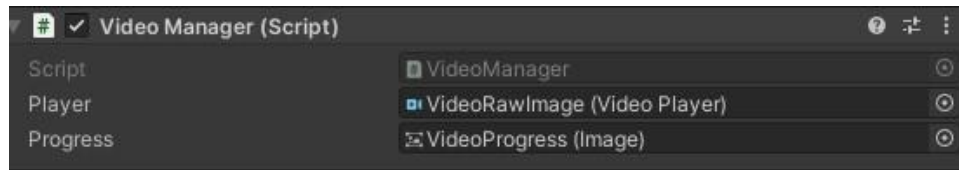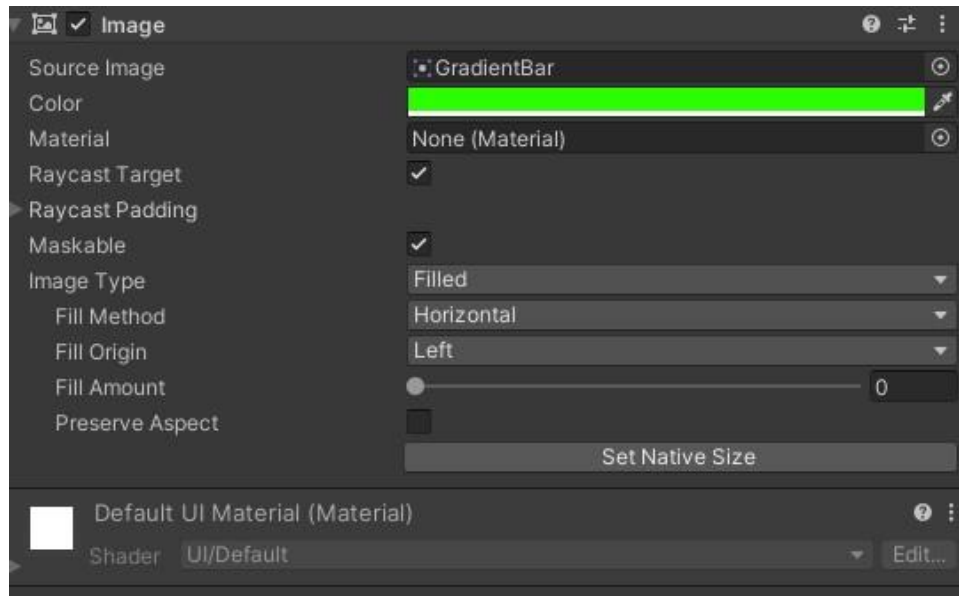1. Drag and drop VideoManager prefab from prefab folder into the scene
2. Check the videoplayer reference is available if not add your video player in that field.

# ✓ Video Manager (Script)		❷ ⊹ ⋮
Script	▣ VideoManager	◉
Player	◘ VideoRawImage (Video Player)	◉
Progress	▣ VideoProgress (Image)	◉

Create progress image like in the image below:

▣ ✓ Image		❷ ⊹ ⋮
Source Image	◌ GradientBar	◉
Color		⌀
Material	None (Material)	◉
Raycast Target	✓	
Raycast Padding		
Maskable	✓	
Image Type	Filled	▼
Fill Method	Horizontal	▼
Fill Origin	Left	▼
Fill Amount	●—————————————————	0
Preserve Aspect	☐	
	Set Native Size	

☐ Default UI Material (Material)		❷ ⋮
Shader	UI/Default	▼ Edit...

Add video clip in the video player and that's it.