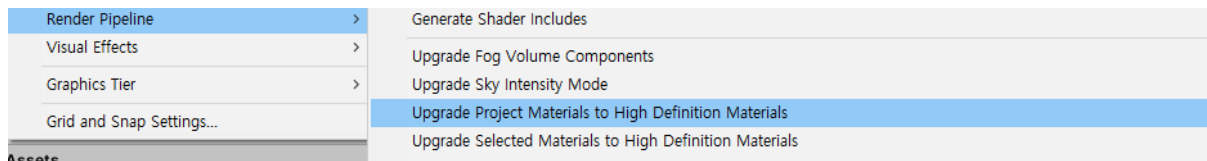


SRP workspace guide paper

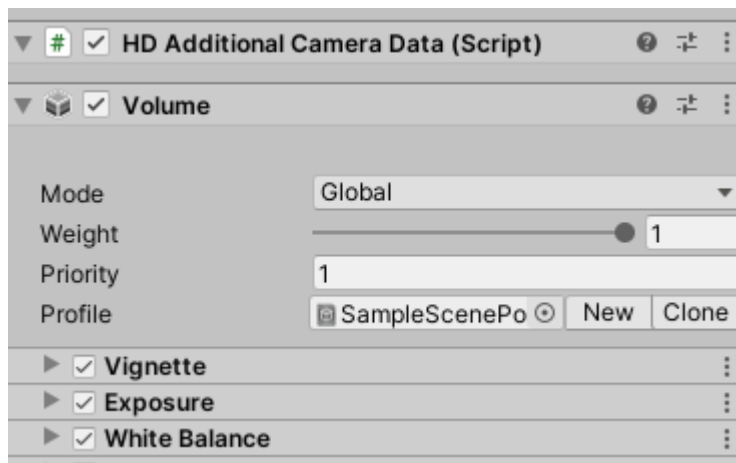
1.Import this asset and patch 'LinearColorSpace' and 'DistortPatchForHDRP&URP'.



2.Upgrade all materials. You can find upgrade materials in Edit/RenderPiepline/ Upgrade all materials for (HDRP or URP)



3. Setting volume(Post Processing) in effect scene for better looks



4. you can see well imported asset visual

