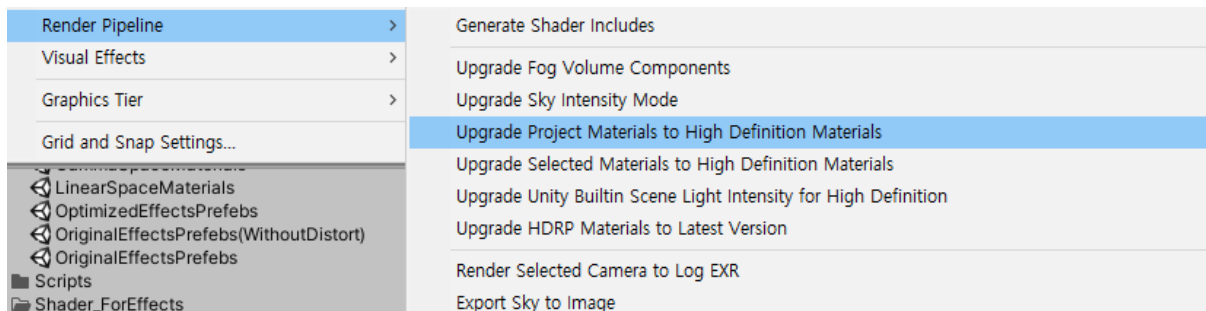


# HDRP&URP Patch Guide Paper

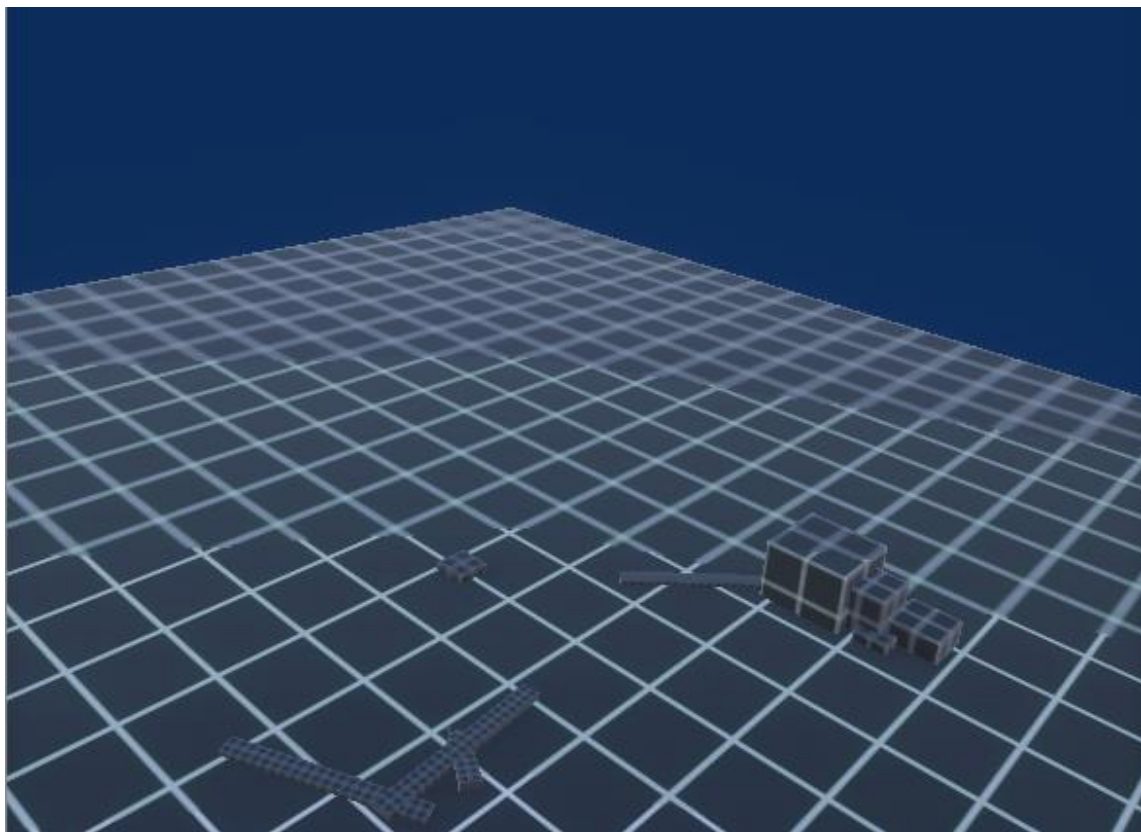
You can use this asset in HDRP&UPR but you need to some work. Please follow below steps.

## HDRP patch method

1.Import this asset in your HDRP project and upgrade Materials.

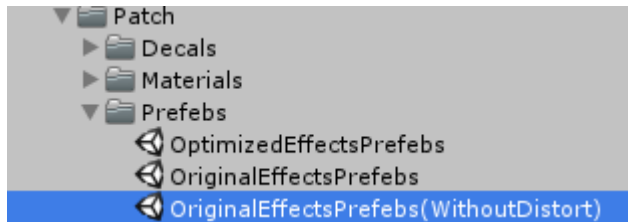


Then, you can see well upgraded scene.

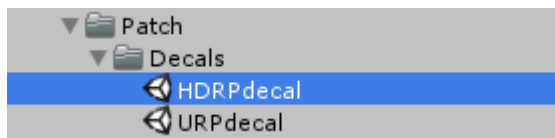


2. Unfortunately, Distortion effects that are included in original effects not support in HDRP so, you need to patch 'OriginalEffectsPrefabs(WithoutDistort)'.

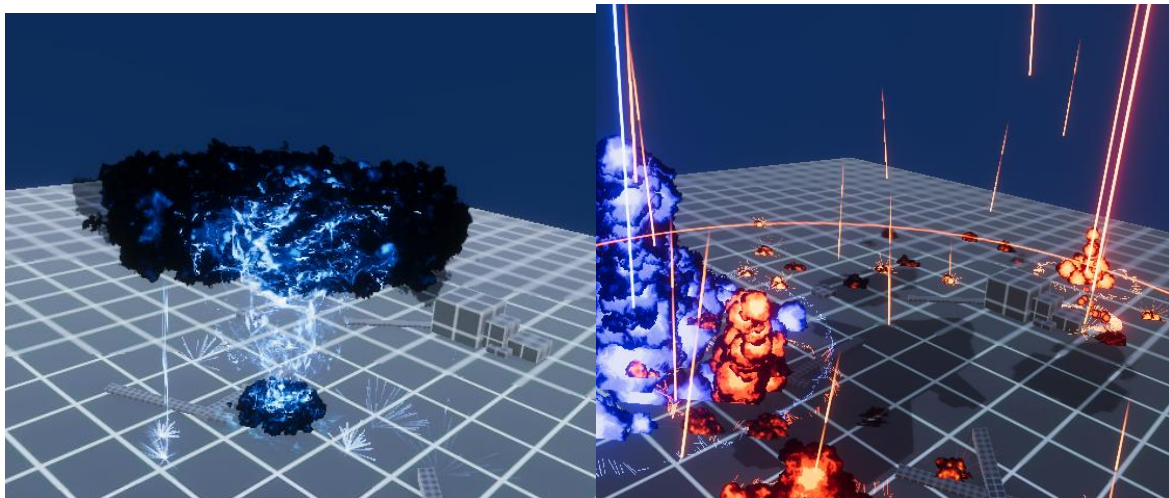
Please open up this and import.



3. You need to patch HDRP decal for using decal in HDRP. Please open up this and import.

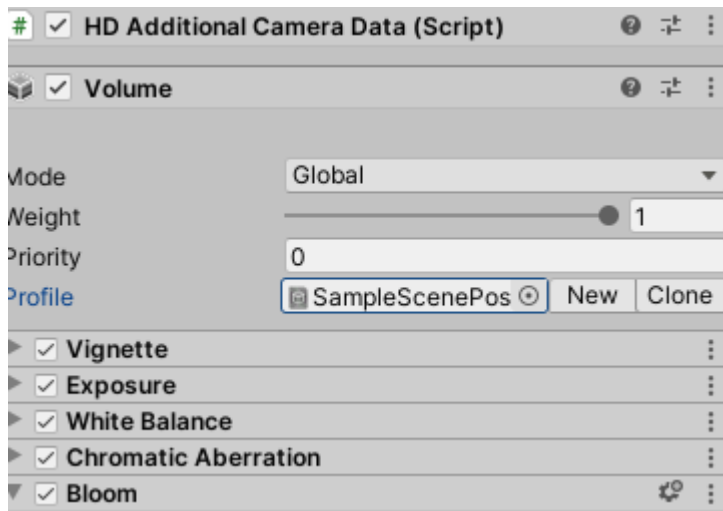


4. If you do all of this steps, you can use this asset in HDRP.

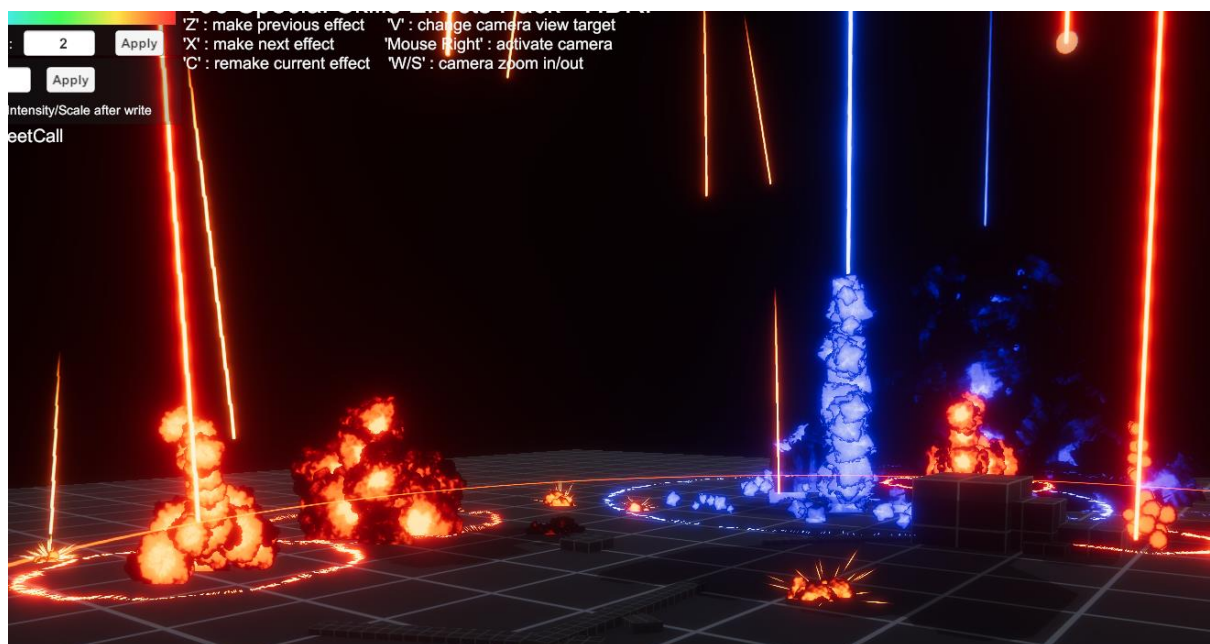


5. Next, you need to setup 'Post processing'

Setting volume(Post Processing) in effect scene for better looks. Attach volume to maincamera

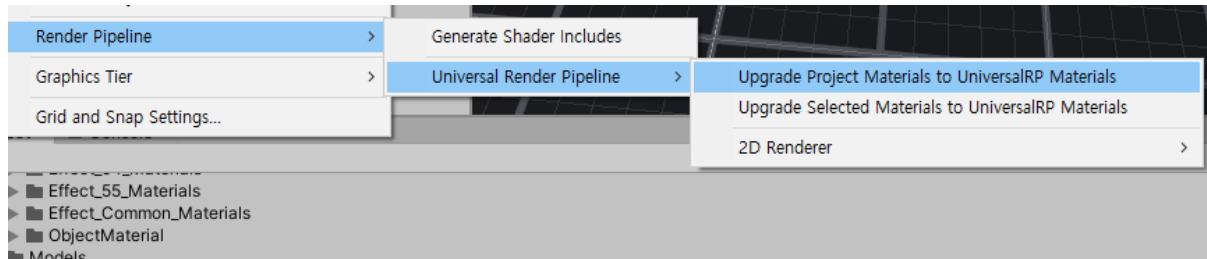


6. You can see well imported asset visual

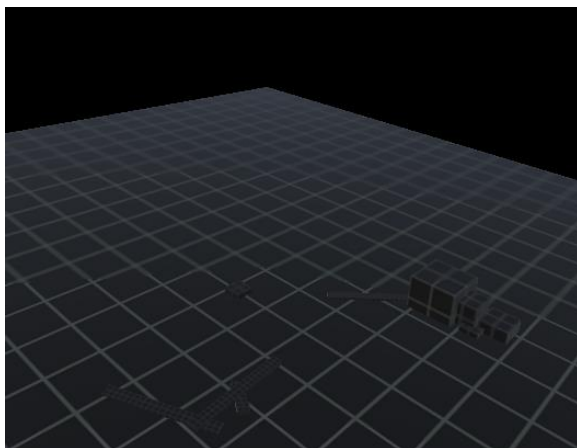


## UPR patch metod

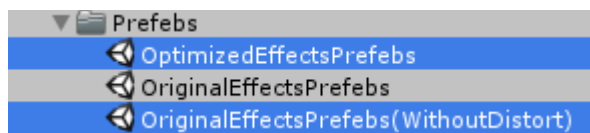
1.Import this asset in your URP project and upgrade Materials.



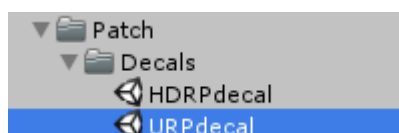
Then, you can see well upgraded scene.



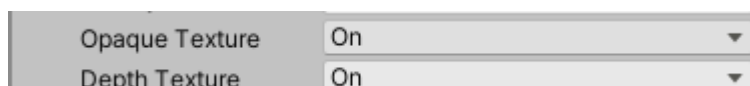
2. Like HDRP, you need to patch all effects prefabs. There is two way to patch. First, patch 'OriginalEffectsPrefabs(WithoutDistort)' for high specification platform like PC. Second, patch 'OptimizedEffectsPrefabs' for low specification platform like mobile. Patch follow your target platform.



3. You need to patch URP decal for using decal in URP. Please open up this and import.

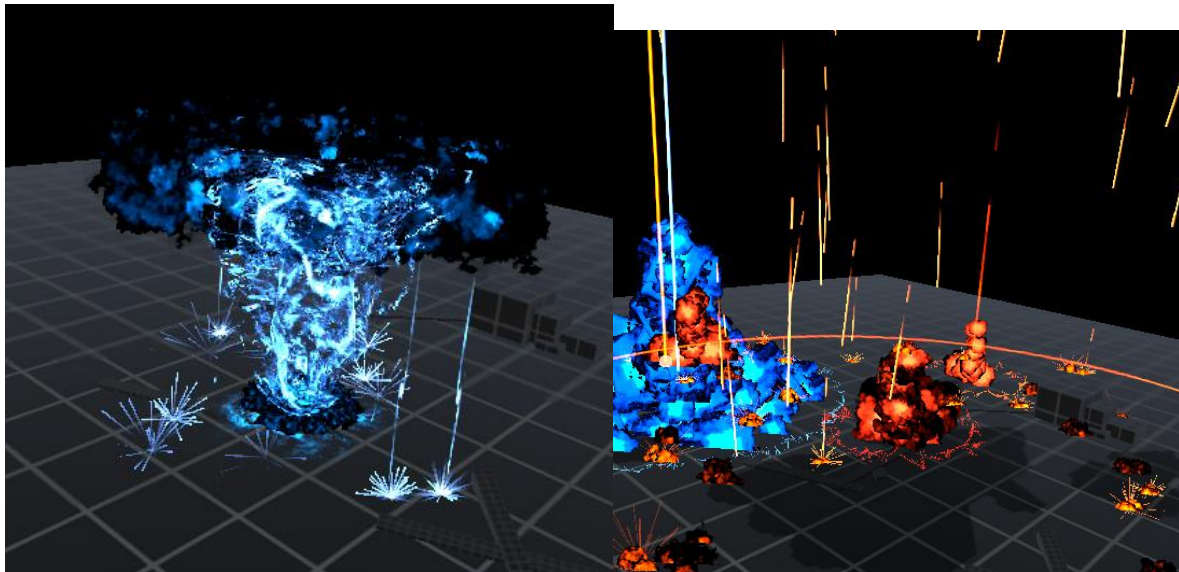


4. Change main camera 'Depth Texture' to on. You can find this in Rendering section.

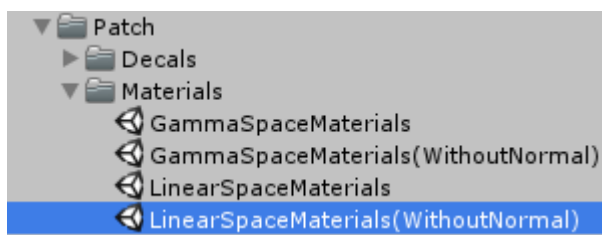




5. If you do all of this, you can use this asset in URP

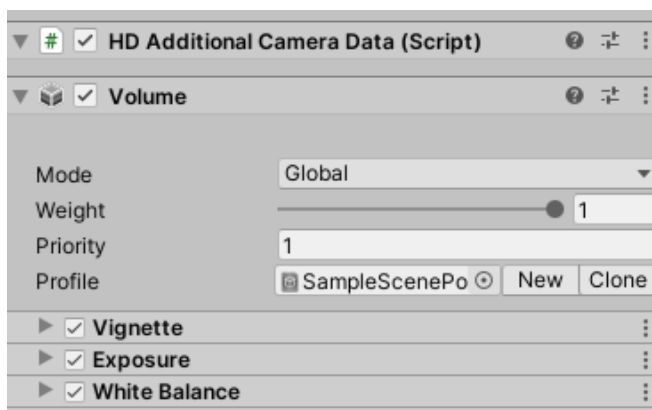


6. If you use this in Mobile platform and need more optimization in your project, please import 'LinearSpaceMaterials(WithoutNormal)'. This will down effects performance but help degradation in your project



7. Next, you need to setup 'Post processing'

Setting volume(Post Processing) in effect scene for better looks. Attach volume to maincamera





8. You can see well imported asset visual

