# FROM BUILT-IN TO URP

CONVERSION TO UNIVERSAL RENDER PIPELINE:
- UNITY 2021.3.13F1 OR LATER VERSION

- USE THE 'URP.PACKAGE' IN THE 'FROM BUILT-IN TO URP' FOLDER.

- THIS OVERWRITES THE 'MATERIALS' FOLDER.

- IT WILL USE A SIMPLE UNIVERSAL RENDER PIPELINE/LIT SHADER.
  IT WILL NOT HAVE A CARTOON EFFECT.

- FOR A CARTOON EFFECT, USE THE UNITY TOON SHADER:
  HTTPS://DOCS.UNITY3D.COM/PACKAGES/COM.UNITY.TOONSHADER@0.8/MANUAL/INSTALLATION.HTML

*IF YOU NEED ADDITIONAL ANIMATIONS, TEXTURES,*
*OTHER FACIAL EXPRESSIONS FOR THIS PACKAGE, LET ME KNOW,*
*I'LL ADD THEM TO THE TOOL AND UPDATE THE PACKAGE.*

deko