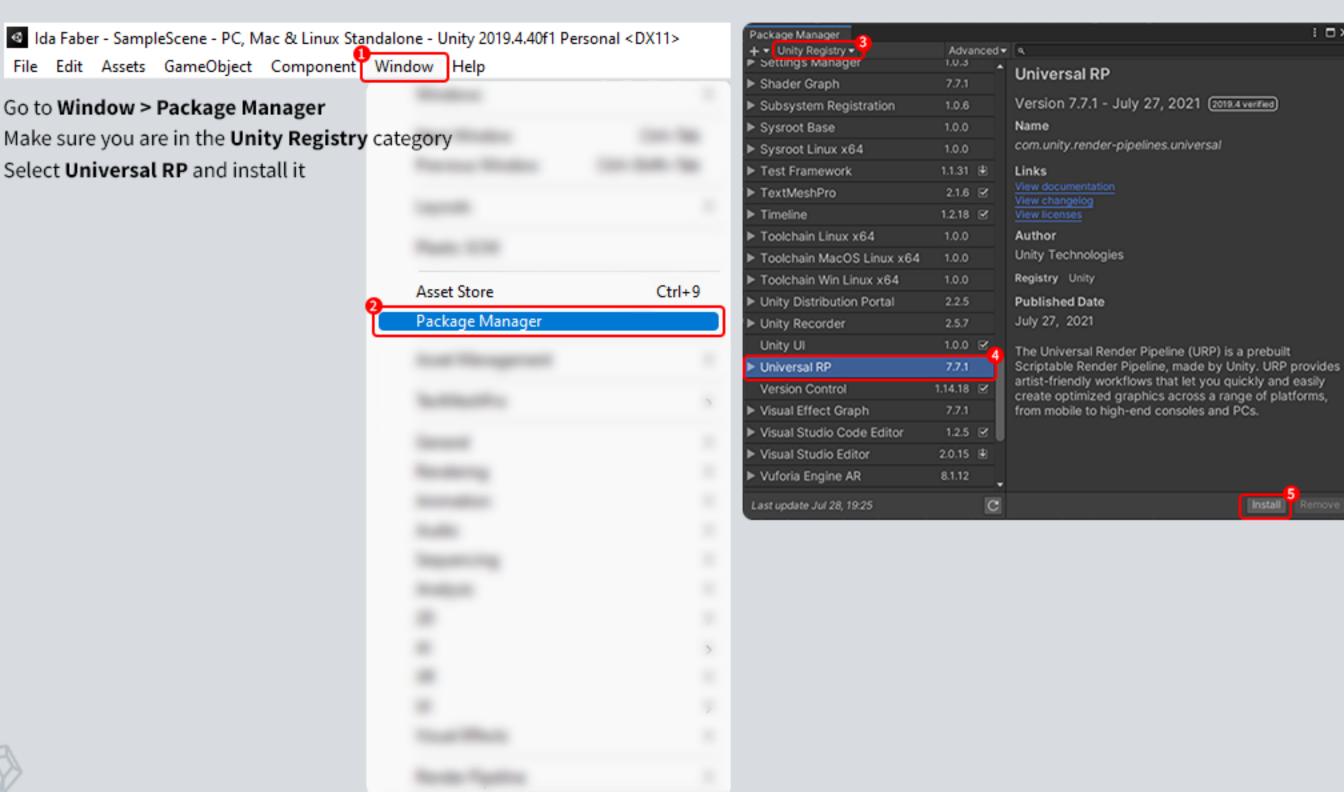
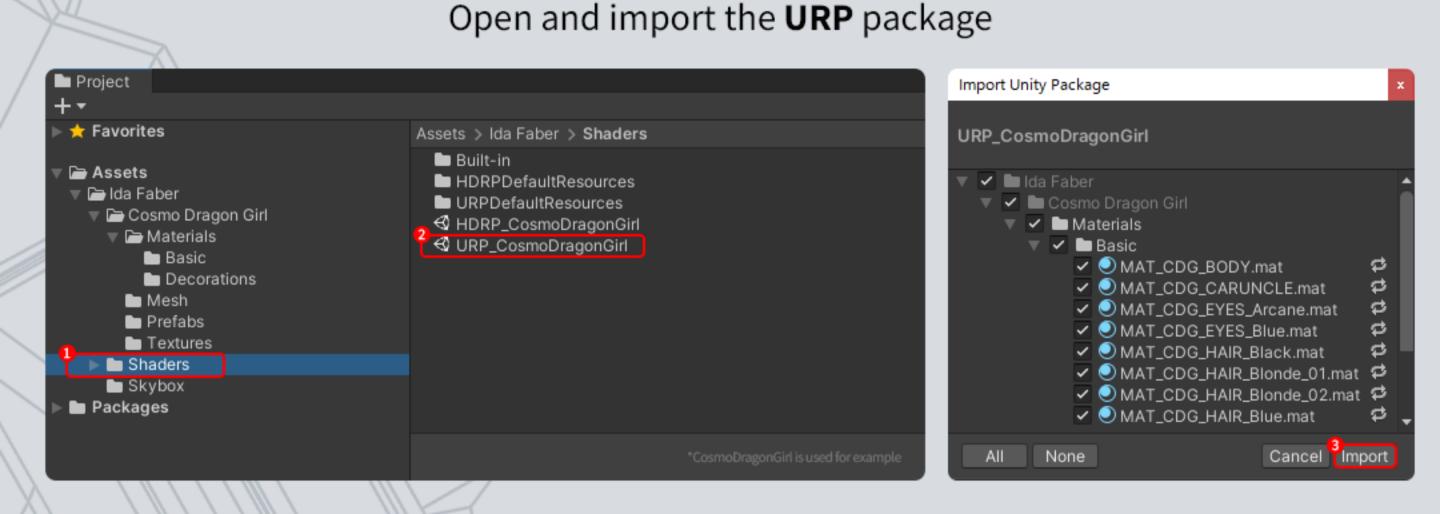


## HOW TO ENABLE URP Need HDRP? Scroll down to the HDRP section

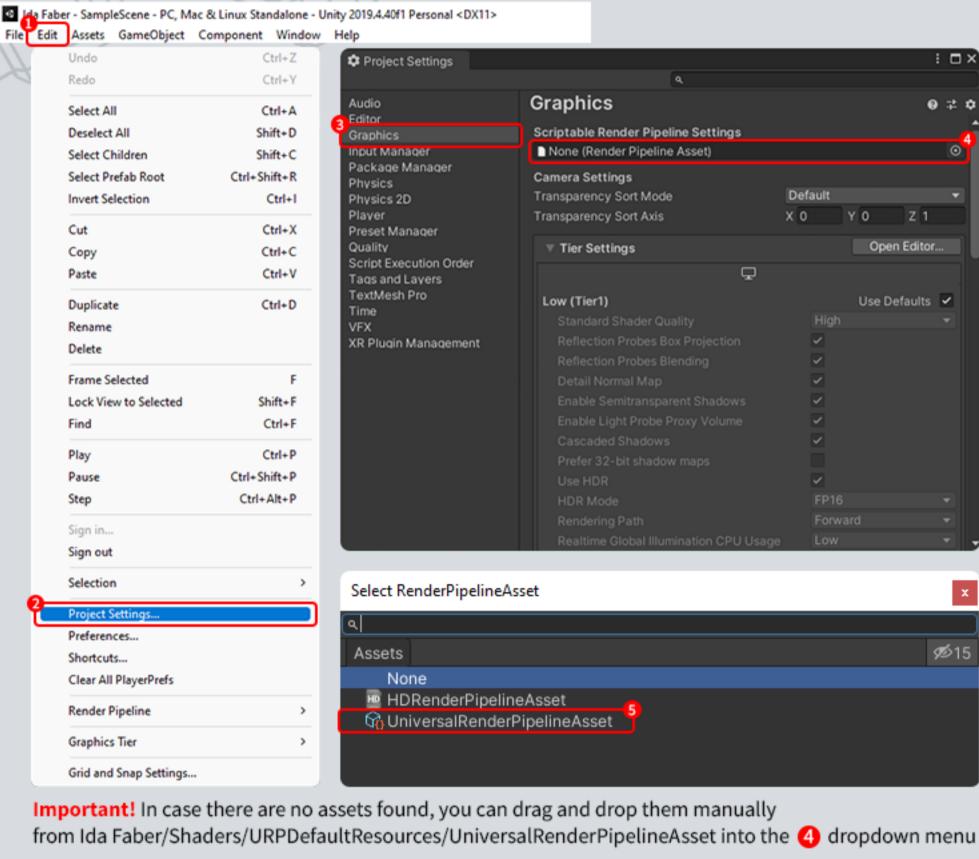
## Install the **Universal RP** Package





Navigate to project settings to chose the Render Pipeline Asset

Everything should be pink.



Ida Faber - SampleScene - PC, Mac & Linux Standalone - Unity 2019.4.40f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

Make sure you are in the Unity Registry category

Go to Window > Package Manager

HD Render Pipeline Wizard

**Default Path Settings** Default Resources Folder

Default Scene Prefab

**HDRP** 

Prefabs

Textures

Shaders

Skybox

Select Children

Invert Selection

Select Prefab Root

Packages

You are using High-Definition Render Pipeline lastest 7.7.1

HDRPDefaultRe: Populate / Reset

S None (Game Object)

Install Configuration Editable Package



## Install the **High Definition RP** Package

Package Manager + ▼ Unity Registry ▼

▶ Barracuda

▶ Cinemachine

Code Coverage

Burst

**High Definition RP** 

Links

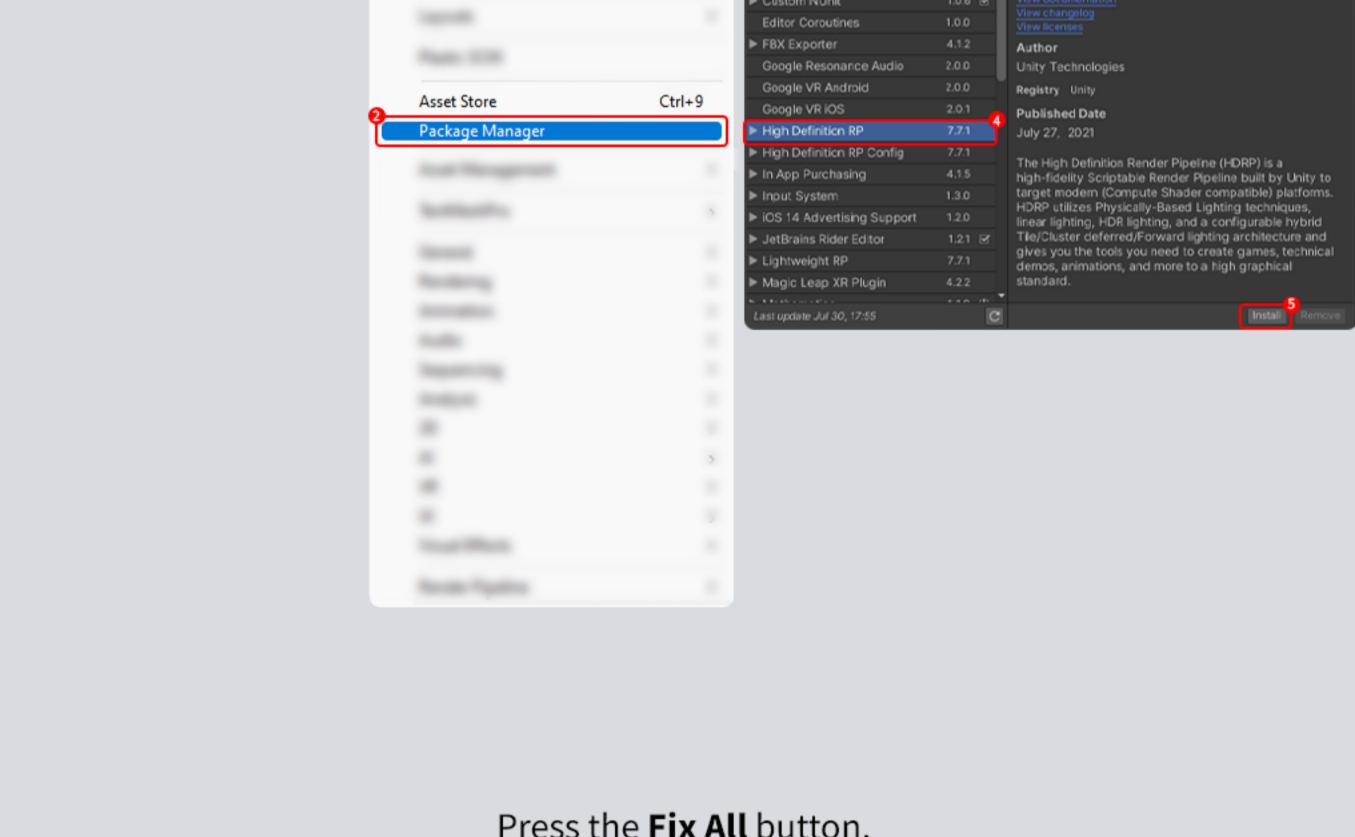
Version 7.7.1 - July 27, 2021 (2019.4 verified)

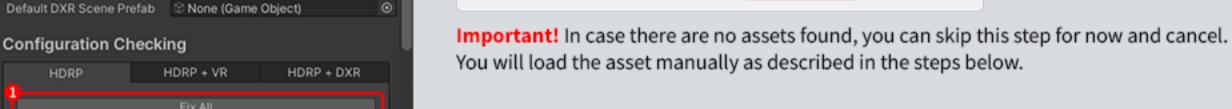
com.unity.render-pipelines.high-definition

HOW TO ENABLE HDRP

in a few steps







You will have to **Load** the included HDRenderPipelineAsset manually

Do you want to create a fresh

and automatically assign it?

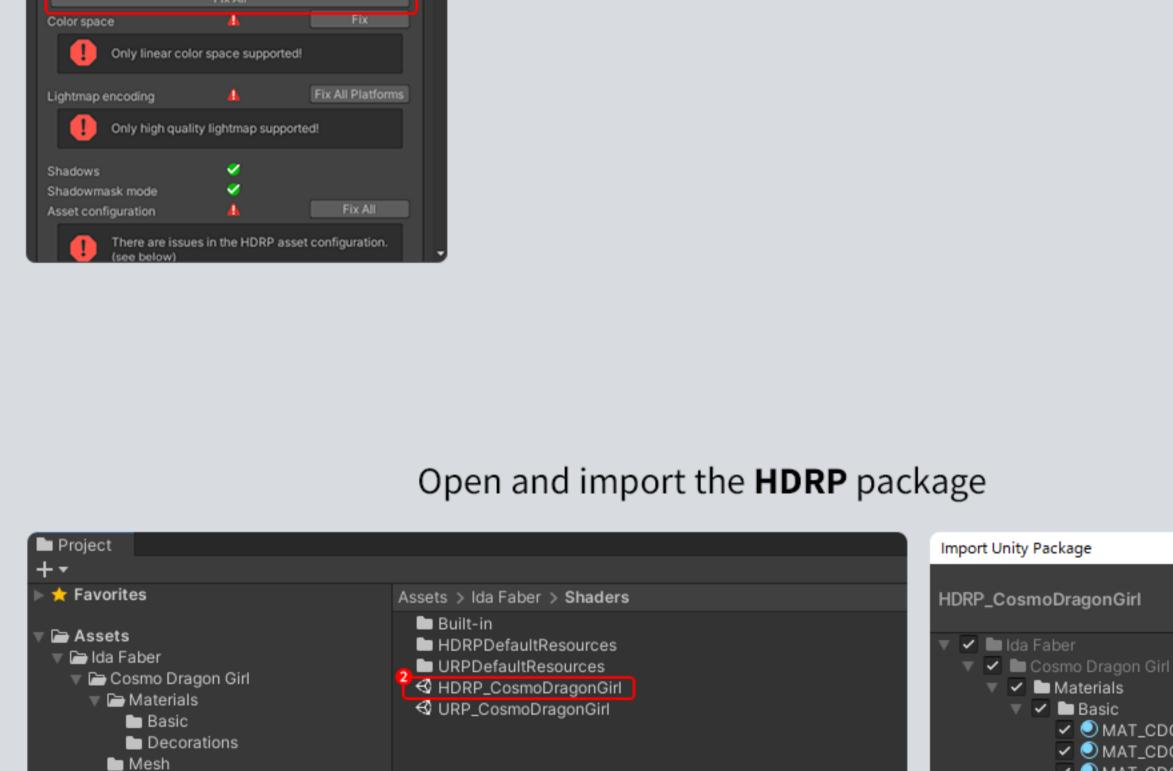
Create One

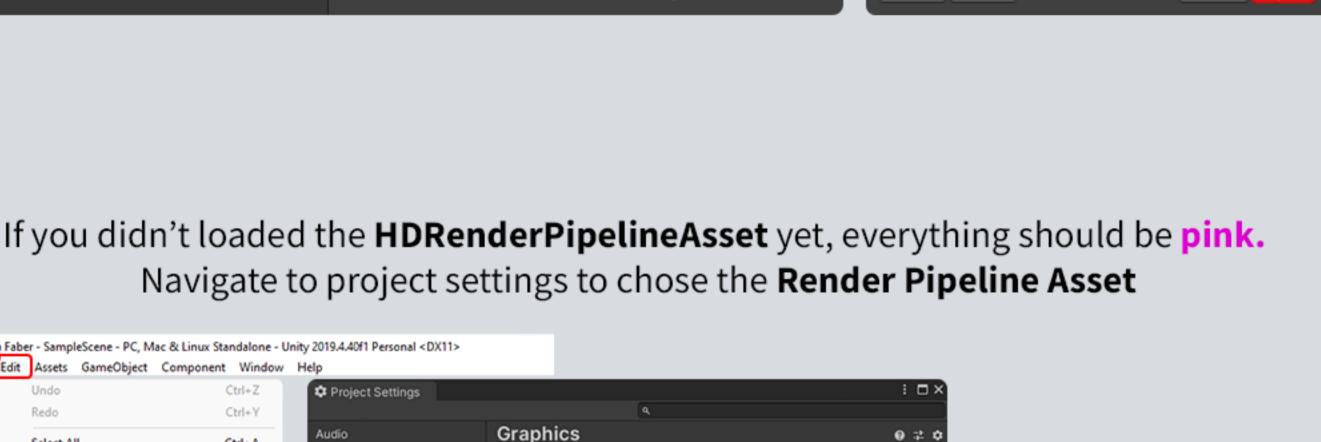
HDRenderPipelineAsset in the default resource folder

Load One

Cancel

Create or Load HDRenderPipelineAsset





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Cancel Import

MAT\_CDG\_BODY.mat

✓ ○ MAT\_CDG\_CARUNCLE.mat

✓ ○ MAT\_CDG\_EYES\_Blue.mat

✓ ○ MAT\_CDG\_HAIR\_Black.mat

✓ ○ MAT\_CDG\_HAIR\_Blue.mat

None

✓ OMAT\_CDG\_HAIR\_Blonde\_01.mat

✓ MAT\_CDG\_HAIR\_Blonde\_02.mat

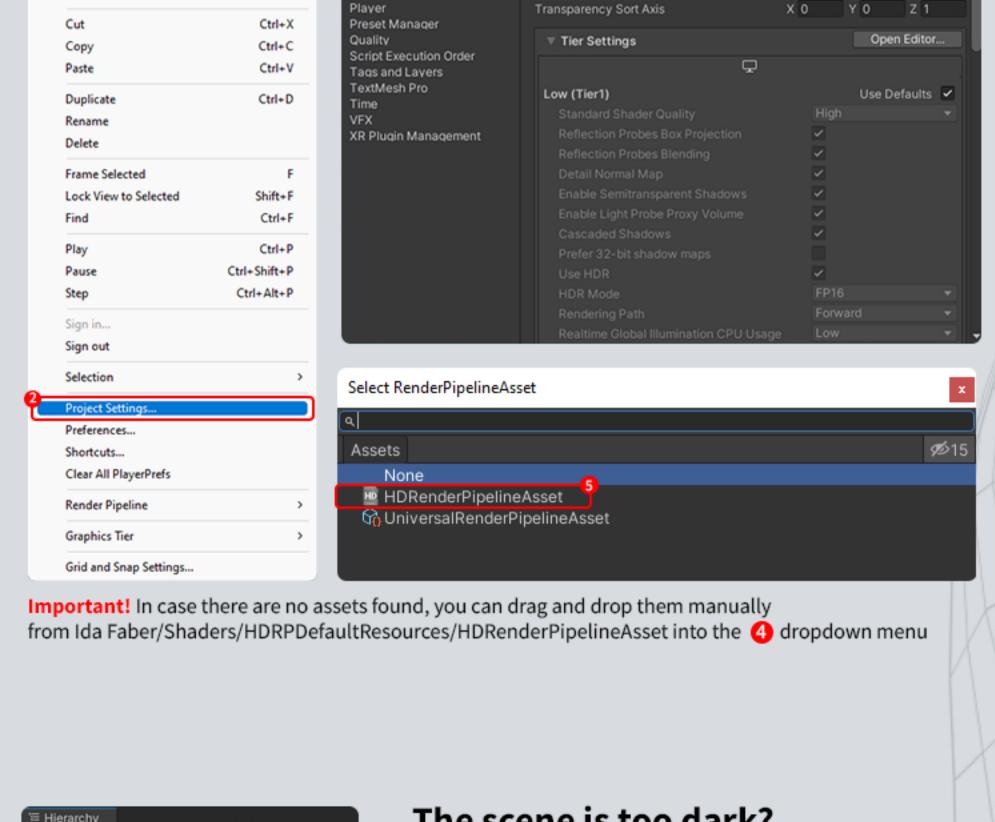
✓ ○ MAT\_CDG\_EYES\_Arcane.mat

## Navigate to project settings to chose the Render Pipeline Asset ☑ Ida Faber - SampleScene - PC, Mac & Linux Standalone - Unity 2019.4.40f1 Personal < DX11> File Edit Assets GameObject Component Window Help Project Settings Redo Ctrl+Y Graphics Select All Ctrl+A Scriptable Render Pipeline Settings Deselect All Shift+D

None (Render Pipeline Asset)

Camera Settings

Transparency Sort Mode



Input Manager

Physics 2D

Package Manager

Shift+C

Ctrl+I

Ctrl+Shift+R

