This asset is made with love by Poly Ronin.

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Having Compatibility Issues ?

This asset uses the built-in render pipeline by default. However, if you're using
Universal Render Pipeline (URP) or High Definition Render Pipeline (HDRP), you will need
to convert the materials.

How to Convert Built-In Materials to URP:
Select the material you want to convert.
In the top menu, go to Edit > Rendering > Materials.
Click on Convert Selected Built-In Materials to URP.

How to Convert Built-In Materials to HDRP:
Select the material you want to convert.
In the top menu, go to Edit > Rendering > Materials.
Click on Convert Selected Built-In Materials to HDRP.

By following these steps, you can easily convert your materials to work with URP or HDRP,
ensuring compatibility with these render pipelines.

Enjoy !