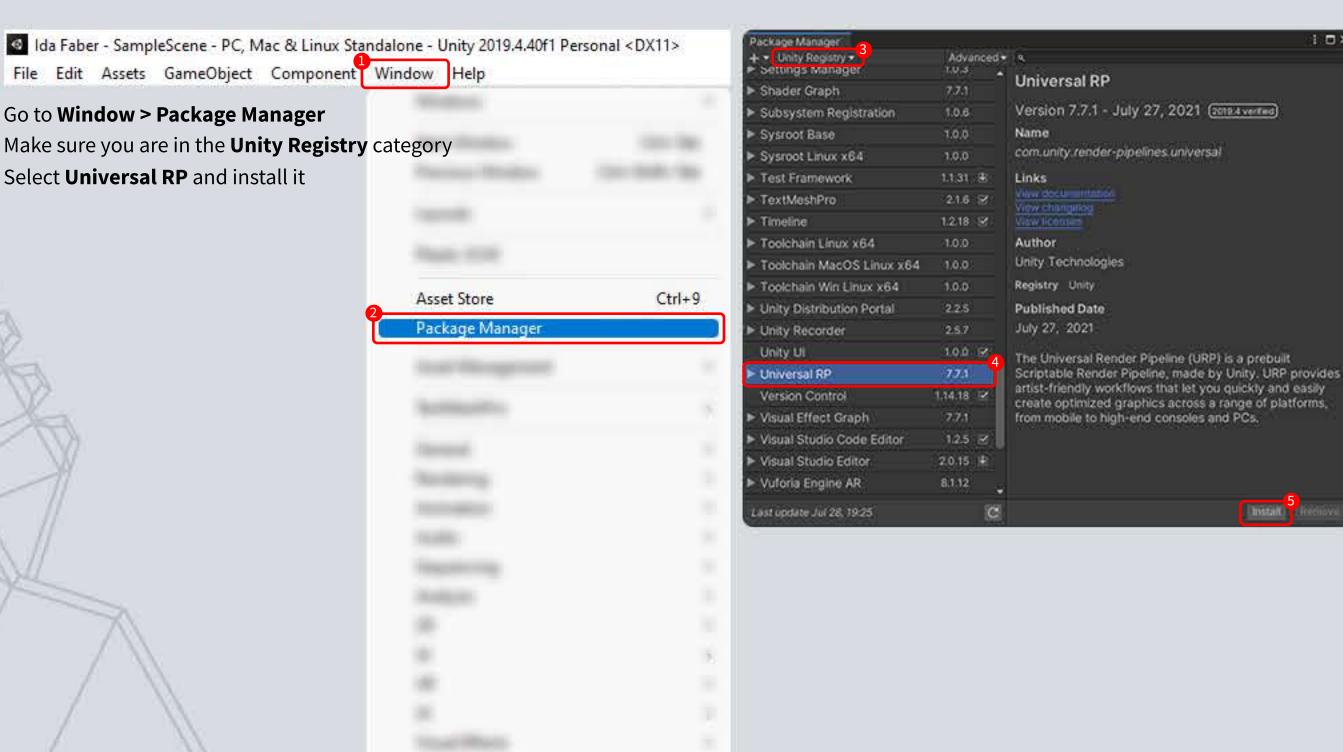


HOW TO ENABLE URP

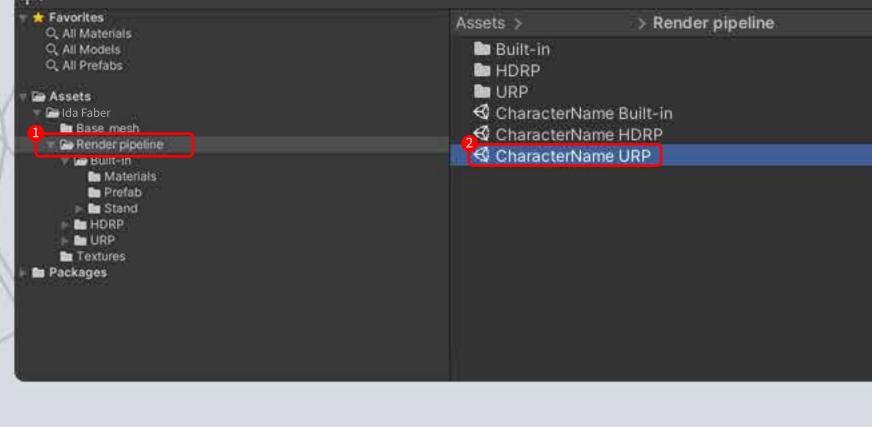
render_pipeline.pdf

Install the **Universal RP** Package



> Render pipeline Assets >

Open the **CharacterName URP** map

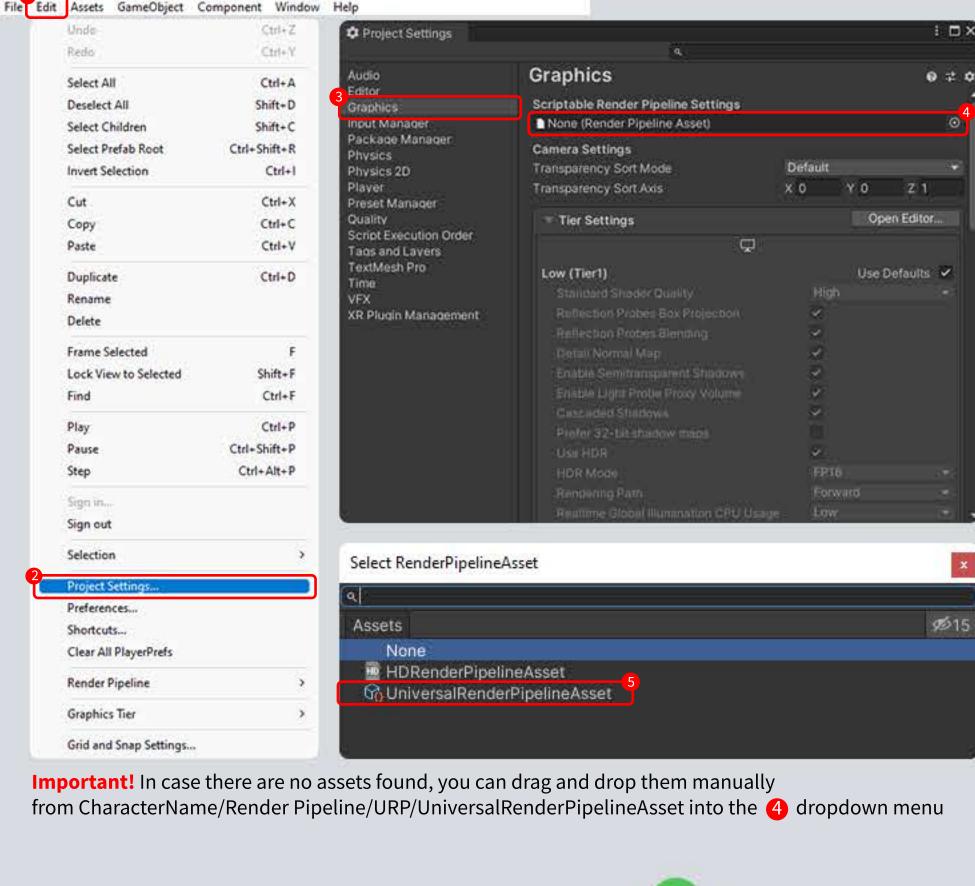


■ Project

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

Everything should be pink.

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

You are using High-Definition Render Pipeline lastest 7.7.1

HDRPDefaultRes Populate / Reset

HDRP + DXR

None (Game Object)

Default Path Settings

Default Resources Folder

Configuration Checking

Default DXR Scene Prefab Sone (Game Object)

HDRP + VR

Default Scene Prefab

HDRP

Project

* Favorites

Assets

Q All Materials

Q All Models Q, All Prefabs

🗀 Ida Faber Base mesh

Render pipeline

Built-in Materials Prefab Stand ■ HDRP

Textures

Packages

Go to Window > Package Manager



Install the **High Definition RP** Package

Package Manager + JUNEY Registry - 3

➤ Barracuda

▶ Burst

Advanced v u

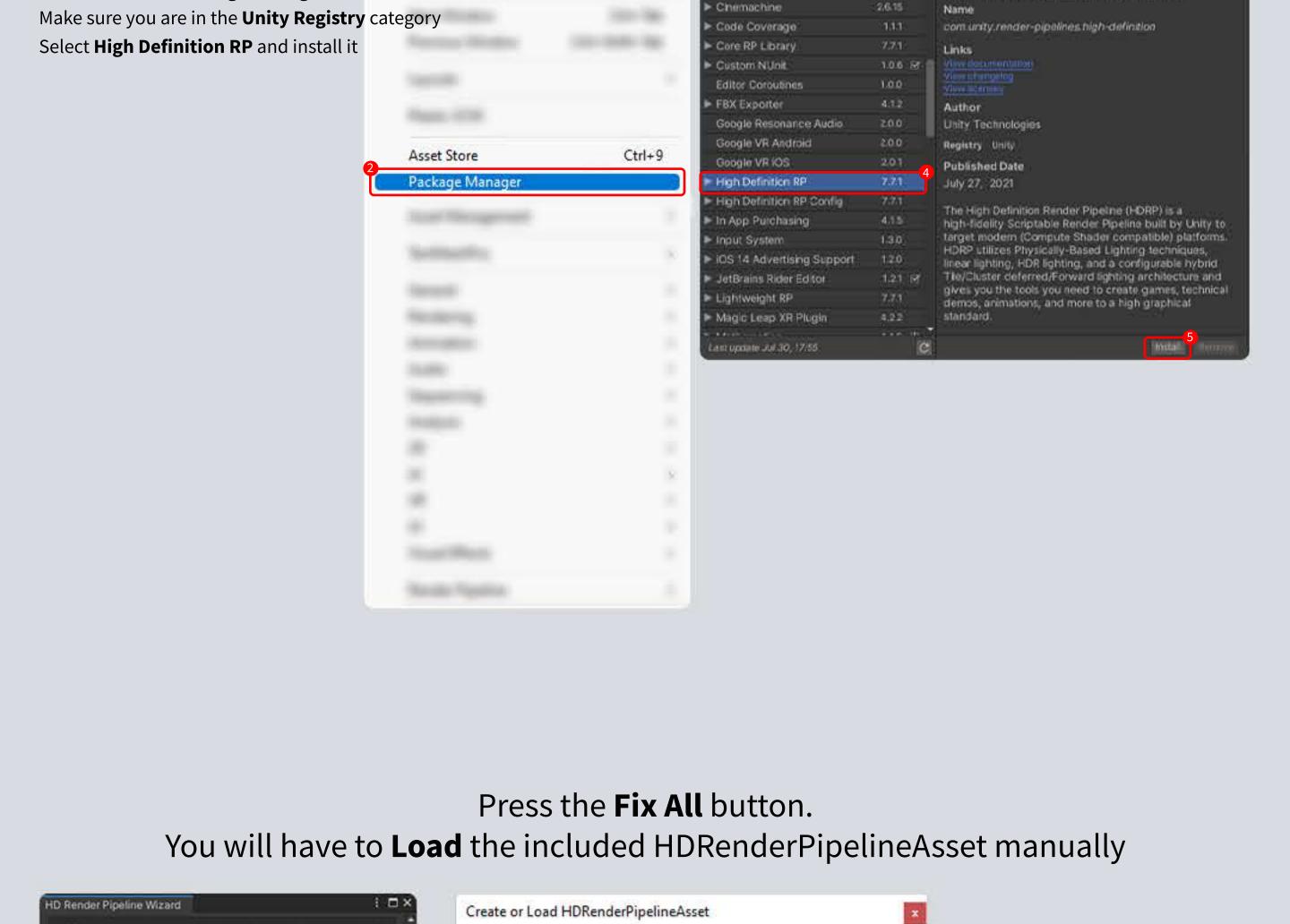
2,6.15

High Definition RP

Version 7.7.1 - July 27, 2021 [1010.4 verted]

HOW TO ENABLE HDRP

in a few more steps



Do you want to create a fresh

and automatically assign it?

Create One

HDRenderPipelineAsset in the default resource folder

You will load the asset manually as described in the steps below.

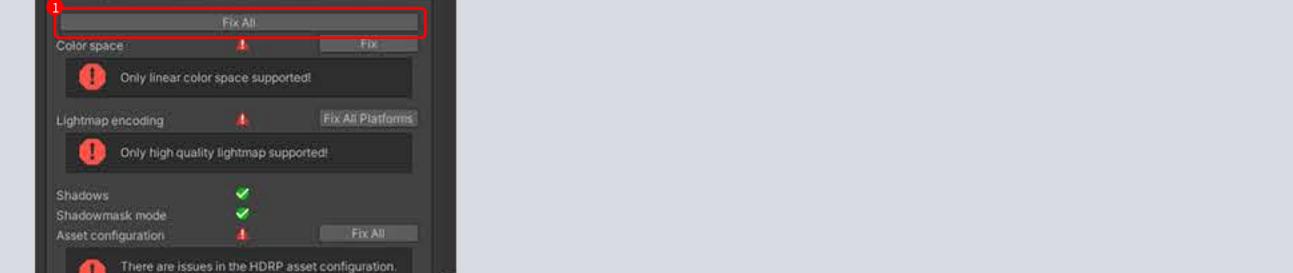
Load One

Important! In case there are no assets found, you can skip this step for now and cancel.

Cancel

1 - ×

0 2 0



Open the **CharacterName HDRP** map

Assets > CosmoBunny > Render pipeline

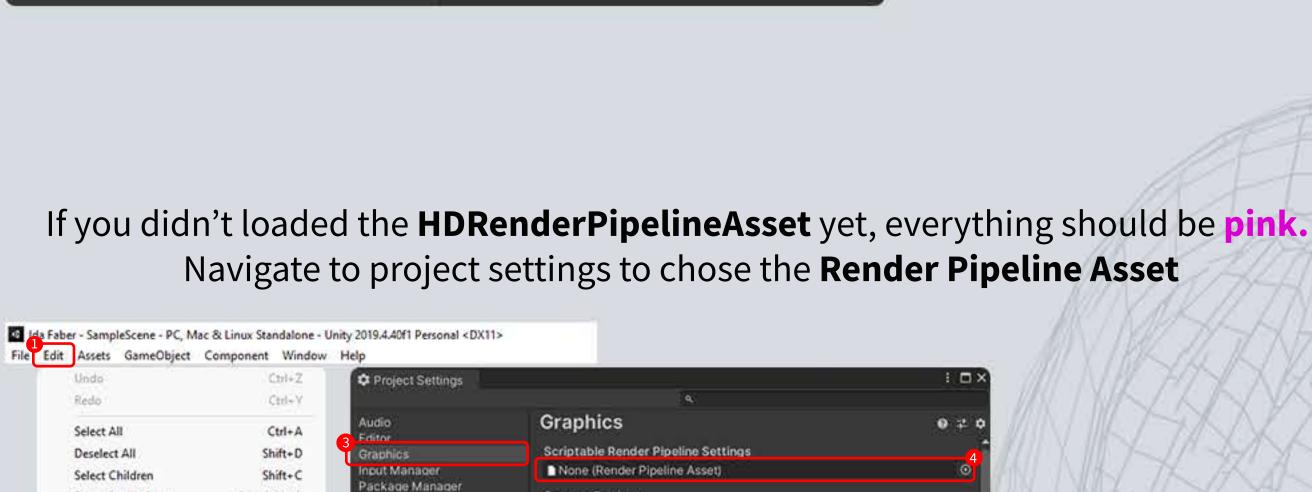
CharacterName Built-in

← CharacterName HDRP

CharacterName URP

Built-in

HDRP URP.



Cut Ctrl+X Preset Manager Open Editor... Quality Tier Settings Ctrl+C Copy Script Execution Order Q Paste Ctrl+V Tags and Lavers TextMesh Pro Use Defaults 🗸 Low (Tier1) Ctrl+D

