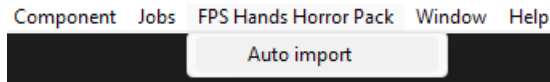


Convert HDRP materials to URP or BRP

By default FPS Hands Horror Pack uses HDRP. You may see materials as pink or invisible when using BRP or URP.

1. Convert materials with AutoImport tool

1. Click "FPS Hands Horror Pack" in menu
2. Run Auto import



3. If you use **Built-In Render Pipeline (BRP)**: navigate to *Tensori/FPS Hands Horror Pack/Demo/BRP*
4. Open BRP scene
5. If you use **Universal Render Pipeline (URP)**: navigate to *Tensori/FPS Hands Horror Pack/Demo/URP*
6. Open URP scene

2. Convert materials manually

(See instructions in Youtube: https://youtu.be/Vj_dZk8q5lw)

1. Convert HDRP Materials into Built-In Render Pipeline (BRP)

1. Import shader graph and post processing from the package manager
2. Import BRP by double clicking *Tensori/FPS Hands Horror Pack/BRP*
3. Navigate to *Tensori/FPS Hands Horror Pack/Art/Materials*
4. Select all materials in *Materials* and *Hallway* folder
5. Navigate to *Tensori/FPS Hands Horror Pack/Shaders*
6. click and drag **BuiltInLitStandard** shader to materials
 - Note: Turn up material **Smoothness**, **AO** and **Metallic** values to 1
7. Navigate to *Tensori/FPS Hands Horror Pack/Demo/BRP*
8. Open **BRP** scene

– Note: Linear Color Space recommended! --

2. Convert HDRP Materials into Universal Render Pipeline (URP)

1. Import URP by double clicking *Tensori/FPS Hands Horror Pack/URP*
2. Navigate to *Tensori/FPS Hands Horror Pack/Art/Materials*
3. Select all materials in *Materials* and *Hallway* folder
4. Navigate to *Tensori/FPS Hands Horror Pack/Shaders*
5. click and drag **URPLitStandard** shader to materials
 - Note: Turn up material **Smoothness**, **AO** and **Metallic** values to 1
6. Navigate to *Tensori/FPS Hands Horror Pack/Demo/URP*
7. Open **URP** scene

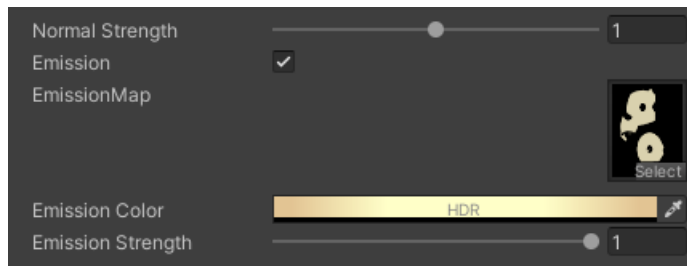
3. Fix bright flashlight in BRP and URP

1. Navigate to *Tensori/FPS Hands Horror Pack/Prefabs*
2. Click *flashlight* prefab
3. Click *Spot Light*
4. Adjust the *intensity* value

4. Fix missing emission texture

1. Wall lamp and ceiling lamp both have emission map texture found in *Tensori/FPS Hands Horror Pack/Art/Textures/Hallway*.
2. Drag the texture to EmissionMap slot in material properties

3. Enable "Emission"
4. Adjust the emission color, strength and intensity values.



Contact support@tensori.fi if you have any questions or issues