Convert project to URP

1. Install URP (**Window → Package Manager**). Don't forget to choose **Unity Registry** in **Packages**
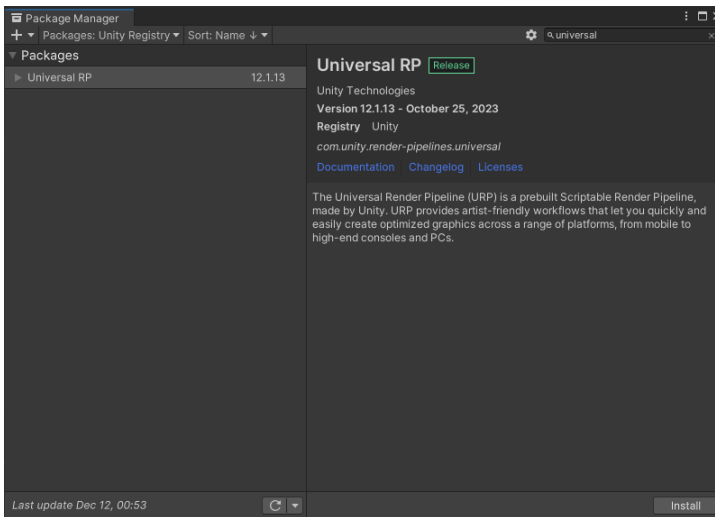

Figure 1

2. Open Render Pipeline Converter (**Window → Rendering → Render Pipeline Converter**)
3. Change to **Built-in to URP**, tick **Rendering Settings** and **Material Upgrade**
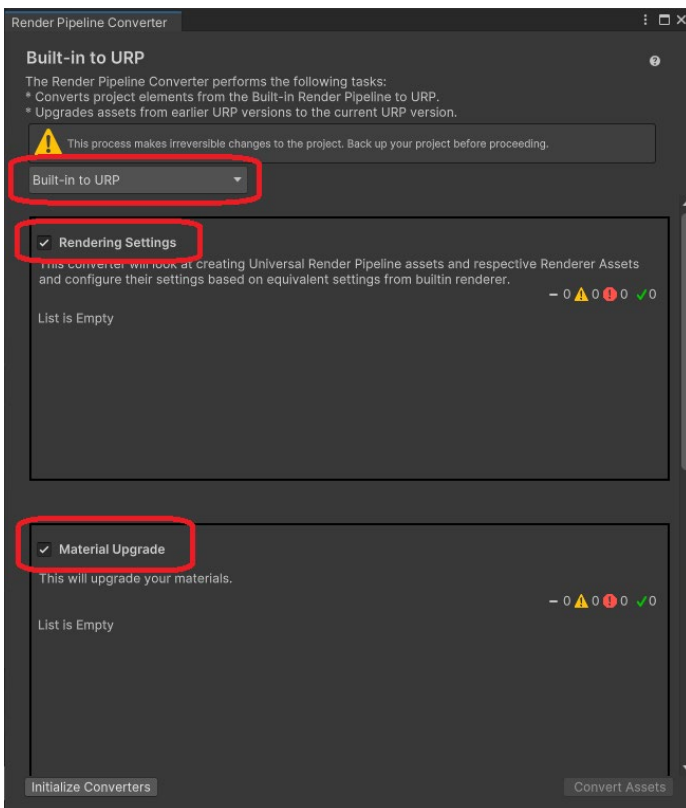4. Click **Initialize Converters**
5. Click **Convert Assets**

Figure 2

6. If an old material is double sided then change its shader to **Standard**, select that material, then go to **Edit → Rendering → Materials → Convert Selected Built-in Materials to URP**
7. In **Surface Options** of that material change **Render Face** to **Both**
8. If material has alpha then tick **Alpha Clipping**

Convert project to HDRP

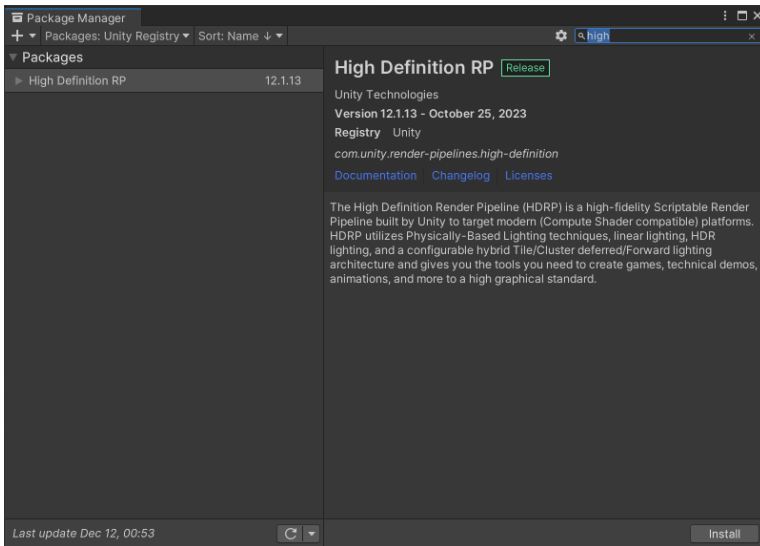1. Install HDRP (**Window → Package Manager**). Don't forget to choose **Unity Registry** in **Packages**

Figure 3

2. In opened HDRP Wizard (if it didn't open go to **Window → Rendering → HDRP Wizard**) click **Fix All** button
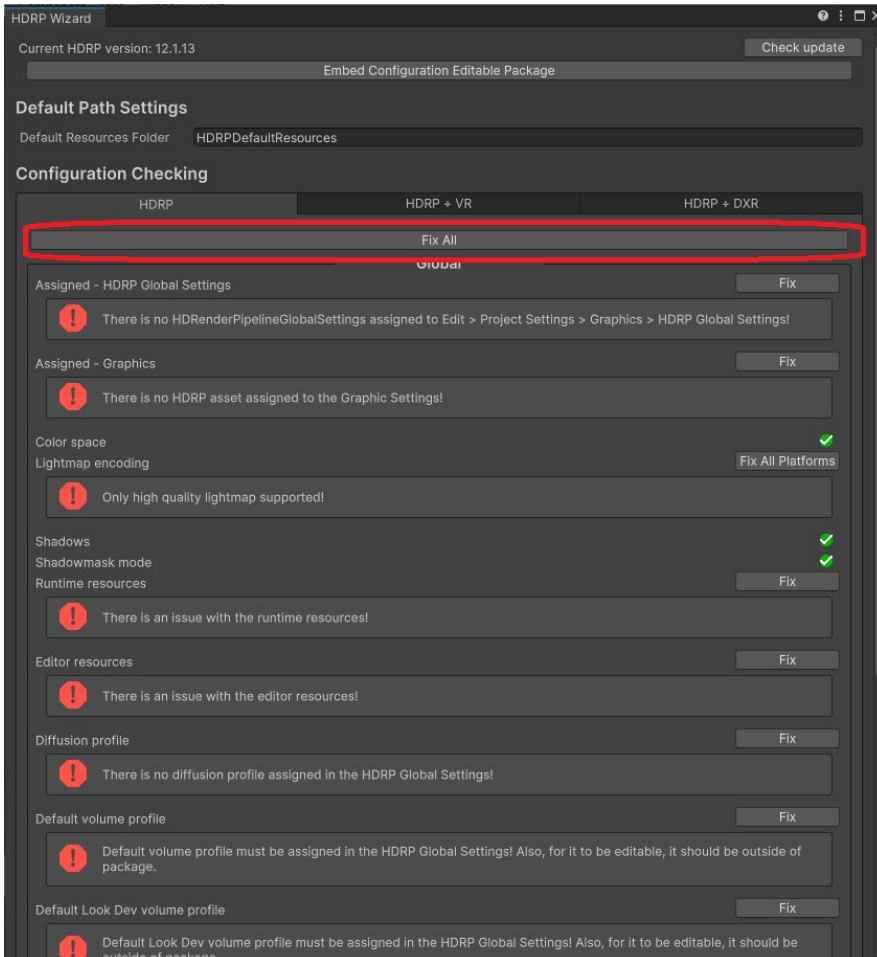

Figure 4

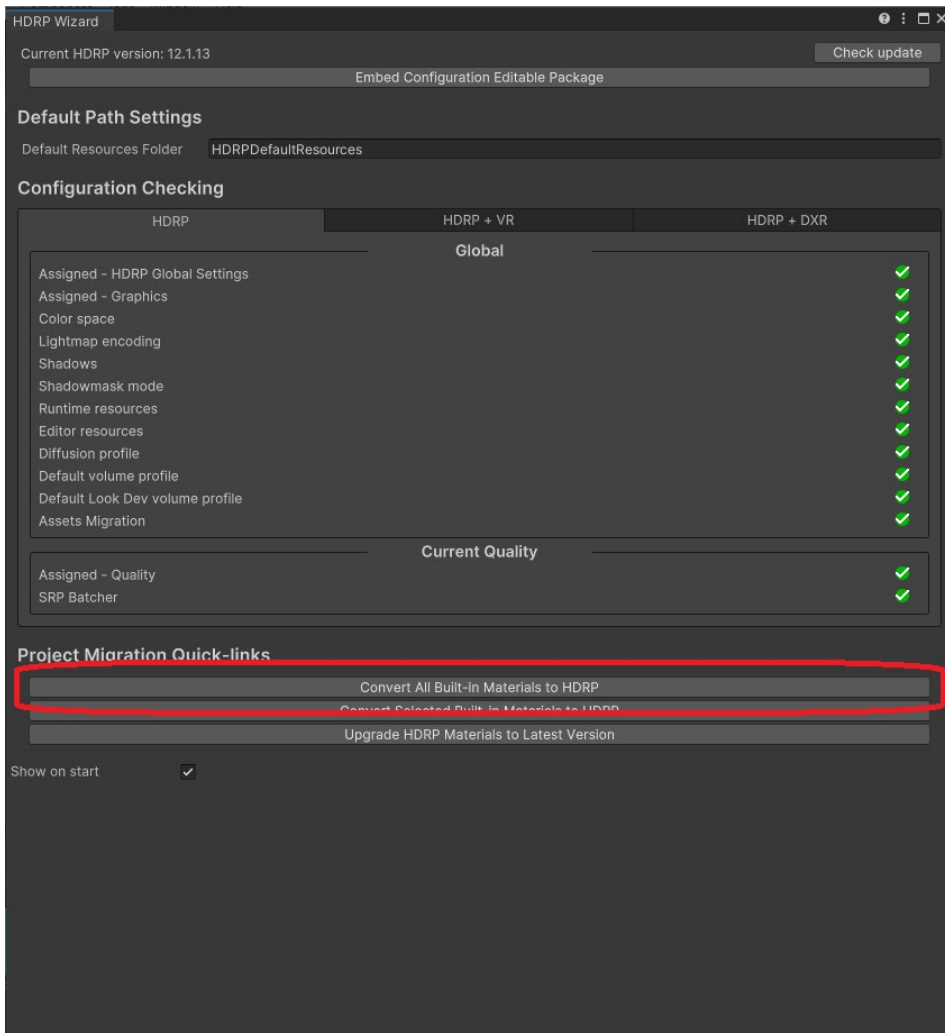3. Click on **Convert all Built-in Materials to HDRP** button

Figure 5

4. If an old material is double sided then change its shader to **Standard**, select that material, then go to **Edit →
Rendering → Materials → Convert Selected Built-in Materials to URP**
5. In **Surface Options** of that material change **Render Face** to **Both**