

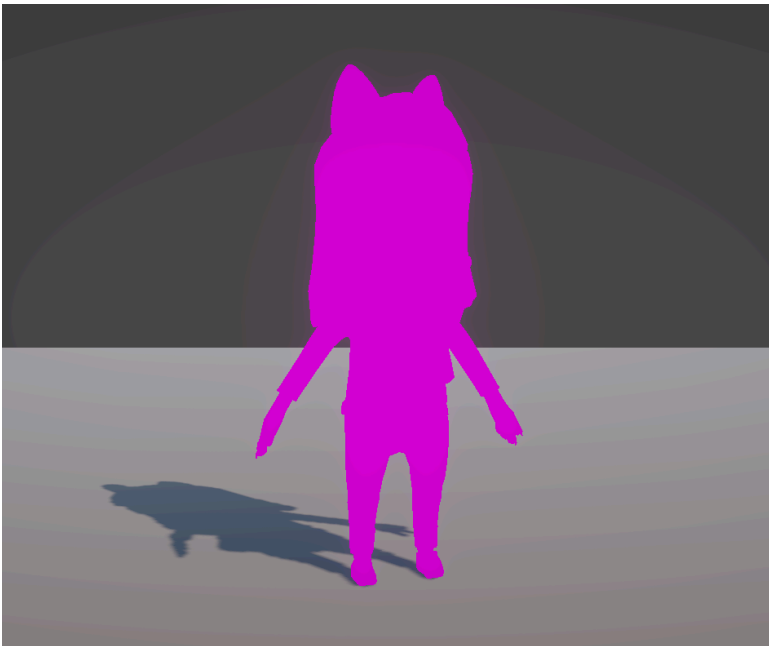


Supercyan Assets with Universal Render Pipeline

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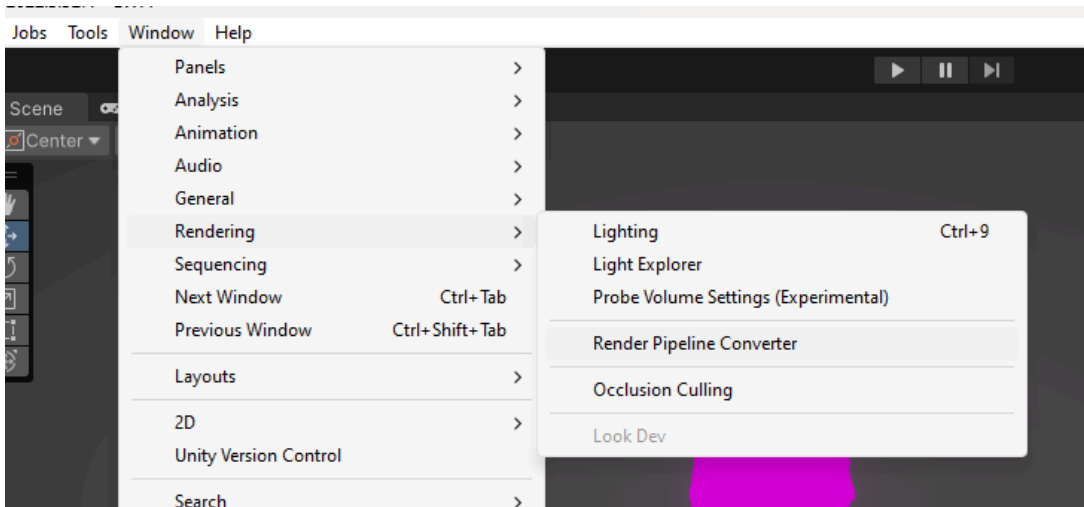
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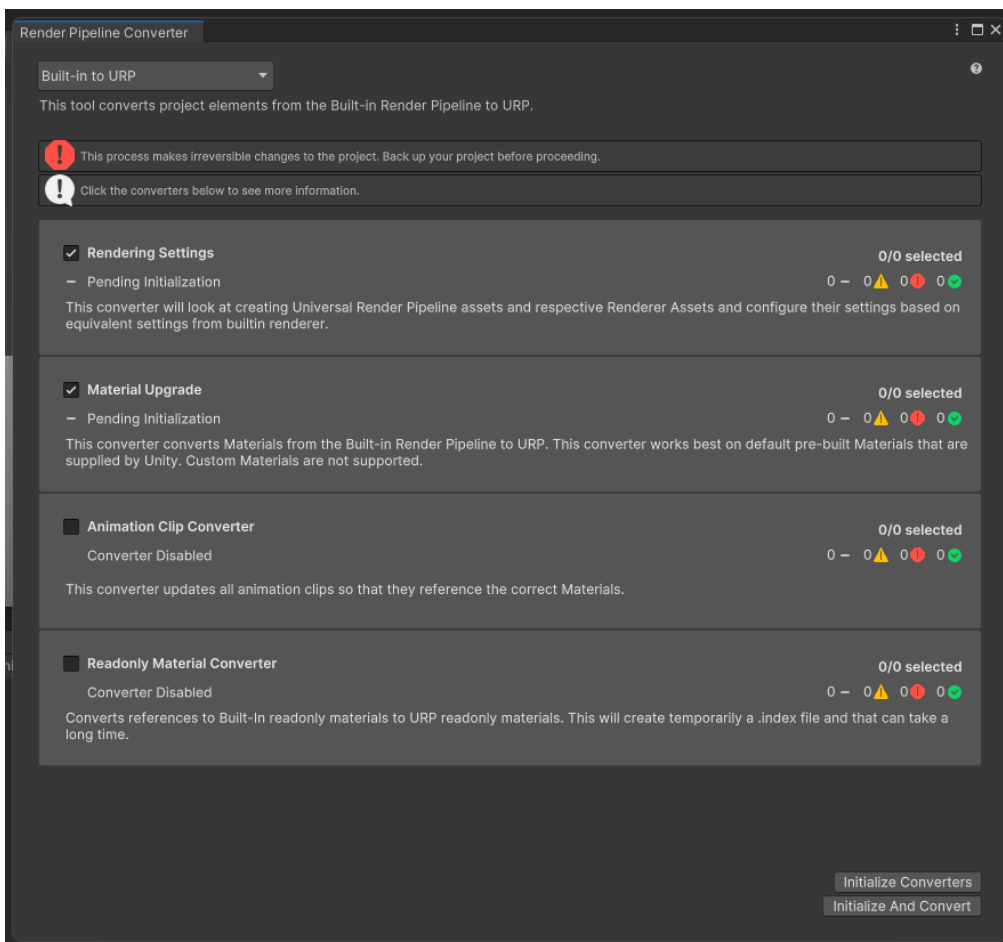
If the assets appear pink, the cause might be that the project is using the Universal Render Pipeline. To get the assets to work properly, the materials need to be converted using the **Render Pipeline Converter** tool.

Render Pipeline Converter

Materials with built-in shaders can be converted to work with the Universal Render Pipeline with the **Render Pipeline Converter** tool that comes with the URP package. The Converter can be opened from Window -> Rendering -> Render Pipeline Converter.



Check the **Rendering Settings** and **Material Upgrade** checkboxes. Press **Initialize And Convert**. Now when you close the Converter window, the assets should look normal.





Support

For support contact us at: supercyan@wearebind.com