

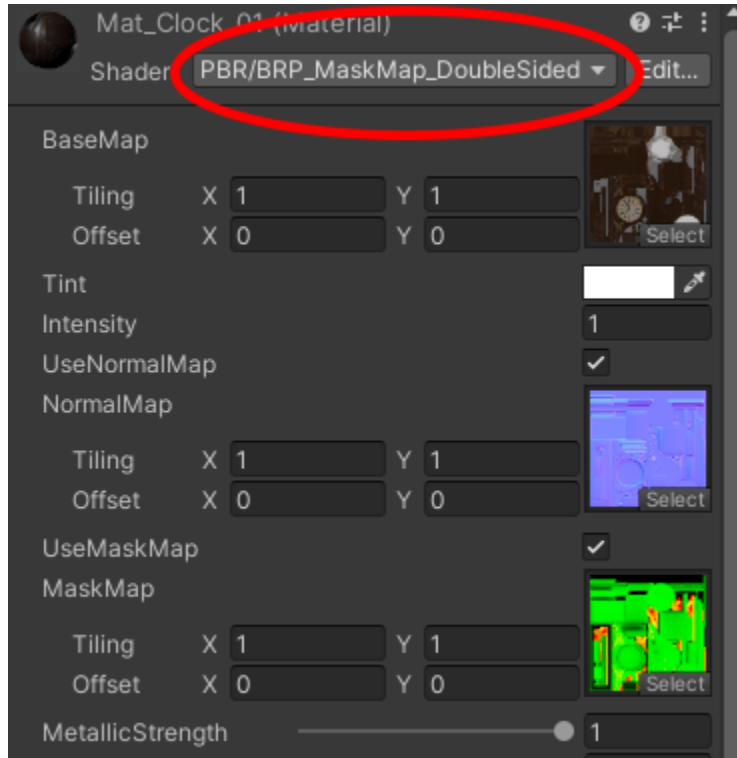
Mask Map Shaders

Mask map is a channel packed texture which has metallic in the red channel and ambient occlusion in the green channel and smoothness (gloss) in the alpha channel.

BRP and URP

Shaders in the BRP folder are for unity's standard render pipeline also ones in the URP folder are for unity's universal render pipeline, one for normal objects and the other (double sided) for opaque objects that use alpha clipping for creating transparency effects.

For changing a material from default shader to mask map shader click on top of your material and choose the shader you want from the PBR folder.



HDRP

For using textures in HDRP you don't need any custom shaders just change materials shader to lit (HDRP's default shader) and if the intended material uses an alpha map after changing the shader just turn on alpha clipping and both sided options in material (you don't need any alpha maps in HDRP).