

Pink Planet Studios



Thanks for your Support.

Welcome to the Pink Planet Community.

If you are having issues while using any of our assets feel free to write us an email:

Pinkplanet.unity@gmail.com

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1. How to adjust the default size/scale

This is just a standard 3d model just like any other model available on the store.

*If you want to change the size of the model you have to do it just after you import the unity package in your project, and before using the model in the scene, you should have an idea of the required scale, to do this:

- i. Place the model in your scene and scale it as you desire using the scale component in the inspector window or press 'R' key on your keyboard and adjust to the desired size. Note down this scale value.
- ii. Now delete the model in the scene before changing the scale.
- iii. After deleting the model from the scene, select the model in the project window folder, after selecting the model, you should see import settings for the model (just like image 01), in the scale factor put the value of scale which you previously noted/checked

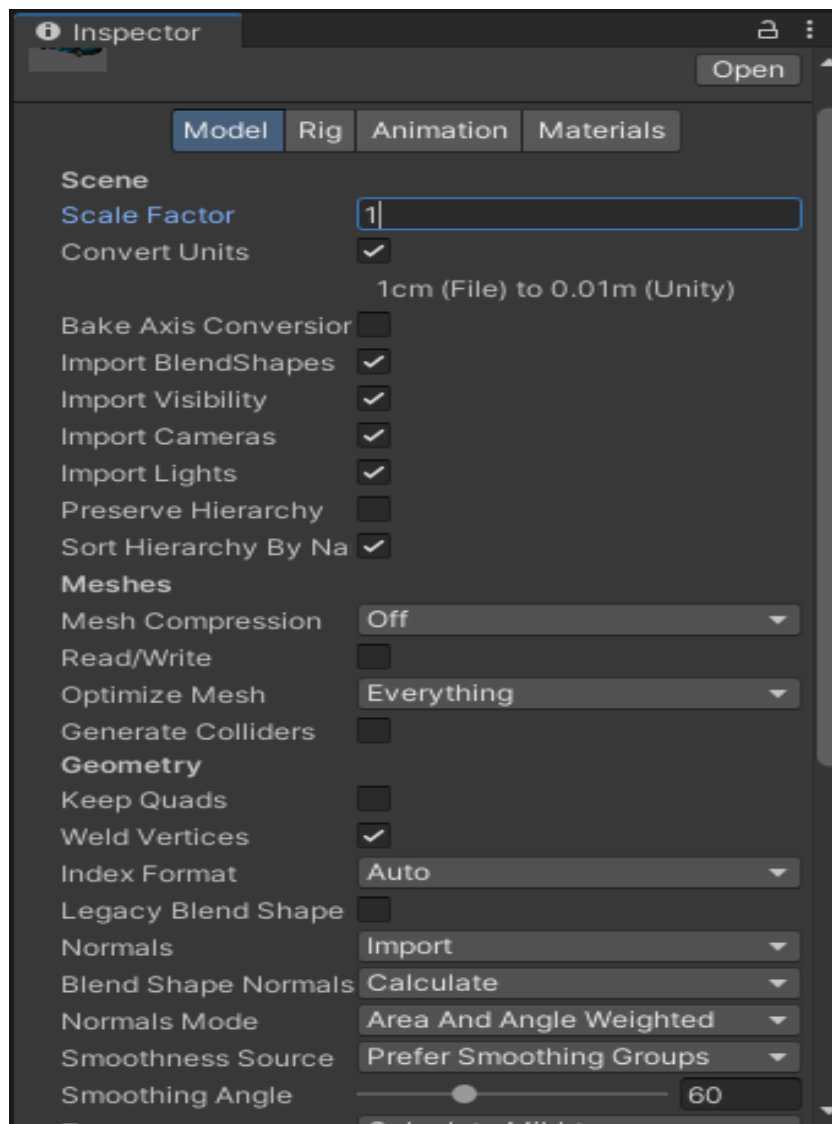
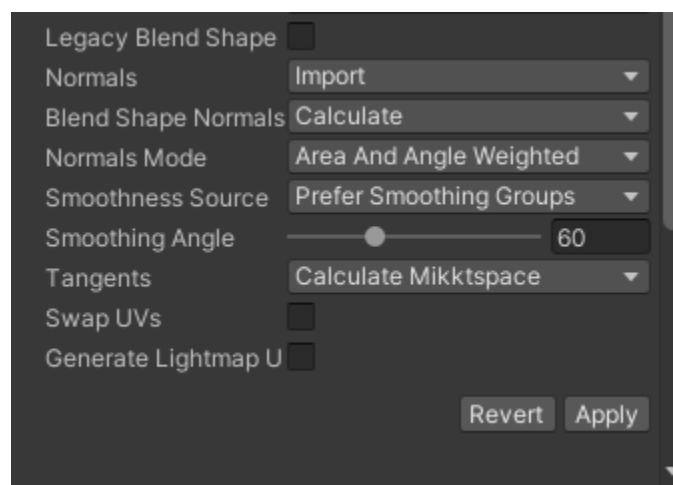


Image 01

- iv. When you're done adjusting the scale, scroll down and click Apply, or else changes won't be applied.

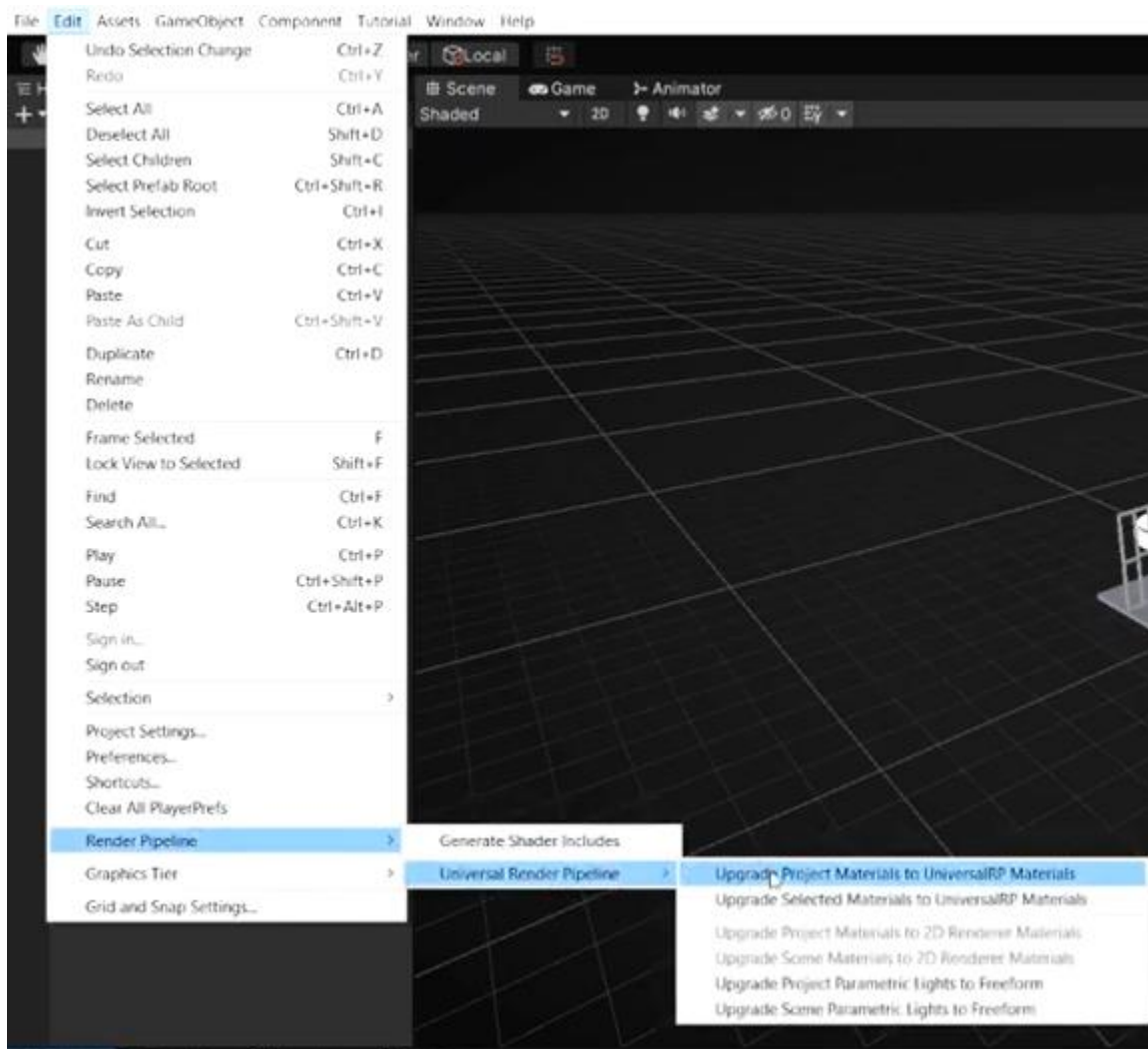


2. Upgrade to URP or HDRP

A. TO URP

*Any kind of custom shaders are not included in the package, so when using the models with URP just follow the standard workflow to convert materials.

i. For versions older than 2021.2.2



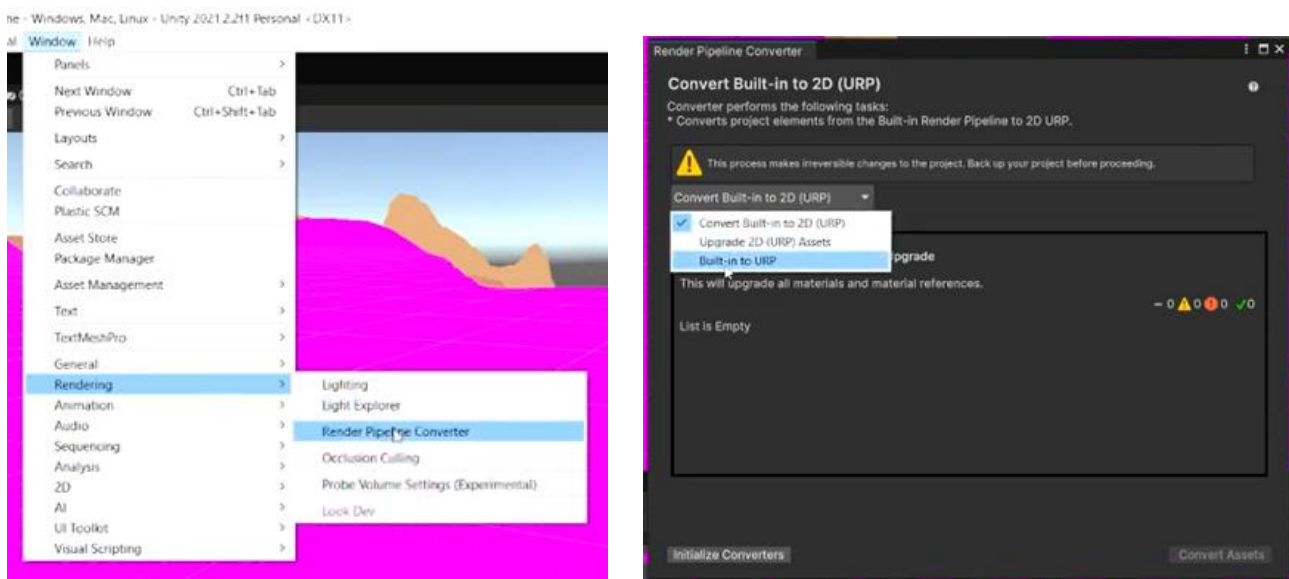
Go to Edit > Render Pipeline > Upgrade Project Materials to UniversalRP Materials.

This will convert all the missing materials to URP materials.

ii. For versions later than 2021.2.2

Go to Window > Rendering > Render Pipeline Converter

Then A new window will open (Render Pipeline Converter)

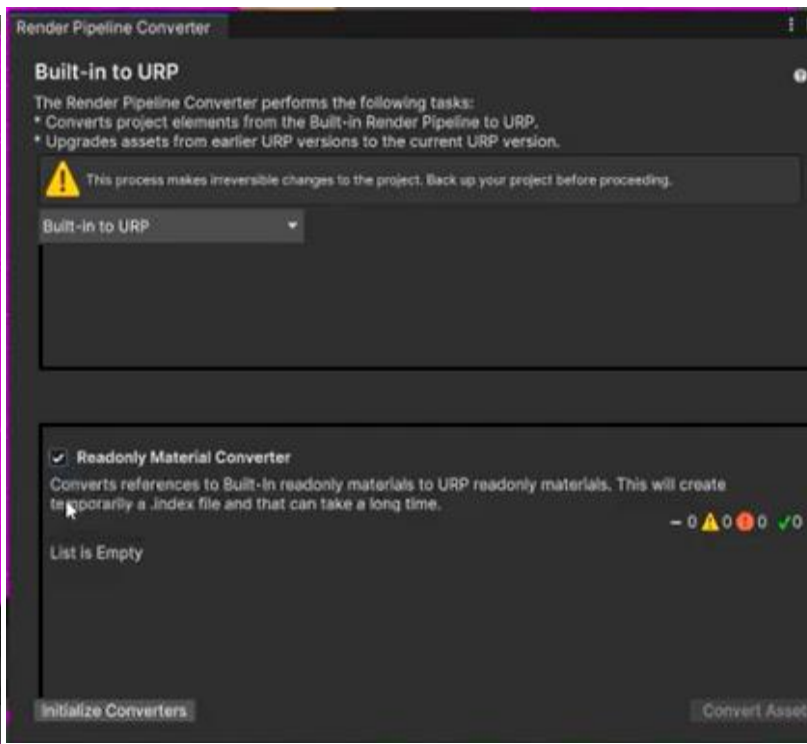
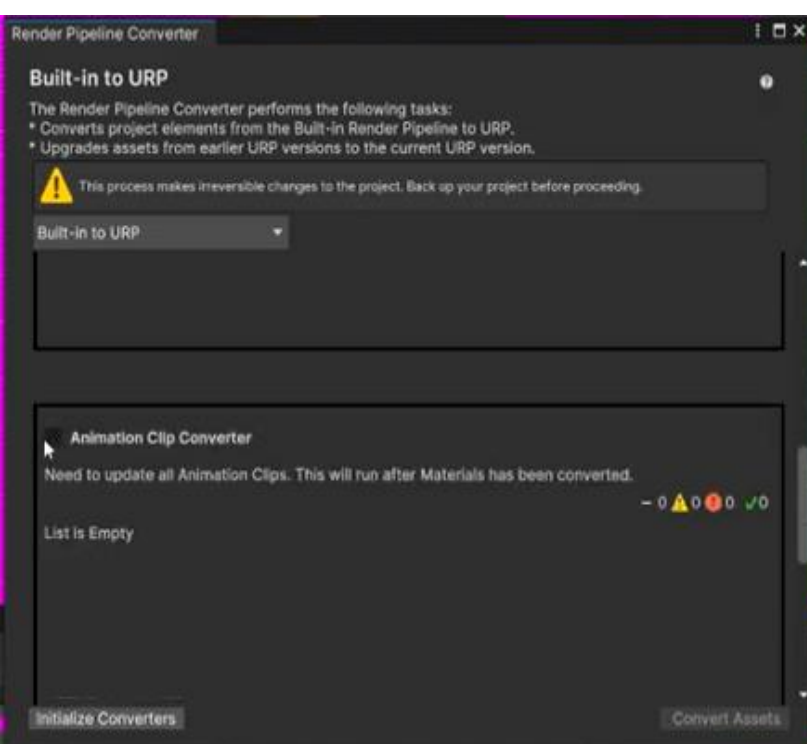
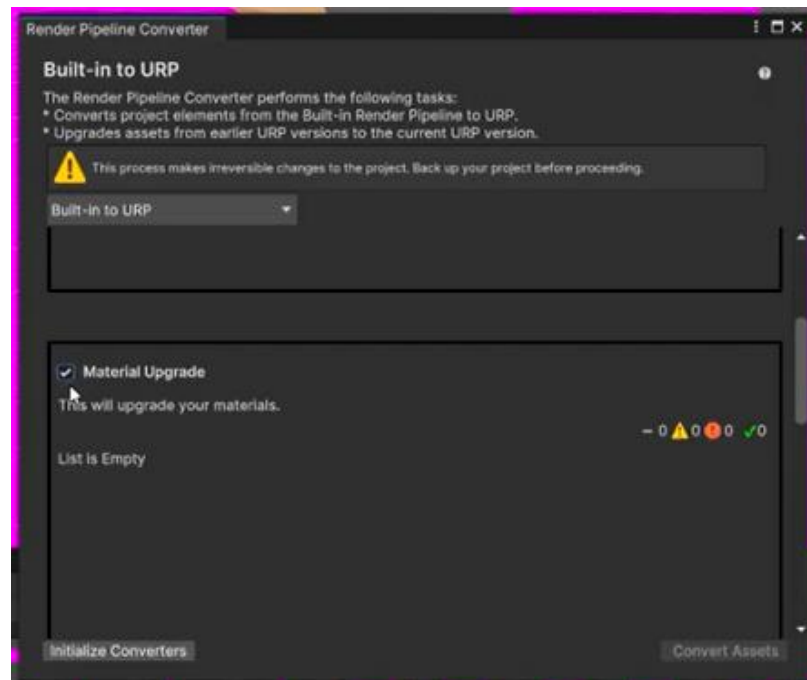
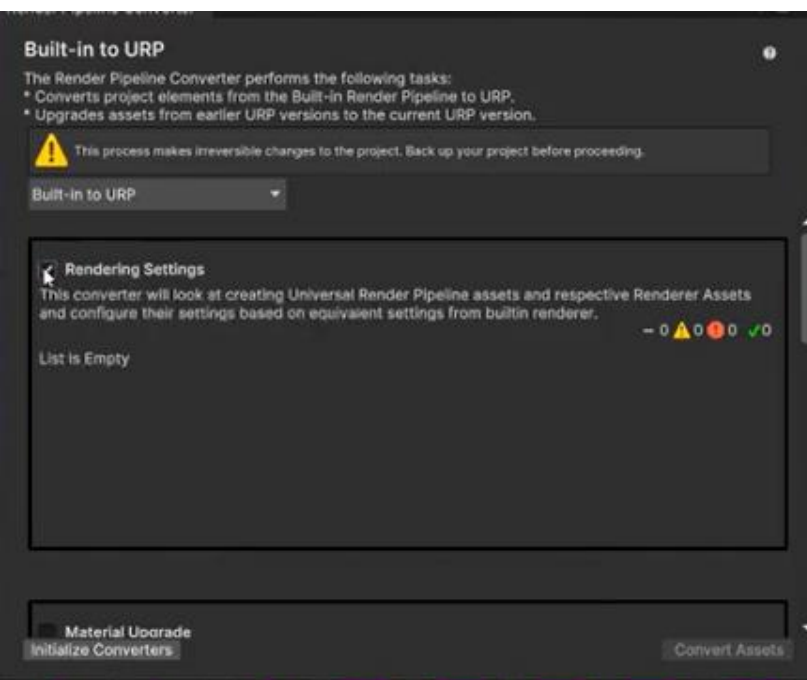


Click on the drop down menu and select Built-in to URP

After selecting it, you have to click all the options which you want to upgrade. Some of these options will be Rendering Settings, Material Upgrade, Animator Clip Converter etc.

You have to scroll down after selecting Built in to URP and then select all the options which you want to convert.

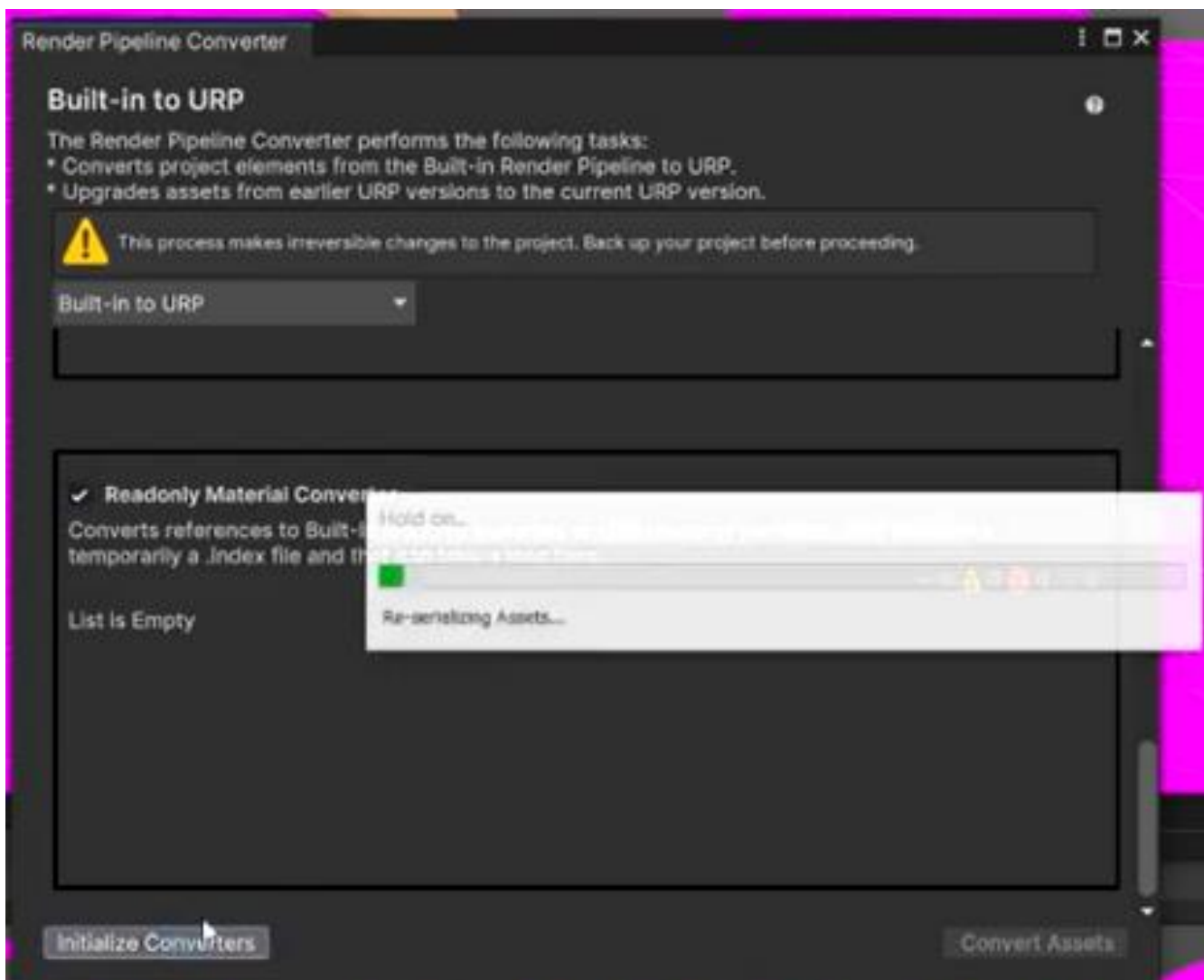
These are a few examples of those options which you will see in the Converter window after selecting Built in to URP option.



After selecting all the options click the Initialize Converter option on the left side, it will take some time (depending on your project size) and after some time it will show you a list of all the items which will be converted.

After then click on the Convert Assets option on the right hand side.

After converting all the materials it will ask you to reload the scene just select the reload option and after reloading the scene, you are all good to go.



B. To HDRP

All the steps will be same as mentioned above , just select HDRP instead of URP wherever applicable.

You can also take help of this video to convert materials to URP and HDRP both.

https://youtu.be/V_EGF1M3fgY

Or you can search online by yourself about upgrading materials to URP and HDRP.

3. How to contact us

You can contact us on social media profiles and if you want technical support you can send an email to our support mail. Our social media profiles are:

Instagram : <https://instagram.com/pinkplanet09/>

Twitter : <https://twitter.com/pinkplanet09>

e-Mail support : pinkplanet.unity@gmail.com

Discord : <https://discord.gg/QWMzQS3dma>