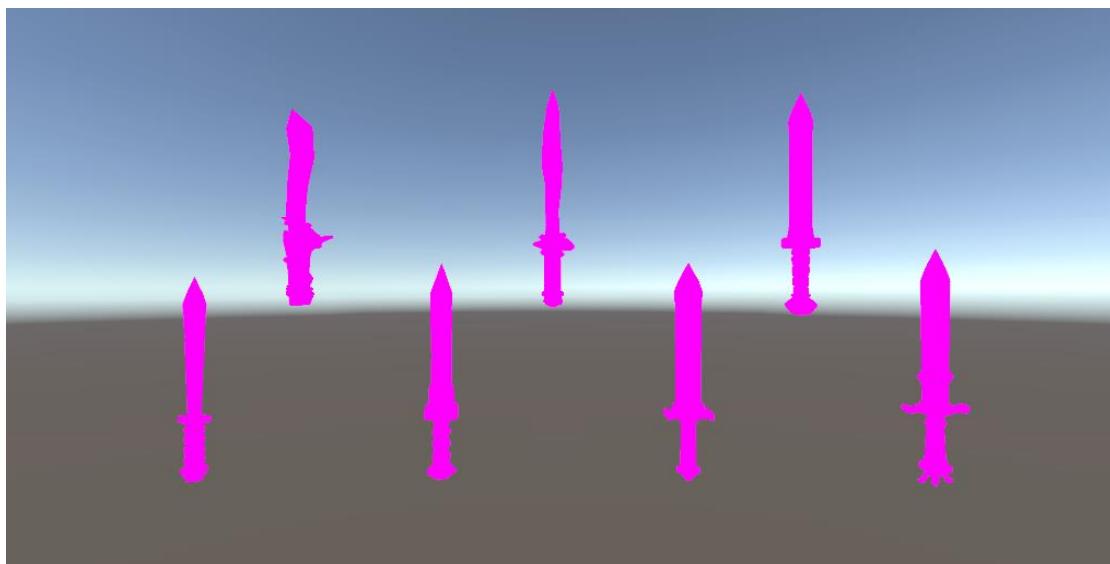


ANKLEBREAKER-STUDIO - Stylized ASSETS

All materials in our models use the "**Standard**" Shader from the **Built-in Render Pipeline**.

If you're using the **Built-in Renderer**, you should not encounter any compatibility issues.

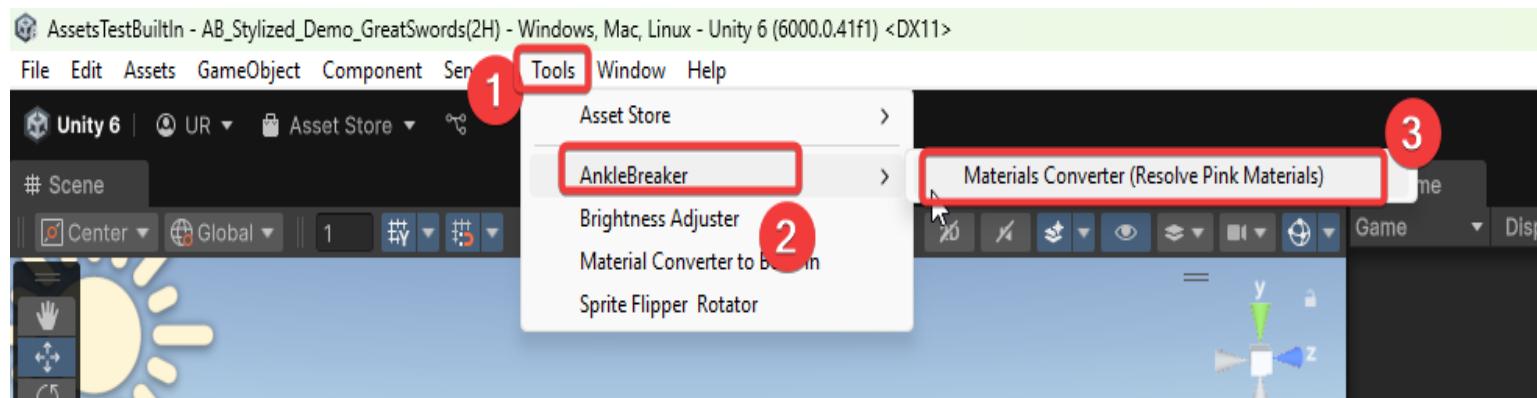
However, if you're using **URP** or **HDRP**, you may see **pink materials** after importing the package. This is normal — it indicates that the shaders are not compatible with your current render pipeline.



1) Open our Materials Converter window :

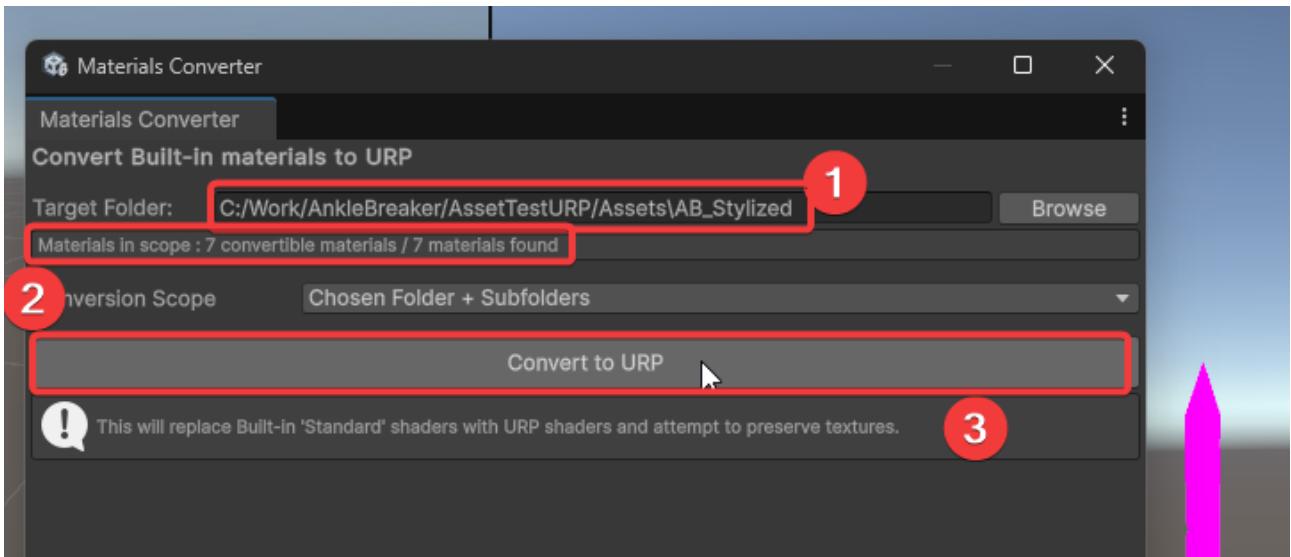
Go to your Unity menu bar:

TOOLS > ANKLEBREAKER > Materials Converter (Resolve Pink Materials)



2) Convert the compatible materials

The converter window will appear with the following options:



1) Target folder :

By default, this is set to the root folder of our package, but you can change it by clicking **Browse**. The tool will search for materials in the selected folder and all of its subfolders if inversion scope is defined to « Chosen Folder + Subfolder » (this is the default value).

2) Materials in scope :

Displays how many materials are found within the selected folder and how many are eligible for conversion.

3) Convert Button :

Click this button to convert all compatible materials to your current render pipeline. Once converted, the **pink rendering issue should be resolved**.



For any questions, join our **Discord Server** :
<https://discord.gg/6CcNKdq7kC>

Thanks you for your purchase, feel free to leave a review on the [Unity Asset Store](#)

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