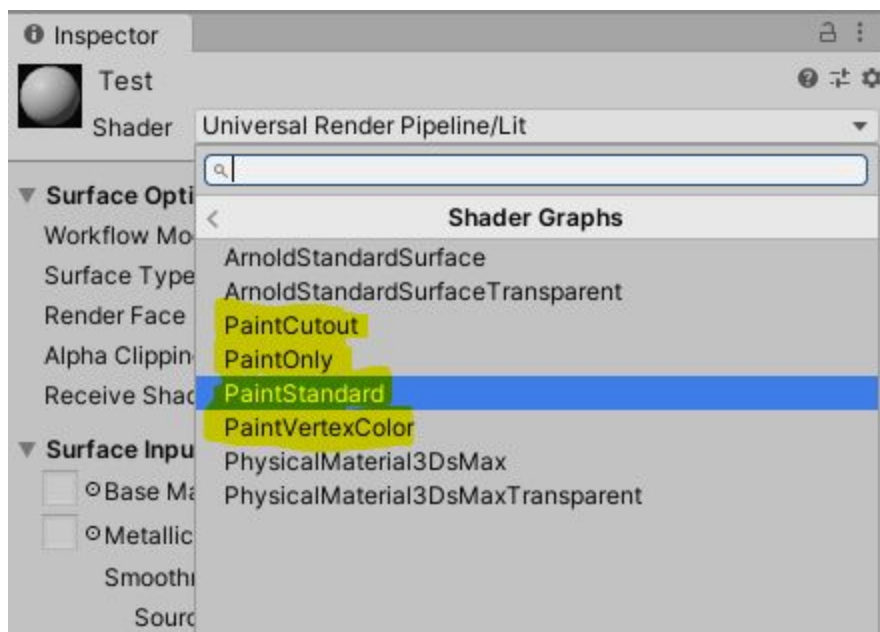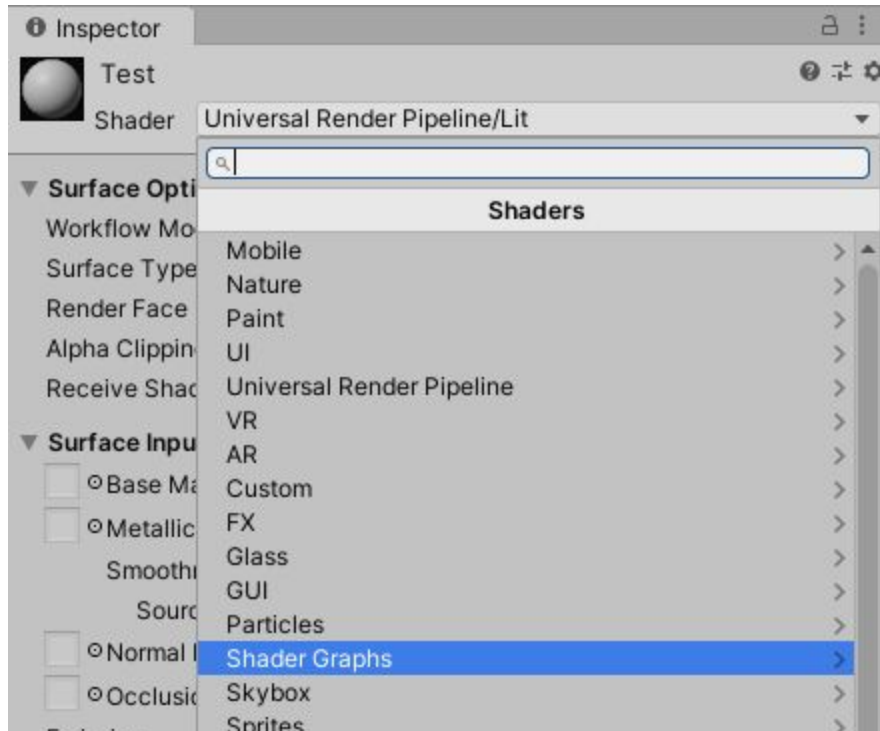# Universal Render Pipeline

Everything works the same as the Built-in Pipeline, You only need to use URP shaders.

These are standard Shader Graph shaders that can be found here:

Included are 4 Common Variations, Standard/Vertex Color/Cutout/Paint Only

Suggest you Duplicate the "PaintStandard" Shader Graph, rename it and edit.
*IMPORTANT - You must start the shaders name with "Paint"