

URP to HDRP CONVERTER

This package is an easy to use tool to convert your projects materials from URP (Universal Renderer Pipeline) to HDRP (High Definition Renderer Pipeline).

What is the Problem and How does this Package fix it?

When developers want to upgrade their Renderer Pipeline from URP to HDRP, it is very difficult and needs too much effort to change materials' shaders one by one.

This package

- Analyze your project files,
- Find all the materials which are using URP Shaders,
- Change their Shaders to HDRP Shaders

How to use the Package?

Your project has to have both URP and HDRP installed. After downloading URP to HDRP Converter package, import it to your project.

There will be two new options added on your Menu:

- Edit/Render Pipeline/**Convert All URP Materials to HDRP Materials**
You can upgrade all URP Materials to HDRP Materials with this option.
- Edit/Render Pipeline/**Convert Selected URP Materials to HDRP Materials**
You can upgrade only selected URP Materials to HDRP Materials with this option.

Assign `UrpToHdrpConverter/RenderingAssets/HighDefinitionPipelineAsset` to both:

- Edit/Project Settings/Graphics/Scriptable Render Pipeline Settings
- Edit/Project Settings/Quality/Rendering

Demo Scene

All Materials in Demo Scene are using URP shader. So you can observe the difference on this Demo scene when you upgrade URP materials to HDRP materials.

