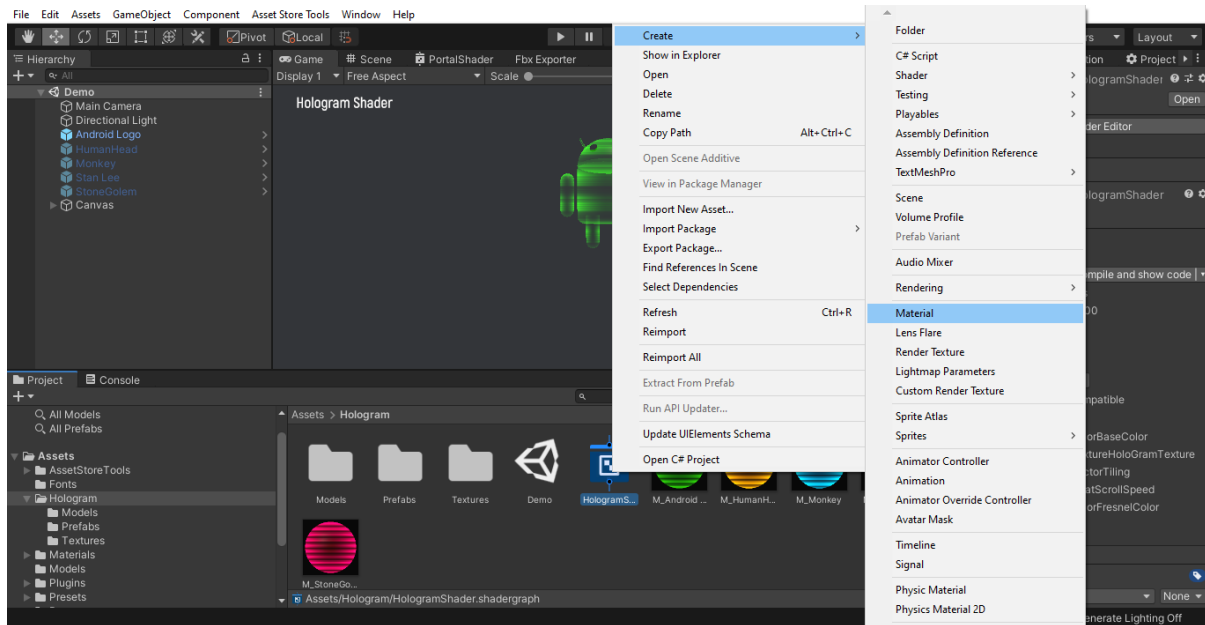


# HOLOGRAM URP SHADER



To create a new material from the Hologram shader, right-click on the shader then go to create and then select material. A material will be created at the same path at the shader. You may now move the shader and/or the material to any other location.