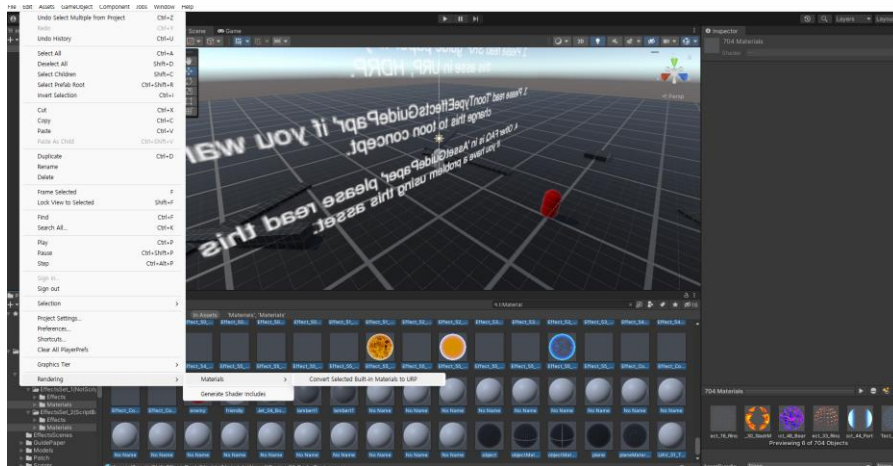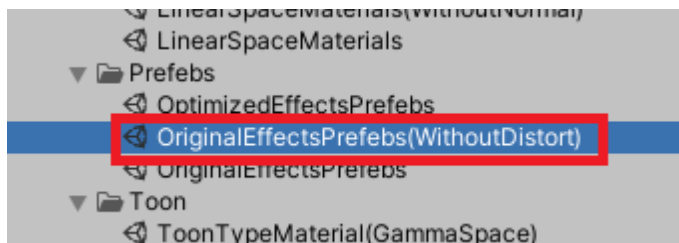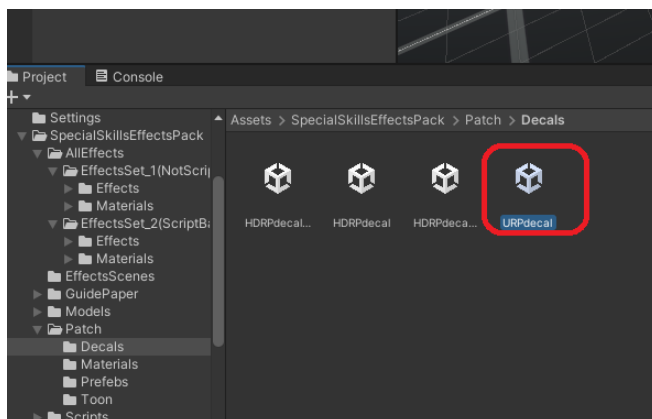# URP Guide Paper

# (2021-2023 Version URP)

1. You need to chagne all materials. Select all of material and click 'Convert Selected Built-in Materials to URP'



2. Patch 'OriginalEffectsPrefebs(WithoutDistort)' for remove Grabpass effects
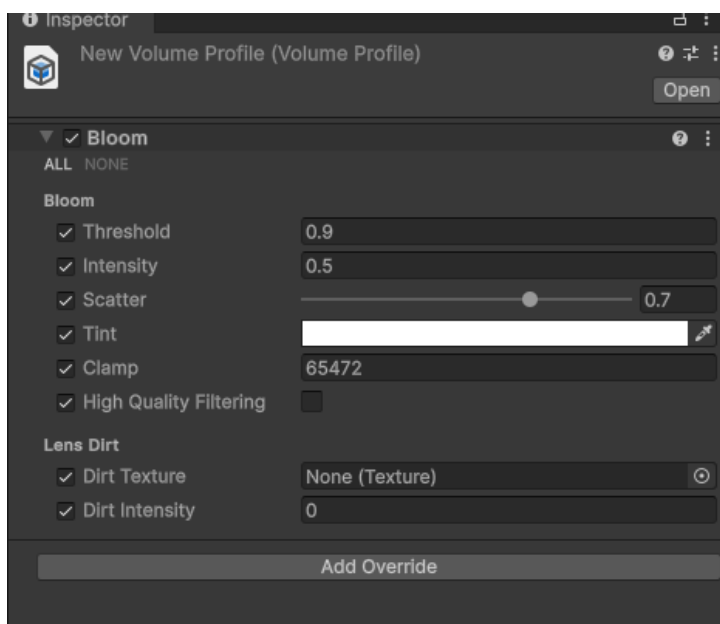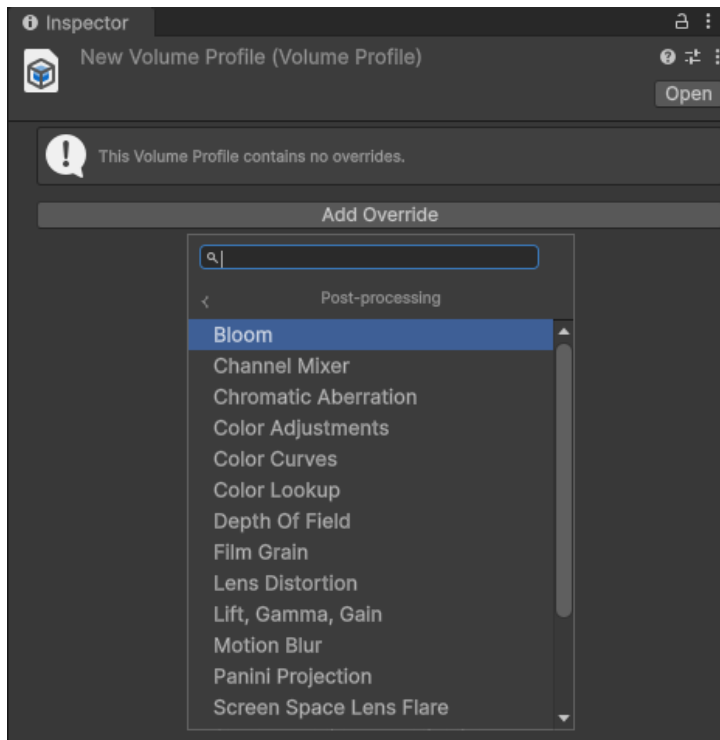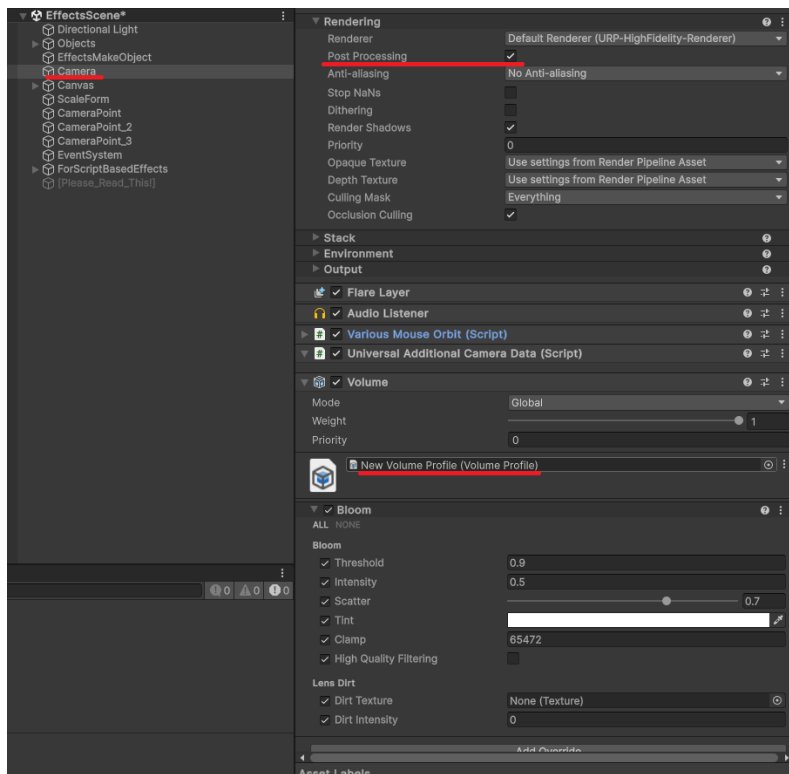


3. patch 'URPdecal' for visible decals.

4. Setup volume component to camera and profile in demo camera. Key post process is '**Bloom**'. Make New Volume Profile and Add **'Bloom'** Component and setup this to camera with post process '**on**'

Follow 'BloomPostProcessingGuidePaper' If you want more detail way to setting post processing

5. Now, you can see well with post process!