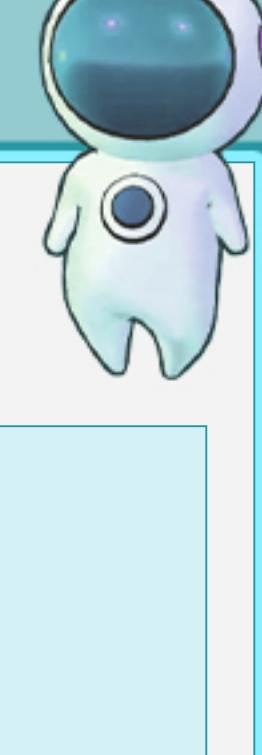


# From Built-in to URP



Conversion to universal rendering pipeline:

- Unity 2021.3.13f1 or later

You will find two pre-built conversion options:

## 1. - IT WILL NOT HAVE A CARTOON EFFECT:

- Use the '**URP.package**' file in the '**From Built-in to URP**' folder.
- This will overwrite the '**Cute Astronauts\Materials\**' folder.
- It will use a simple Universal Render Pipeline/Lit shader.

## 2. - CARTOON EFFECT WITH OUTLINES:

- Use the '**URP\_Toon.package**' file in the '**From Built-in to URP**' folder.
- This will overwrite the '**Cute Astronauts\Materials\**' folder.

**- TO DO THIS, YOU WILL FIRST NEED TO DOWNLOAD  
A FREE PACKAGE FROM THE UNITY STORE:**

<https://assetstore.unity.com/packages/vfx/shaders/urp-simple-toon-shader-243515>  
**(URP)Simple Toon Shader - by Indie Game Helper**

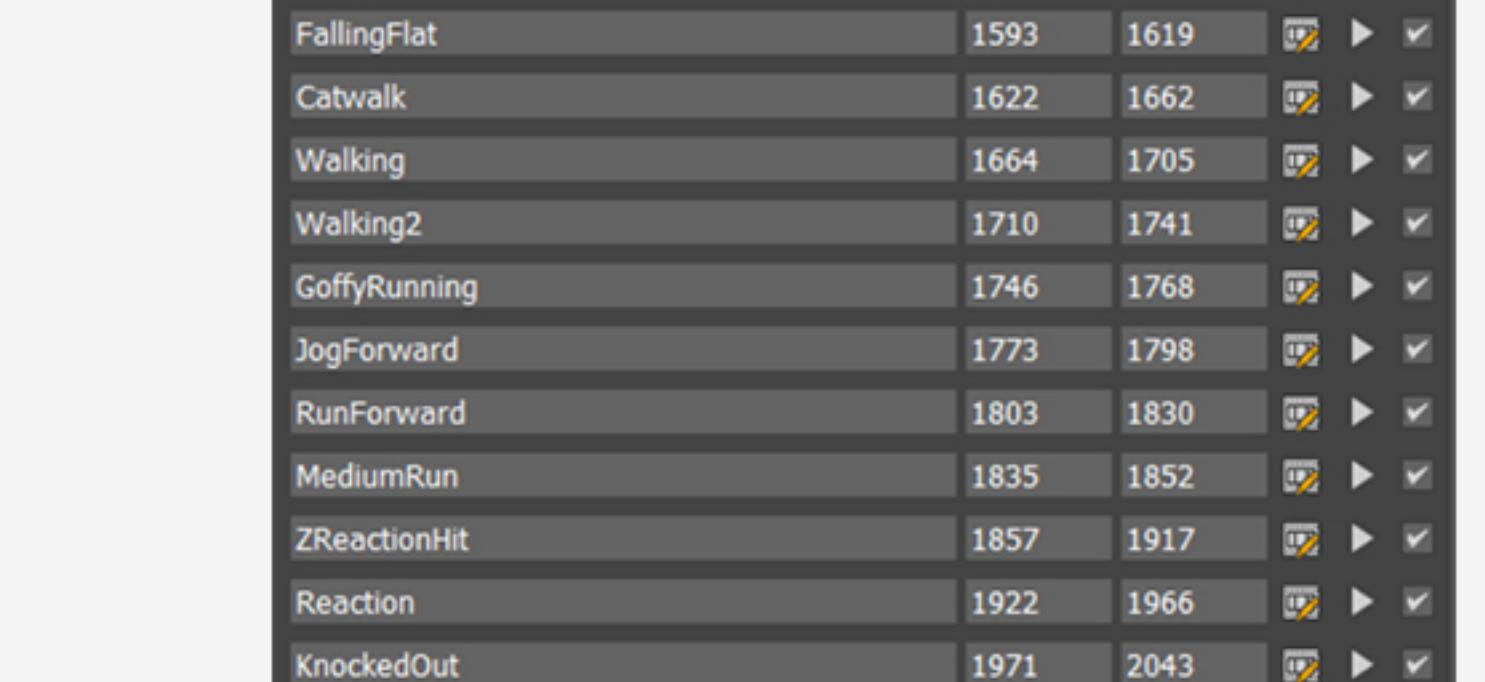
## Other toon shaders:

- To get the cartoon effect, use your own setting or one of the following:

Free Matcap Shaders:

<https://assetstore.unity.com/packages/vfx/shaders/free-matcap-shaders-8221>

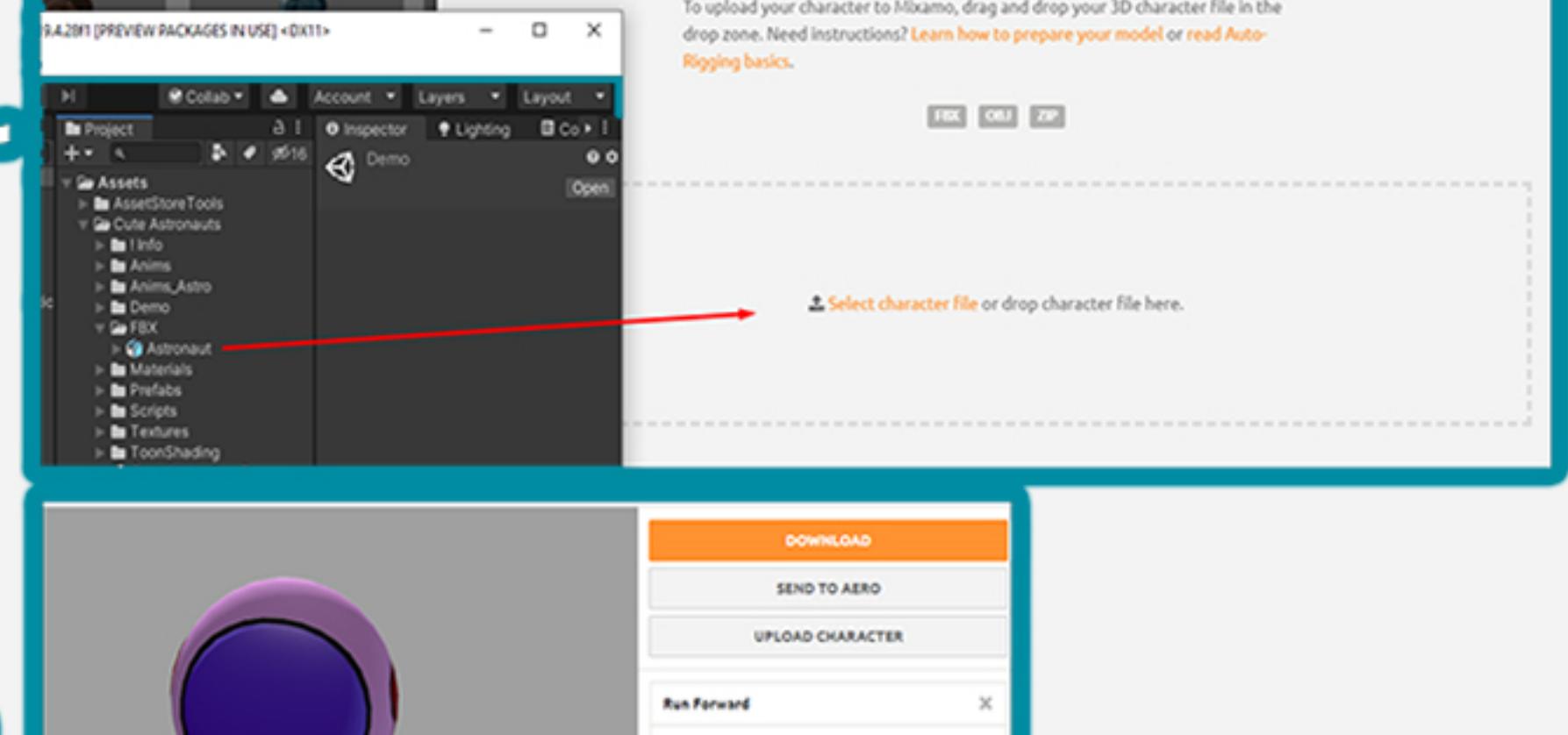
Recommended setting:

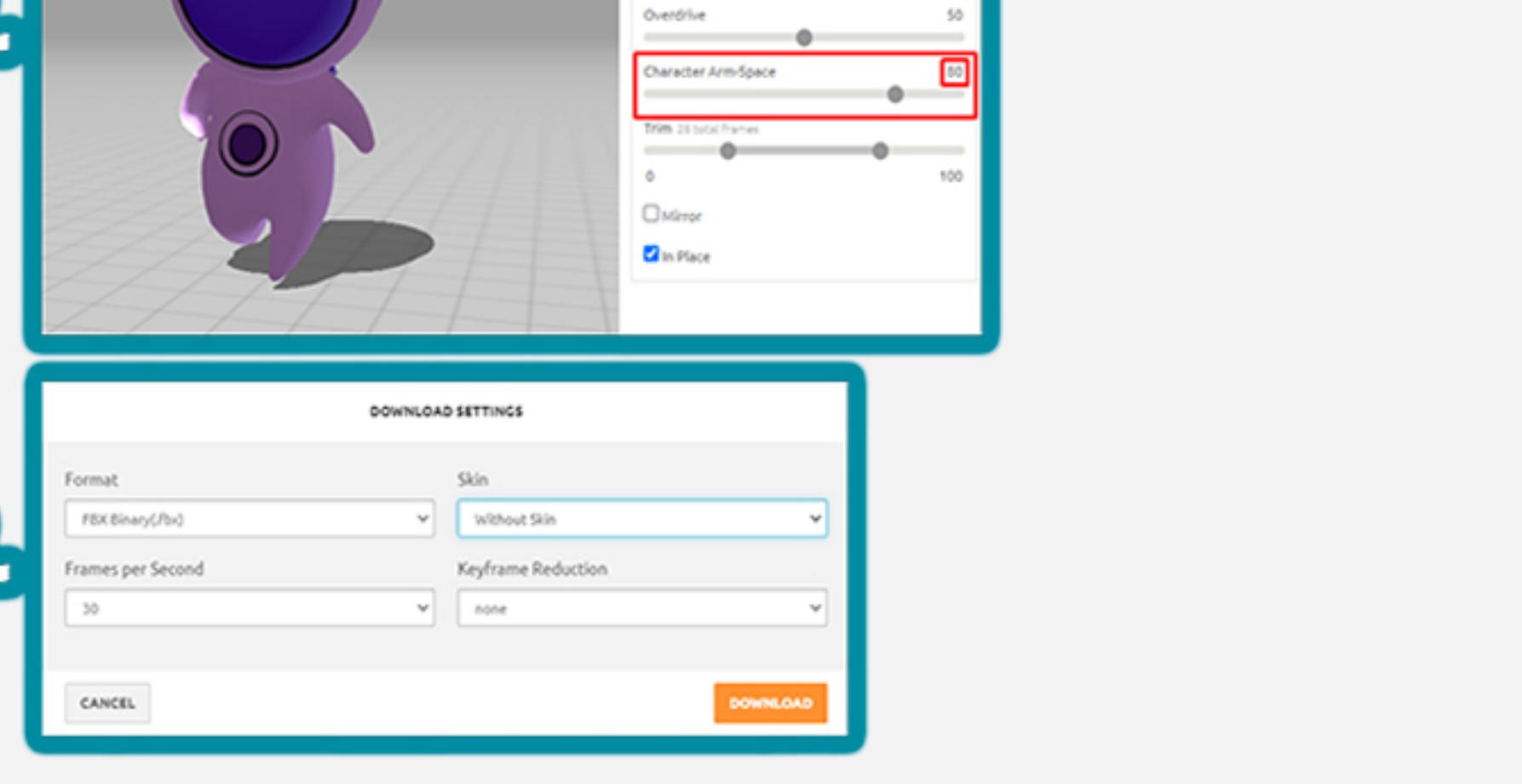


## Animation list

Clip Name	Start	End	
Happy	0	300	
HappyIdle	305	393	
WarriorIdle	398	751	
Idle	756	1255	
Treading	1260	1335	
Floating	1340	1448	
Falling	1453	1588	
FallingFlat	1593	1619	
Catwalk	1622	1662	
Walking	1664	1705	
Walking2	1710	1741	
GoffyRunning	1746	1768	
JogForward	1773	1798	
RunForward	1803	1830	
MediumRun	1835	1852	
ZReactionHit	1857	1917	
Reaction	1922	1966	
KnockedOut	1971	2043	
DeathLeft	2047	2115	
ZAttack	2120	2188	
Stabbing1	2193	2272	
Stabbing2	2277	2341	
Stabbing3	2346	2417	
UpwardThrust	2422	2480	
ALL	0	2480	

## how-to-set-up-mixamo-animations

- 

1. Open the Unity Editor and go to the Mixamo character upload window. Select the character file you want to import.
- 

2. In the Mixamo character download window, adjust the playback settings for your character's arm space.
- 

3. Set your download options and click the 'Download' button to save the character to your Unity project.

In the DEMO, only the first skin has animations attached to it,  
moving the arrows only changes the skin.

These skins have no animations bound to them, so there may be an error in the console.

If you need additional animations, textures,

other facial expressions for this package, let me know,

I'll add them to the tool and update the package.

