

### Unity asset - House Furniture Pack v2.0.0

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Here are the instructions for integrating this package into your Unity project with either the HDRP or URP render pipeline:

- Begin by importing the package into your Unity project by selecting "Assets" > "Import Package" > "Custom Package" from the Unity Editor's menu.
- Choose the package file containing the interior props you wish to use.
- Within the imported package, locate separate folders for HDRP (High Definition Render Pipeline) and URP (Universal Render Pipeline).
- Depending on which render pipeline you're using, navigate to the corresponding folder (HDRP or URP).
- Inside the HDRP or URP folder, you'll find a .unitypackage file specific to your chosen render pipeline.
- Import the appropriate .unitypackage file into your Unity project by double-clicking it or selecting "Assets" > "Import Package" > "Custom Package" and choosing the file.
- Follow any additional setup instructions provided within the package documentation or README file to ensure proper integration and usage of the interior props with your chosen render pipeline.
- Once imported, you should be able to access and utilize the interior props within your Unity scenes for creating immersive environments.

By following these steps, you'll be able to seamlessly incorporate the interior props package into your Unity project, whether you're using the HDRP or URP render pipeline.



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