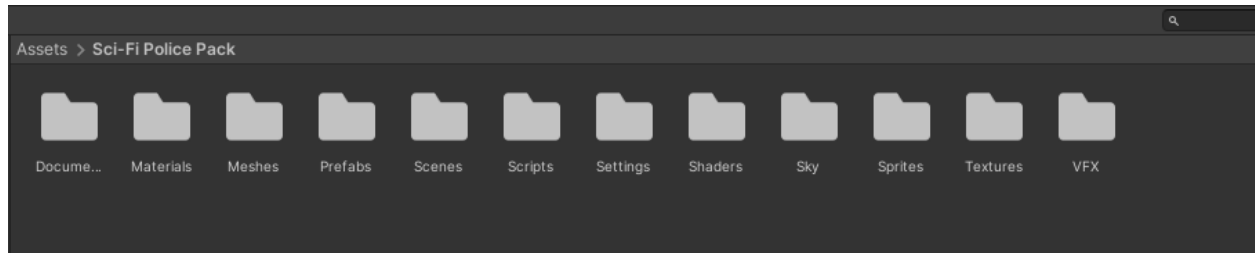


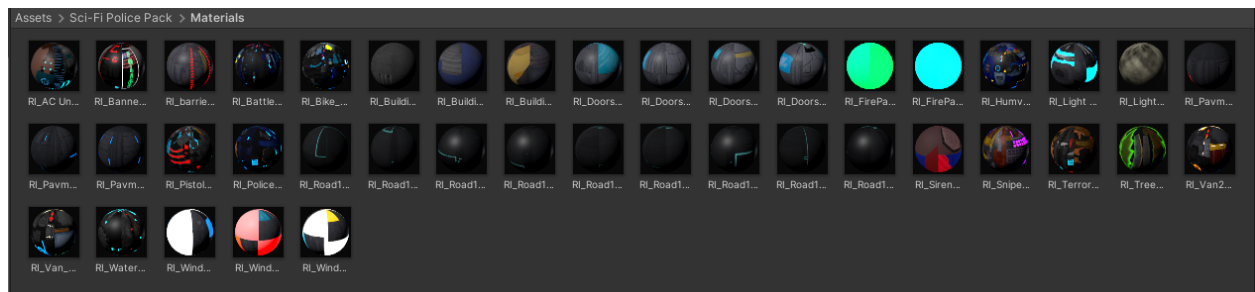
Easy AR : Sci-Fi Police Asset Pack Contents



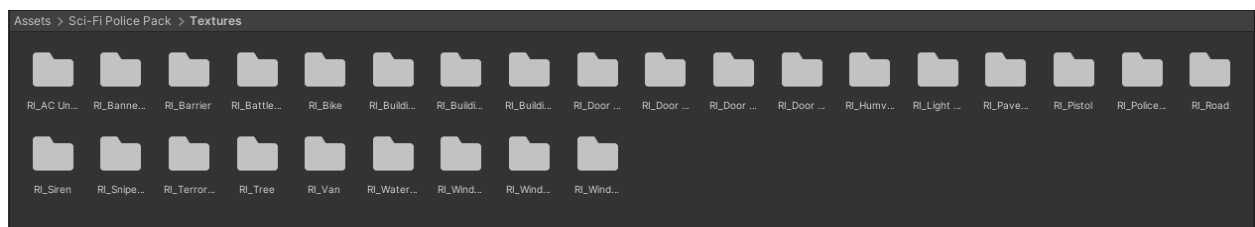
Download and import the complete asset pack from the Asset Store for your Universal Render Pipeline(URP) project.

The Sci-Fi Police Asset Pack includes the following assets. The content is arranged into separate relevant folders.

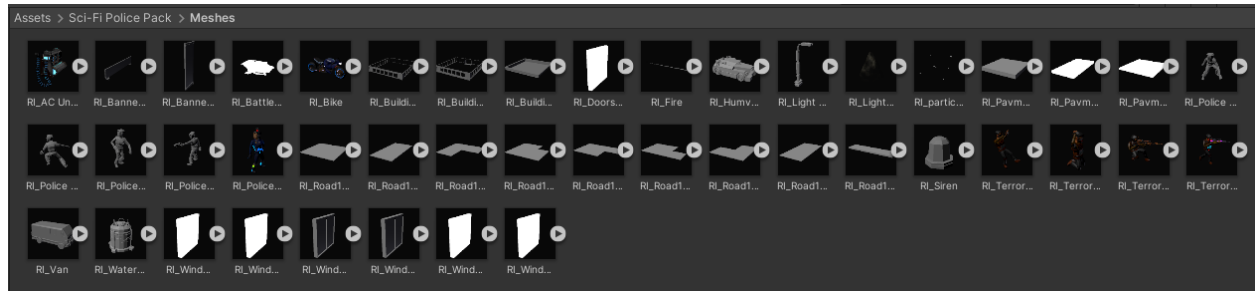
Materials



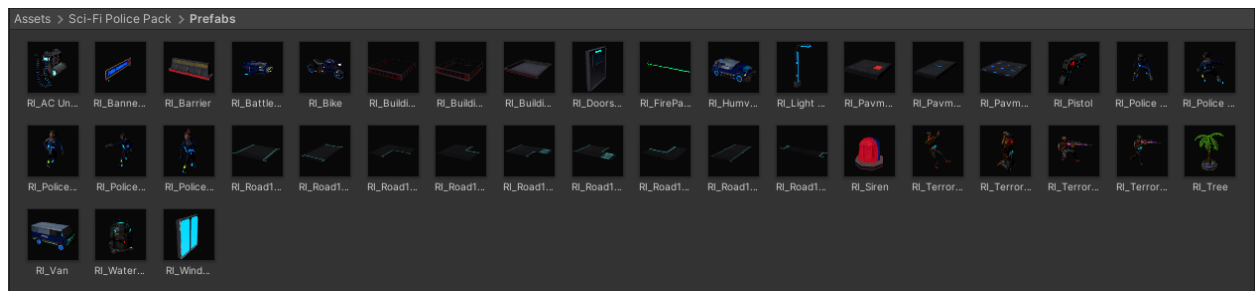
Textures



Models



Prefabs



Prefabs are given to build the scene you preferred, and all the given prefabs are compatible with the Unity Universal Render Pipeline since they have been created using URP compatible materials. (Lit materials)

Shaders

The shader has been implemented using Unity Shader Graph.

1. Light Beam shader

Visual Effects VFX



- 1) Rain Effect
- 2) Smoke
- 3) Light Fog - as a prefab

How to configure Sci-Fi Police Asset Pack with an Universal Render Pipeline Project (Easiest Method)

- 1) Go to Unity Hub.
- 2) Create a New **Universal Render Pipeline Project**.
- 3) Import **Sci-Fi Police Asset Pack** from **Unity Assets Store** into your project.
- 4) Update **Shader graph & Vfx graph** package from **Package Manager** into your project
- 5) Enable Depth Texture & Opaque Texture in Universal Render Pipeline Asset by go to **Edit->Project Settings -> Graphics** & Select the URP asset & in inspector enable Depth Texture & Opaque Texture under
- 6) Now you can go to the **scene** folder of the Sci-Fi Police Asset pack and open our **RI_Sci-Fi Police_Scene**.

You are done... Enjoy the Sci-Fi Police Assets!

How to Fix URP pink issue when upgrading project to Universal Render Pipeline Project

This Issue occurs mostly due to upgrading your Unity standard project into the Universal Render Pipeline (URP) project. After upgrade, all the materials used in the default lit shader are given by URP/Lit. To upgrade,

- 1) Install & Update the Shader **graph** package from **Package Manager** into your project if you have not installed it yet.
- 2) Then go to the Project window, create & Universal Render Pipeline asset by right-clicking on the project window & navigate **Create -> Rendering -> Universal Render Pipeline asset**.
- 3) To assign this Render Pipeline asset you should go to **Edit -> Project Settings -> Graphics**. You can see there is a slot to Scriptable Render Pipeline Setting & choose the created URP asset for it.
- 4) Then go to **Edit -> Player -> Other Settings**. Here you should change the color space from Gamma to Linear.
- 5) Enable Depth Texture & Opaque Texture in Universal Render Pipeline Asset by **Edit->Project Settings -> Graphics** & Select the URP asset & in the inspector, enable Depth Texture & Opaque Texture under the General tab.
- 6) Finally, you should go to **Edit -> Render Pipeline** & select **Project Materials to Universal Render Pipeline Assets**. From the given window, select **proceed** to convert all project materials with the shaders which URP asset supports.

You should be concerned about the following area if any errors come

1. Make sure your Shader Graph & VFX graph package is up to date, to be in a verified version. (Stable version 10.3.2)
2. Make sure you attached the Universal Render pipeline asset in Scriptable Render Pipeline setting in **Project Setting -> Graphics**

Thank you!

Enjoy the Sci-Fi Police Asset Pack!