- 1. you need unity version 2021.3 and above.
- 2. standard colliders have been added to prefabs, if necessary, replace them in accordance with your project.
- 3. the material was initially added as standard, when used in a URP or HDRP project, change the shaders to the appropriate ones.
- 4. Models have UV Unvrap, if desired, can be repainted to suit the needs of your project.