Setup Info:

Package comes with HDRP Shaders by default if you want to switch your Project to use the Universal Render Pipeline instead, you must convert those Shaders to the UniversalRP Shaders.

To change project shaders to UniversalRP Shaders:

1. Open your Project in Unity and go to **Edit** > **Render Pipeline** > **Universal Render Pipeline**.
2. According to your needs, select either **Upgrade Project Materials to UniversalRP Materials** or **Upgrade Selected Materials to UniversalRP Materials**.

Note: These changes cannot be undone. Backup your Project before you upgrade it.

Tip: If the Preview thumbnails in Project View are incorrect after you've upgraded, try right-clicking anywhere in the Project View window and selecting **Reimport All**.