

Render pipeline shaders should be used in Unity 2019.1 or above

1. - Upgrade the existing standard shaders

Edit / Render pipeline / Upgrade Project Materials to (High OR Low) Definition Materials

2. - Unpack renderpipeline shaders

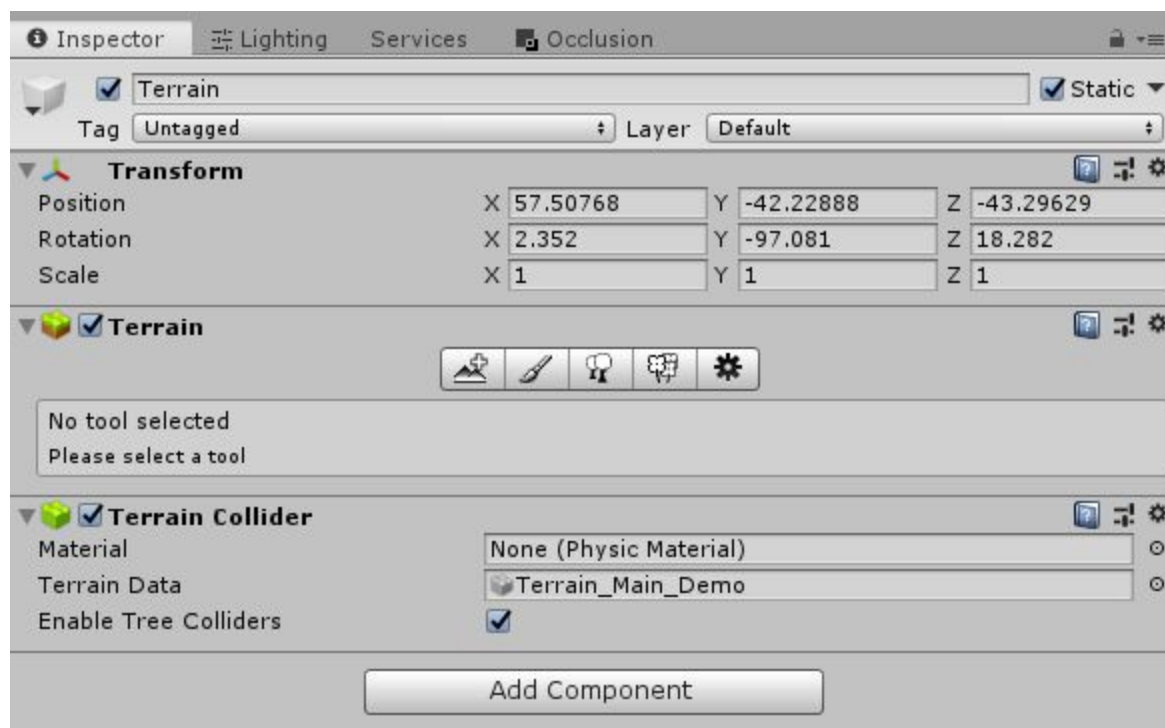
In the Shader folder you will find 2 unity packages, one "HDSRP" and one "LWSRP", double click the render pipeline you wish to use. These shaders are to be used in Unity 2019.1 and above (we are not supporting older versions of the render pipeline)

3. Terrain

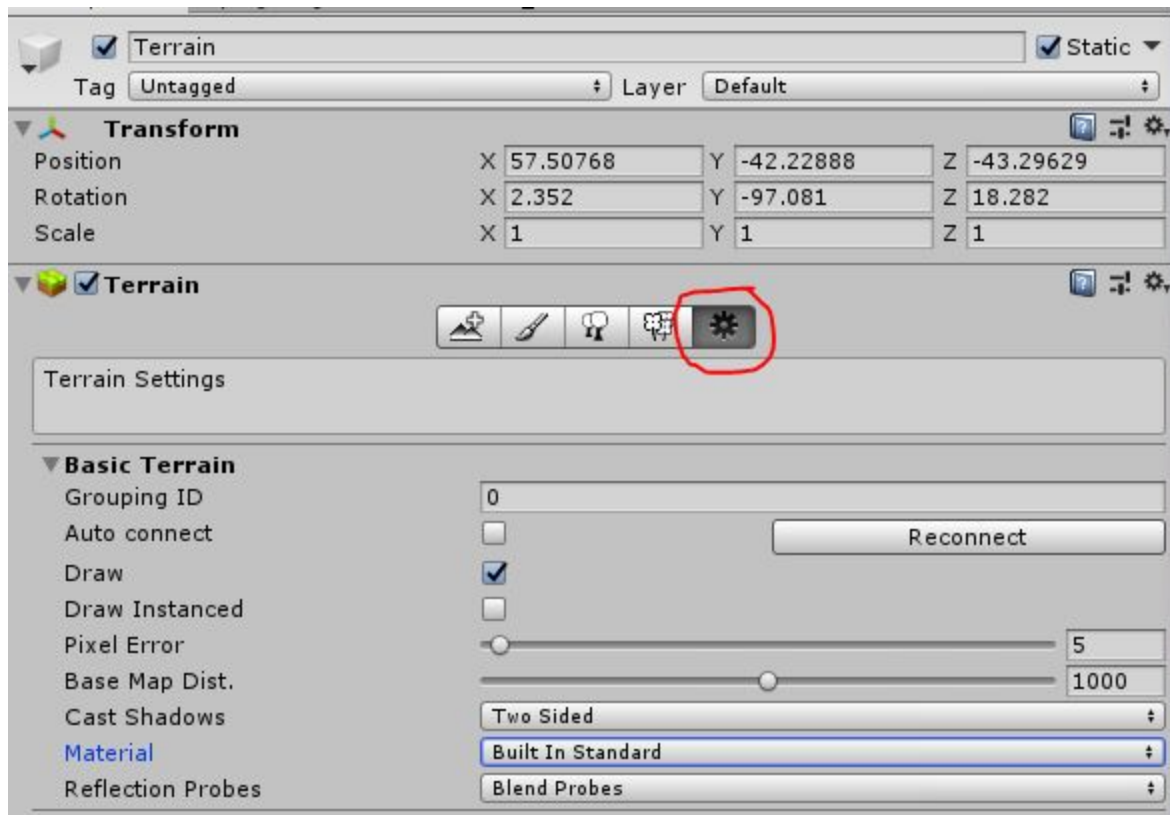
Change the shader for the terrain, select the terrain and in the inspector.

Step 1. Select the "Terrain" in the scene Hierarchy

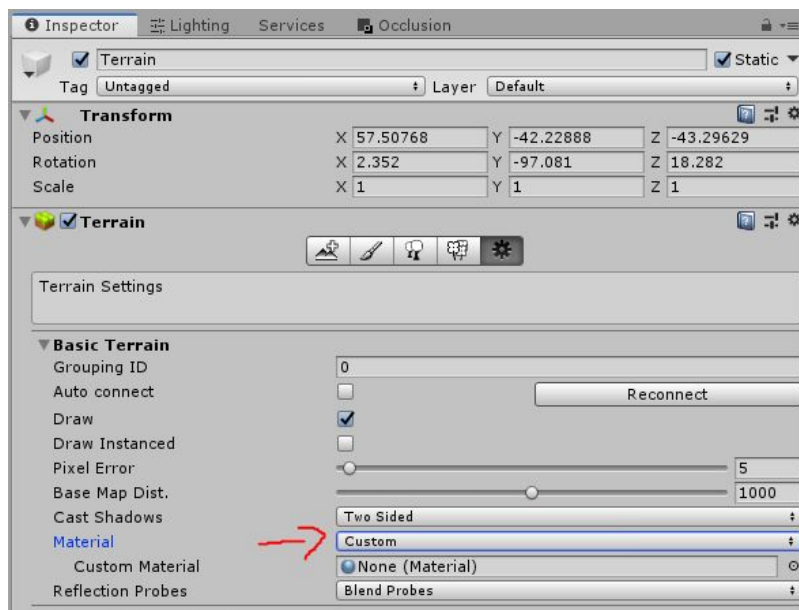
You will see the following in the inspector:



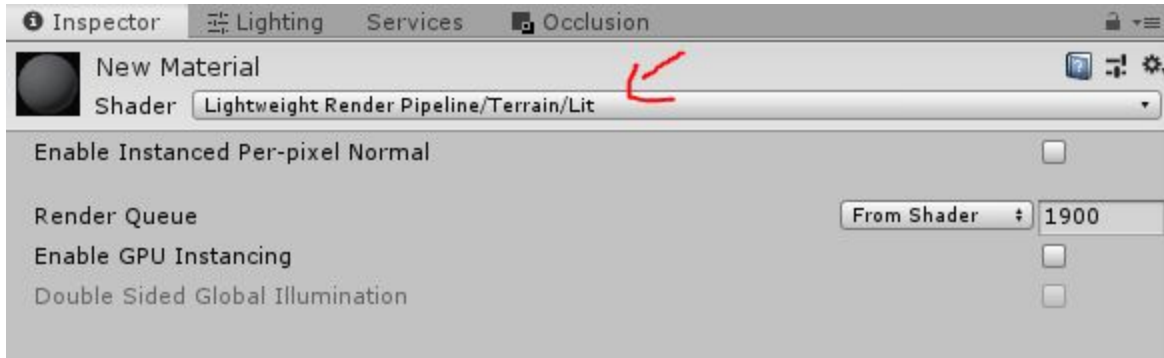
Goto the settings cog:



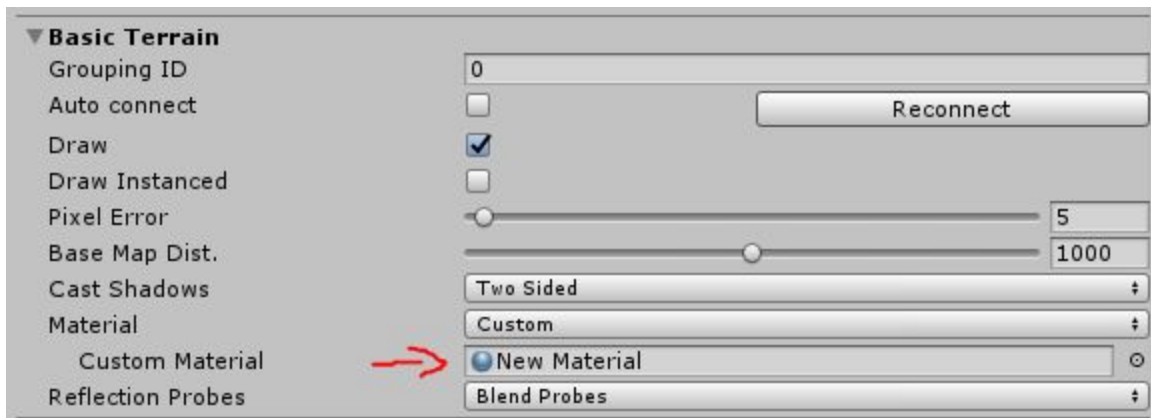
Change Material to “Custom”



Create a new material and change the shader to Lightweight Render Pipeline/Terrain/Lit:



Assign this material to the Custom Material Slot in the Terrain Settings:



For any additional support email us at -

support@syntystudios.com