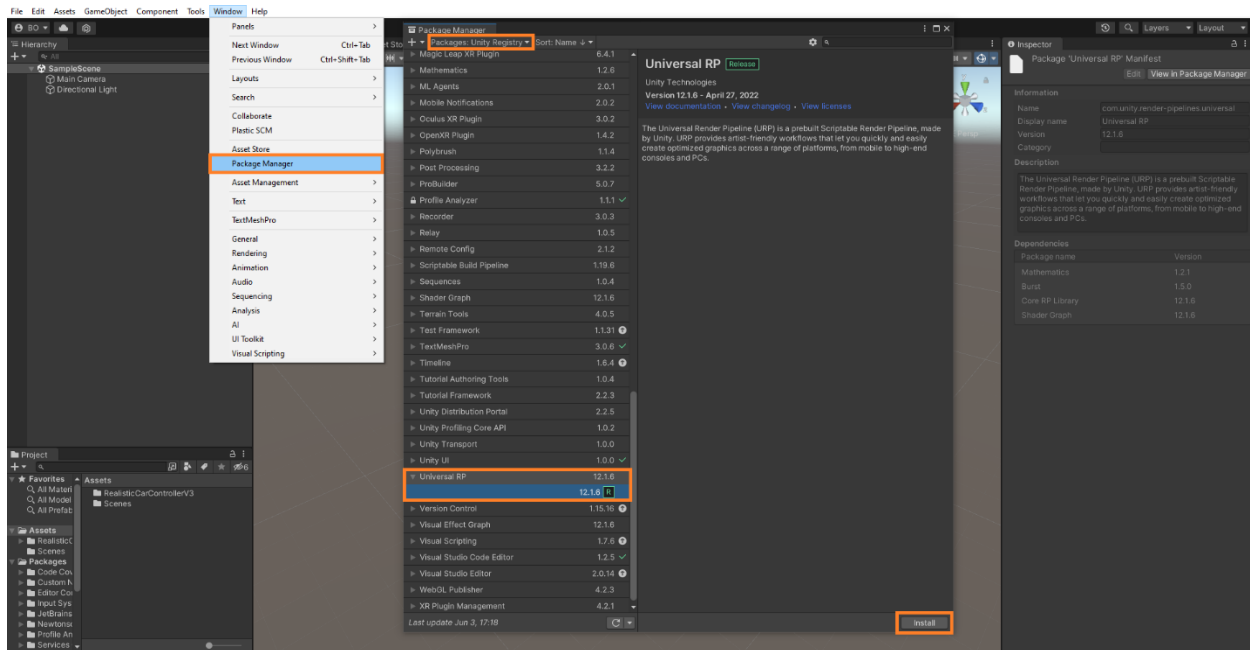


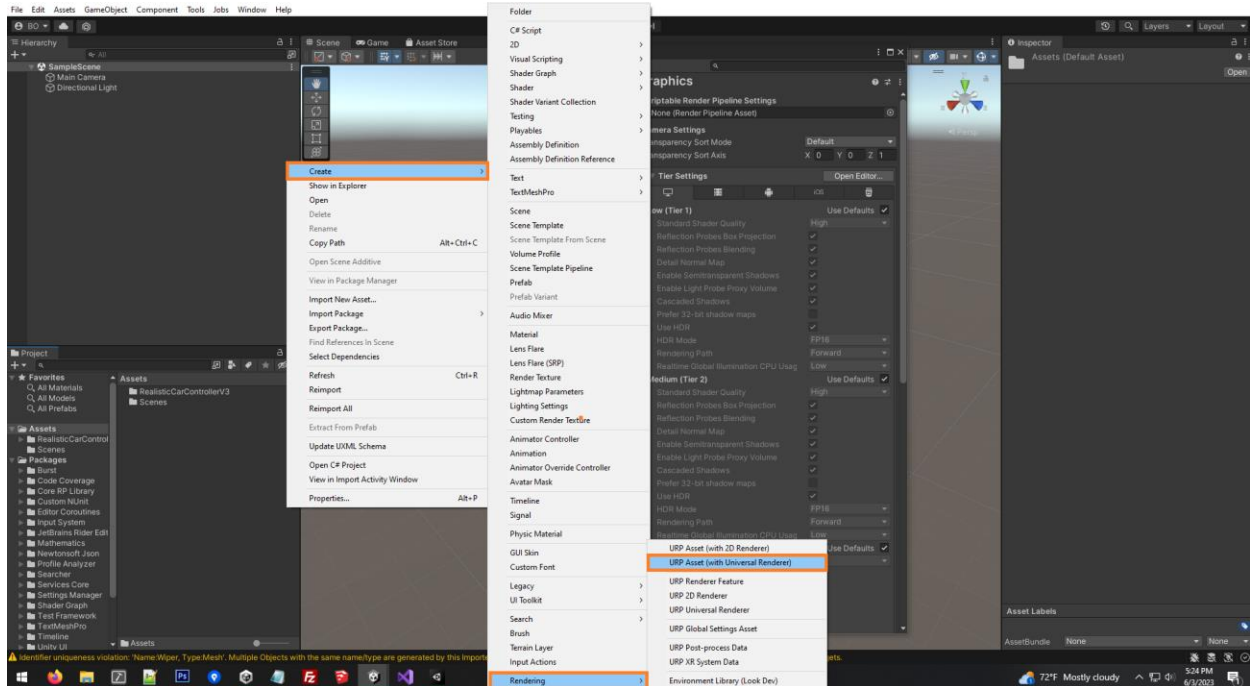
# Installing URP & Converting All Demo Materials To URP

First, you'll need to import **Universal Render Pipeline** to the project. You can import it from the **Window → Package Manager**.

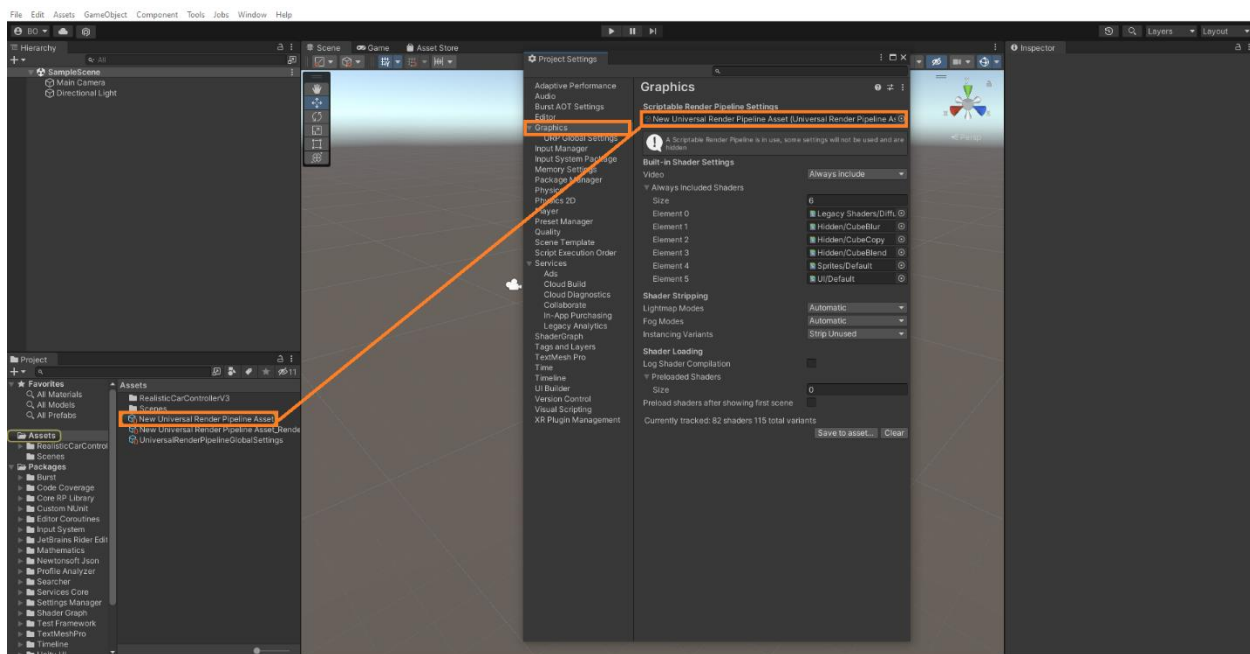


Search for “**Universal RP**” under the “**Unity Registry**”. Click “**Install**” to import it to the project. It will take some time.

After that, you'll need to create an asset for your own **Universal Render Pipeline Profile**. To do that, right click to the project panel, and **Create → Rendering → URP Asset with Universal Renderer**.

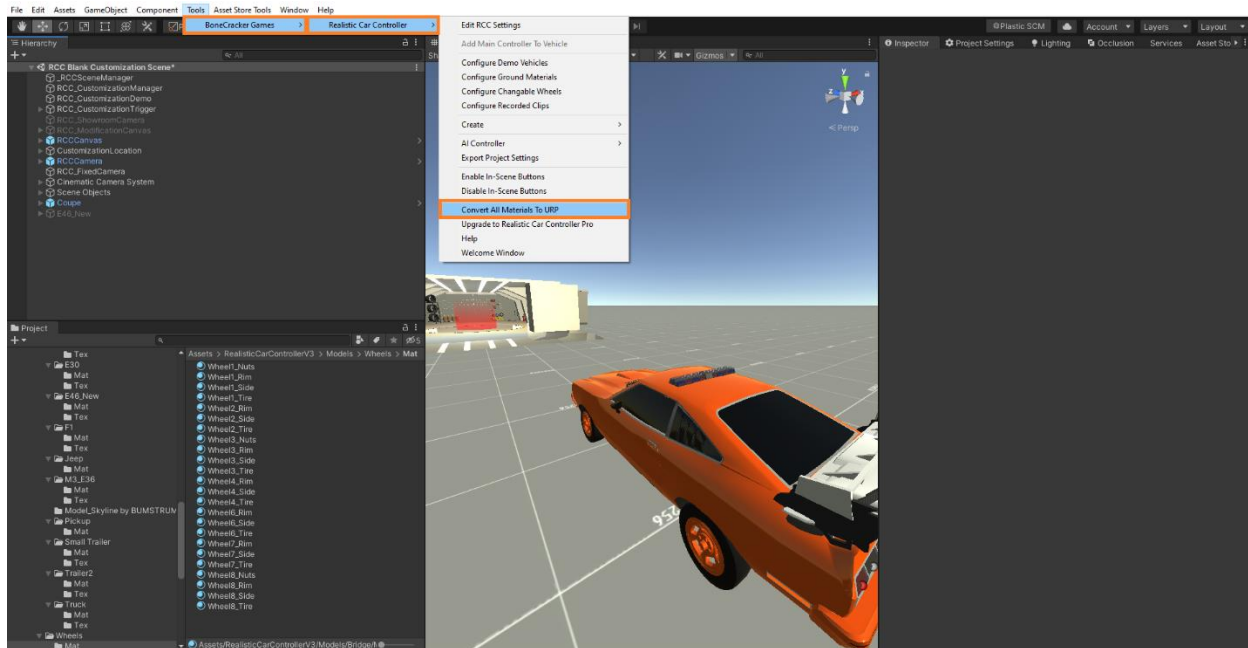


After that, you will need to assign it to your graphics settings. Open the **Graphics Settings** from the **Edit → Project Settings** and click graphics settings. Assign your own URP profile here.

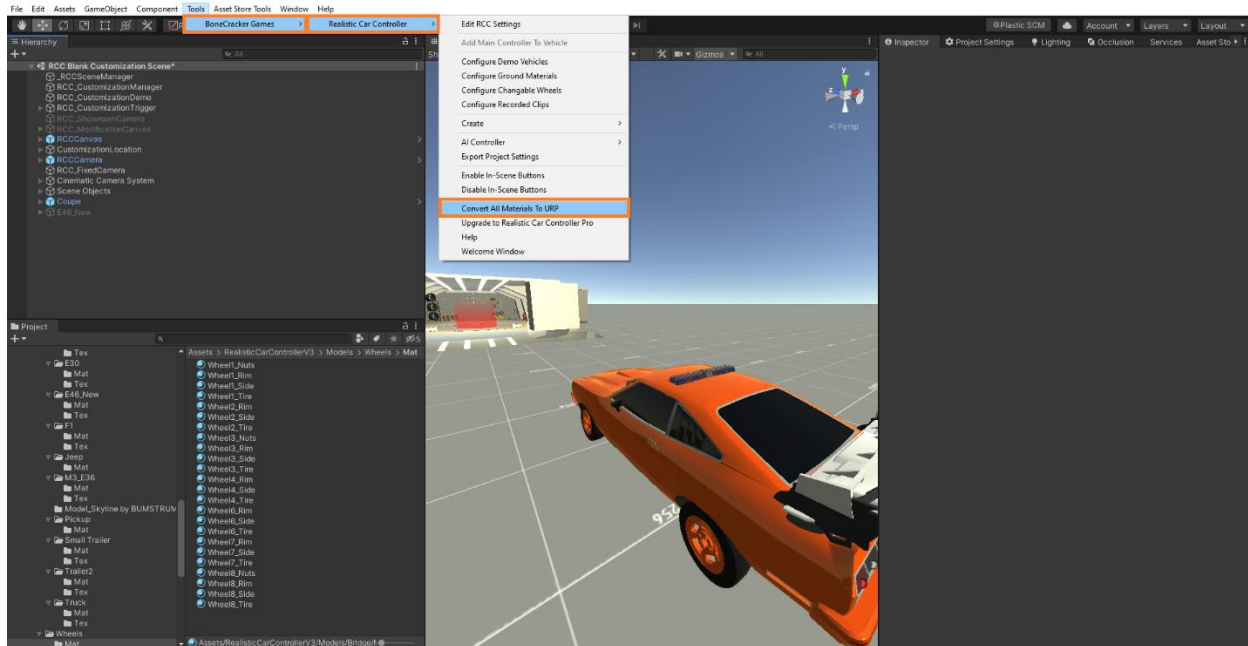


After this step, all materials would turn pink. Because you haven't converted their shaders to URP shaders yet. You can convert all materials in your project by **Edit → Render Pipeline → Universal Render Pipeline → Convert All Materials**. This operation will convert all materials in your project, be advised.

Or if you want to convert only materials used in the demo scenes of RCC, you can select all of them automatically and convert them from **Edit → Render Pipeline → Universal Render Pipeline → Convert Selected Materials**.



You can select all demo materials of the RCC by **Tools → BCG → RCC → URP → Convert All Materials To URP**. This will select all demo materials used in the demo scenes. After selecting them, you can convert them from **Edit → Render Pipeline → Universal Render Pipeline → Convert Selected Materials**.



99% of the materials will be converted into URP successfully. But you'll need to change some materials yourself. For example, materials of the trees will not be converted automatically. Select their materials and set their shaders to [Universal Render Pipeline/Lit](#).

All systems are compatible with the URP. You can customize your own profile settings. Select your profile in the project, and you'll be able to edit all render pipeline settings.

## Configuring the URP Profile

You might want to customize the current profile, there are many important settings related to the graphics and performance. You can find your active URP profile [from Edit → Project Settings → Graphics](#).