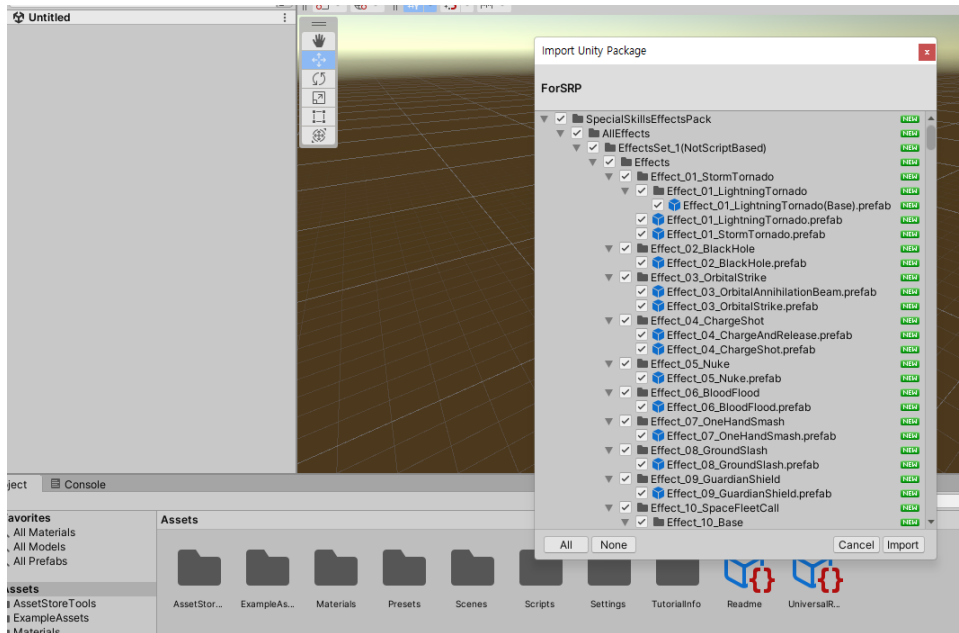


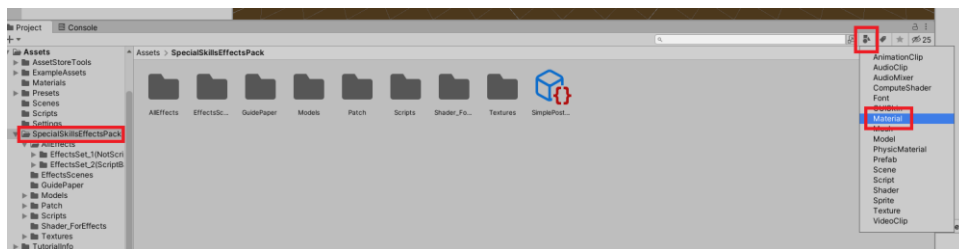
URP Guide Paper

(Upper 2020 unity version)

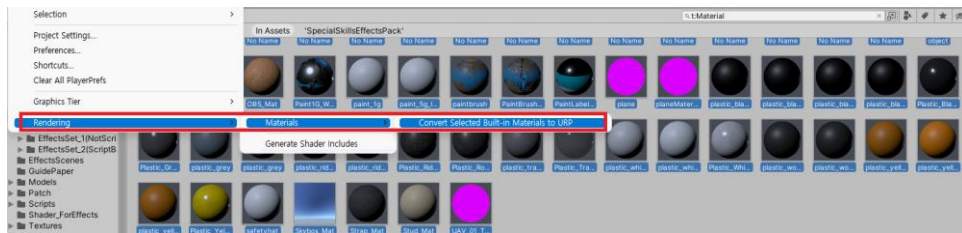
1. Import 100 Special Skills Effects Pack in modern URP Project.



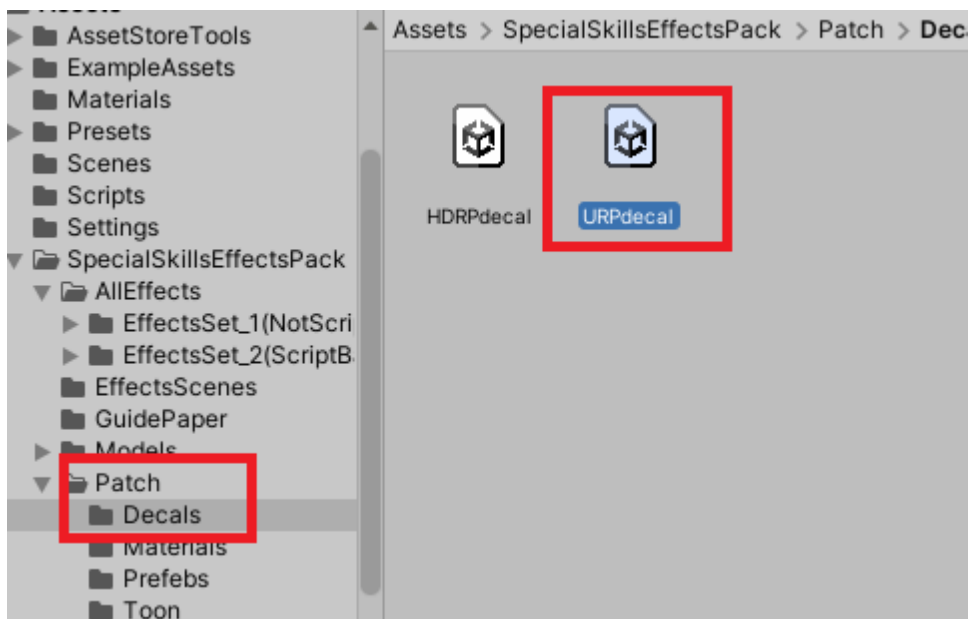
2. Click SpecialSkillsEffectsPack folder and change 'Search by Type' to Material



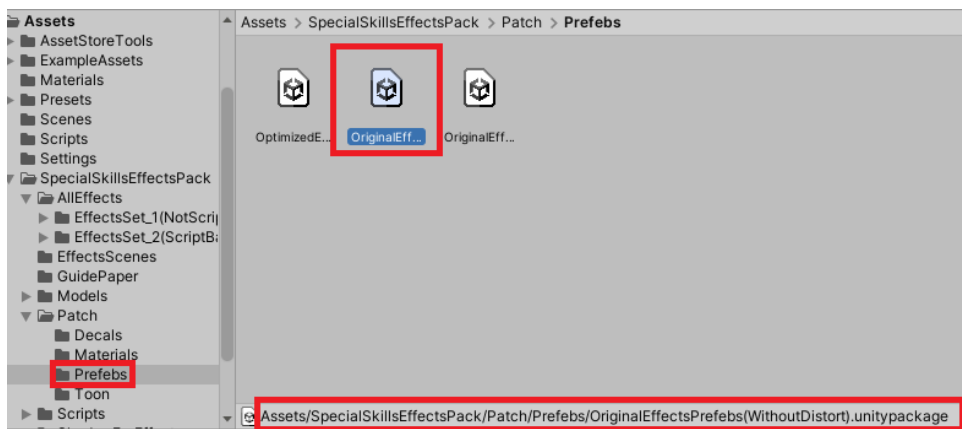
2. Select whole materials and change for URP use (Edit -> Rendering -> Materials -> Convert All Built-in Materials to HDRP)



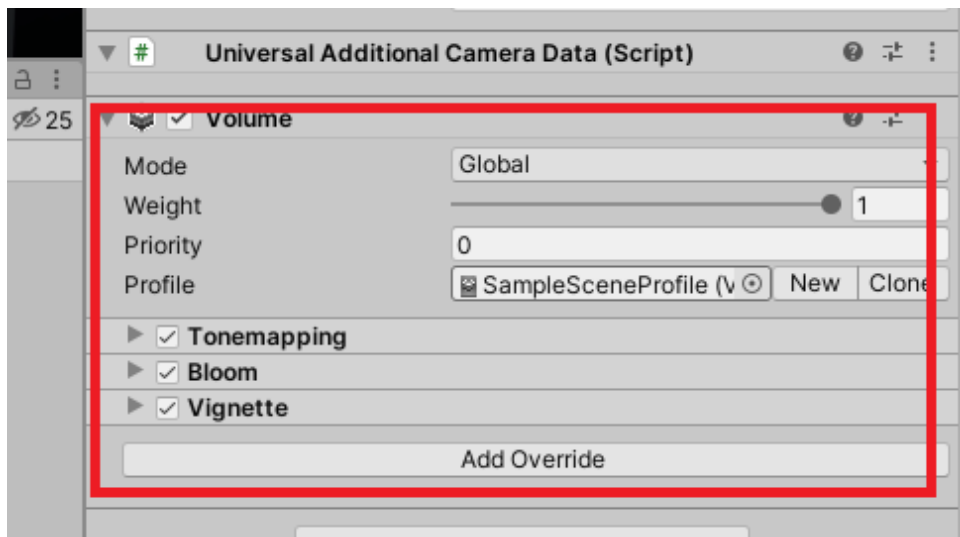
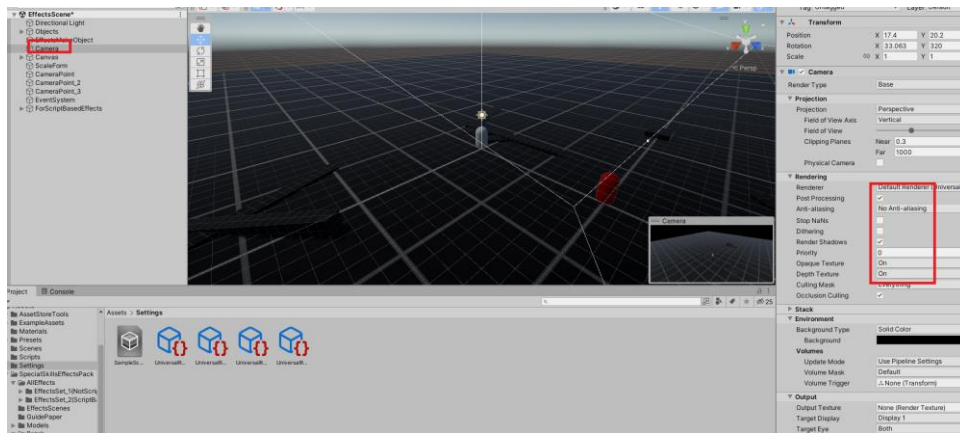
3. Patch URPdecals(URP decal)



4. Patch OriginalEffectsPrefabs(WithoutDistort)



4. Open EffectScene and change camera settings like screenshot



5. Now, you can see well displayed effects in EffectScene.

