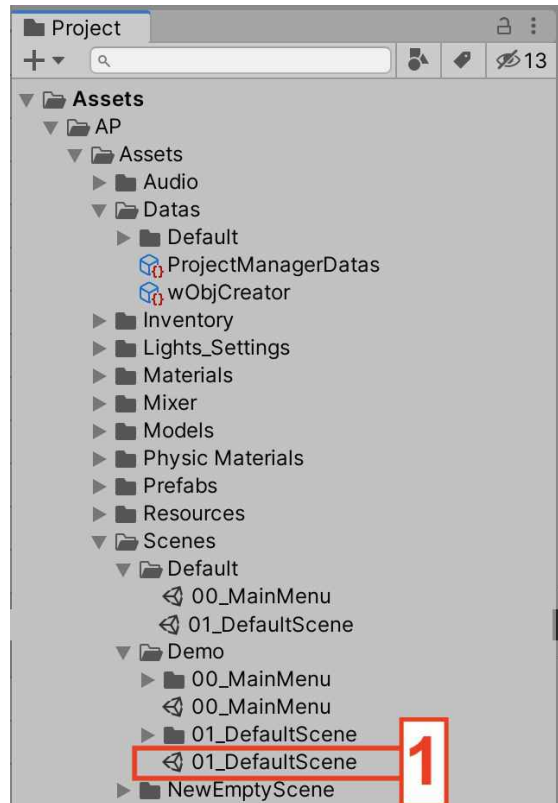## URP Camera

> **IMPORTANT:** Make a copy of your project before starting next steps process.

Open your gameplay scene.
For the example open 01_DefaultScene
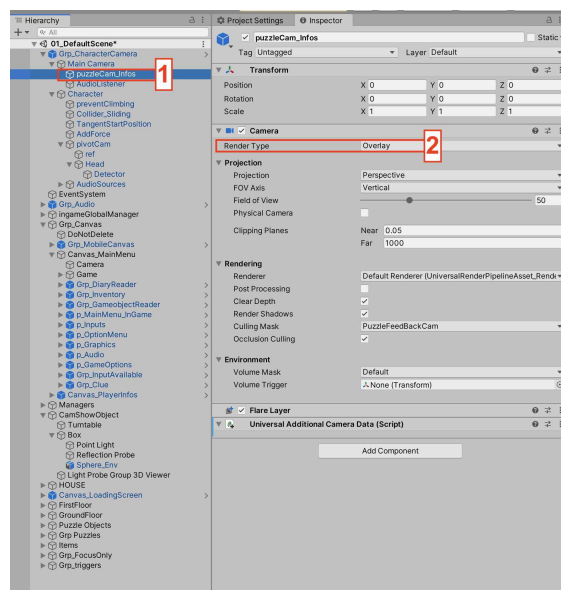*(Project Tab: AP → Assets → Scenes → Demo → 01_DefaultScene)*

> **Info:** *In URP we must use URP Camera Stack system to display the needed camera.*

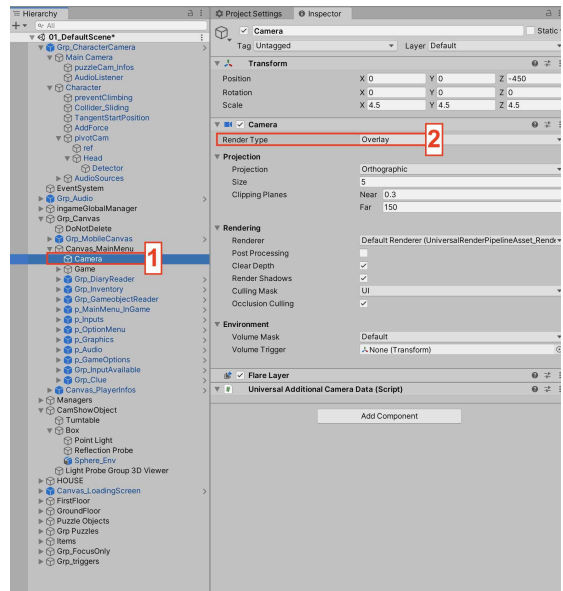In the Hierarchy, select puzzleCam_Info (spot 1)
(Hierarchy → Grp_CharacterCamera → Main Camera → puzzleCam_Infos)
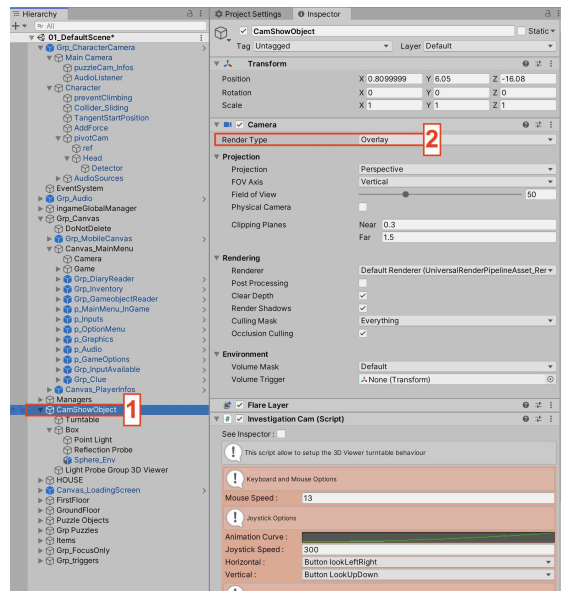
In the Inspector set Render Type to Overlay (spot 2)

In the Hierarchy, select Camera (spot 1)
(Hierarchy → Grp_Canvas → Canvas_MainMenu → Camera)

In the Inspector set Render Type to Overlay (spot 2)

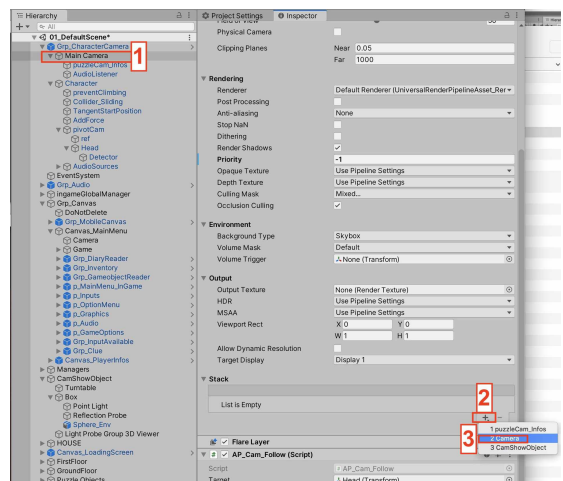In the Hierarchy, select CamShowObject (spot 1)
(Hierarchy → CamShowObject)

In the Inspector set Render Type to Overlay (spot 2)

In the Hierarchy, select Main Camera (spot 1)
(Hierarchy → Grp_CharacterCamera → Main Camera)

In the Inspector press button + (spot 2 stack section)

Select Camera (spot 2)

In the Inspector press button +
Select puzzleCam_Infos

In the Inspector press button +
Select CamShowObject

You must have the cameras in the same order as the picture on the right.

IMPORTANT: If you use multiple gameplay scene. Do the same process for each scene.