaded, otherwise you will not have the same image quality in the asset as I have.

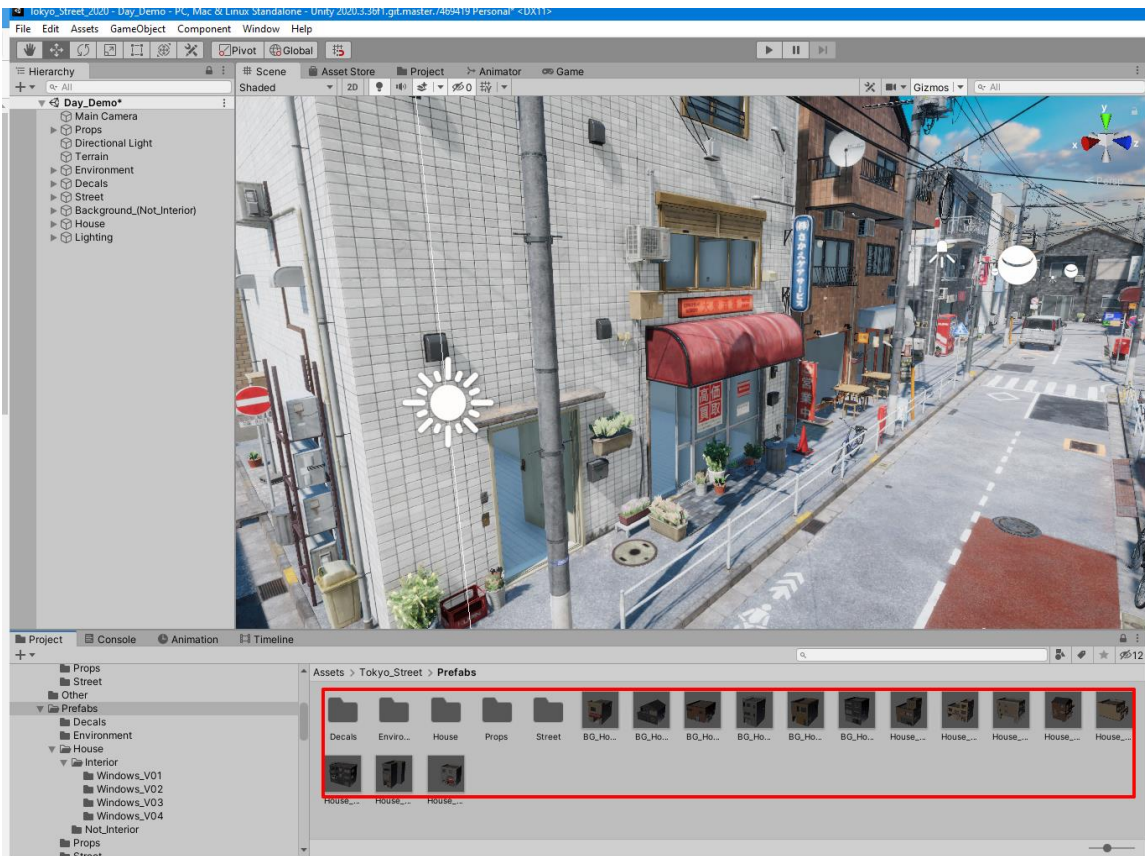




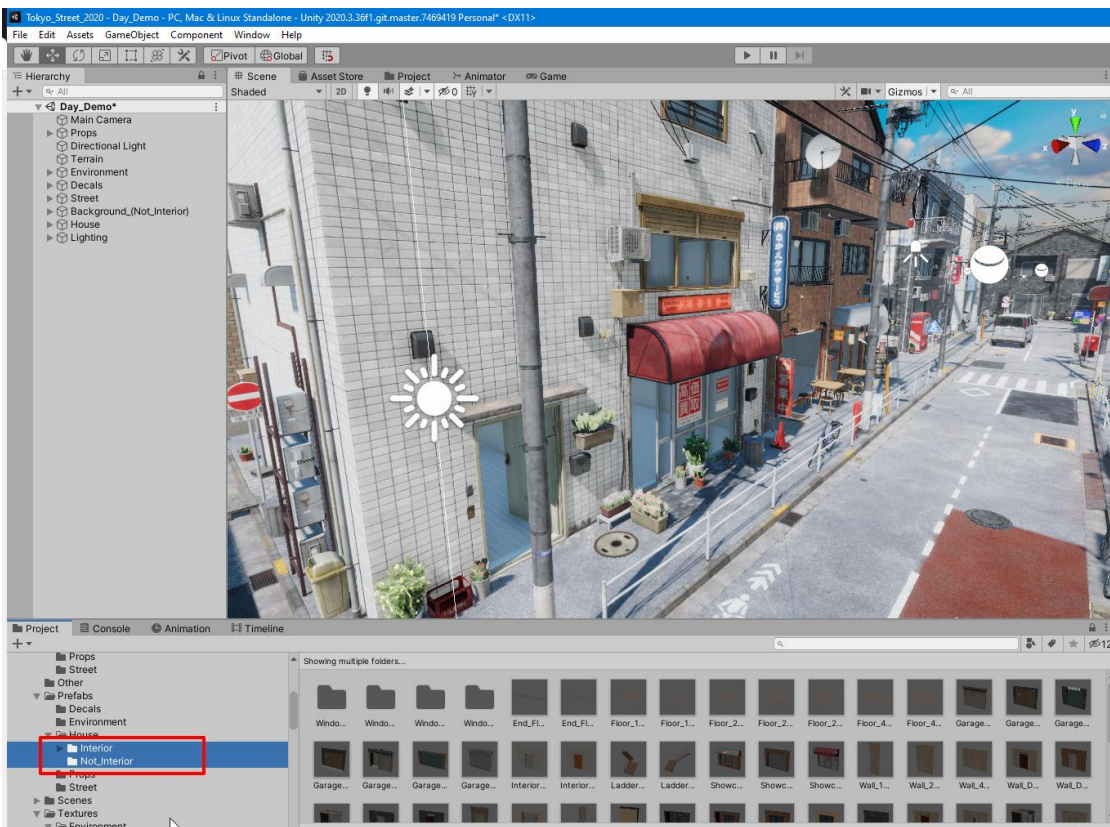
3 All houses are assembled from modules. There are already assembled buildings in the project, you can use them. You can also assemble yourself at home using the Grid and Snap system. Set the parameters the same as mine. Follow the link in the video to see how it works.

[Unity Tutorial: Snapping Tools - YouTube](#)





You can also create houses with and without an interior. There are 2 types of modules in the asset. With the BG prefix, these models are simplified and without the interior, this is done for optimization.



Your feedback motivates me to create new assets at such low prices!!!