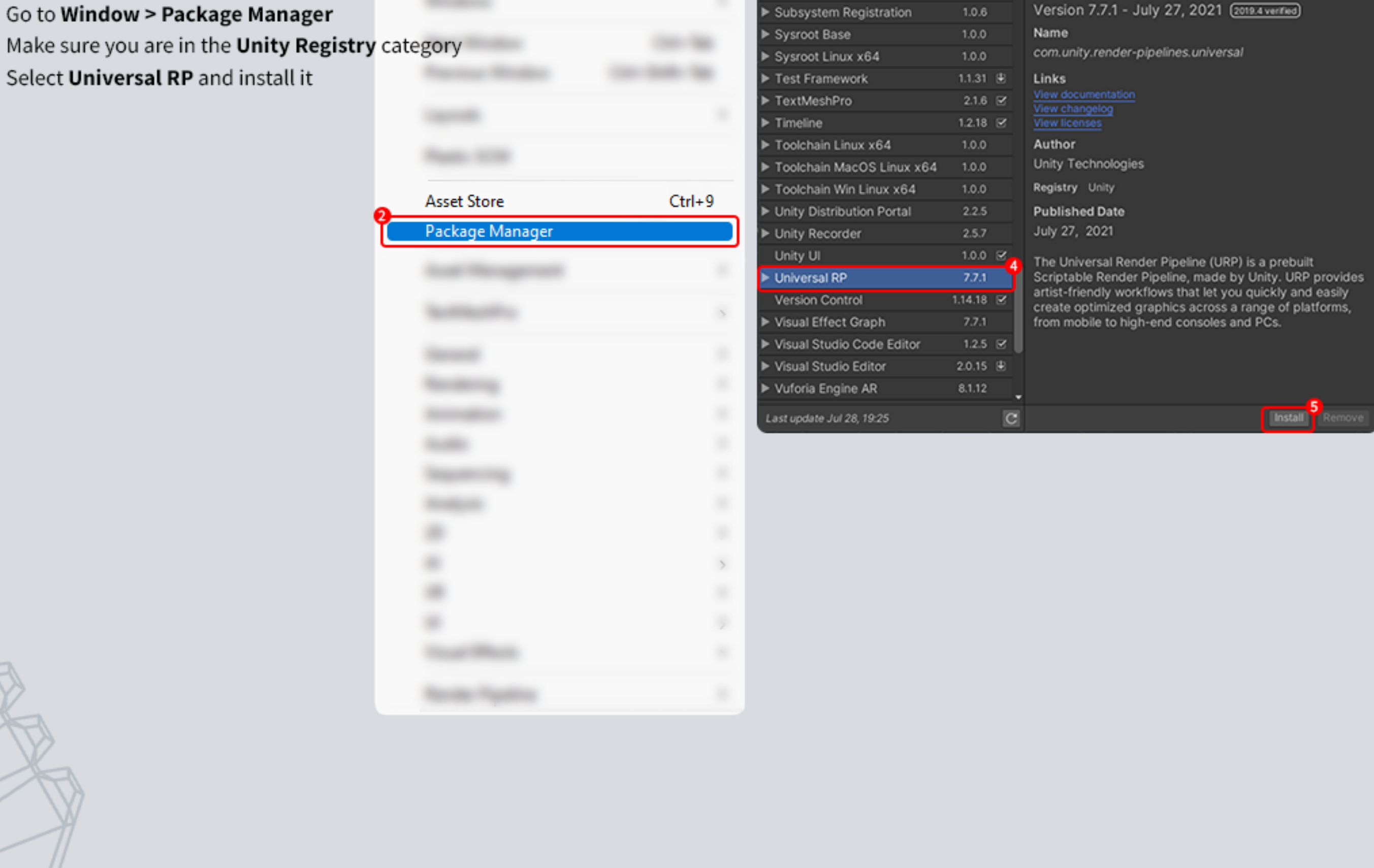




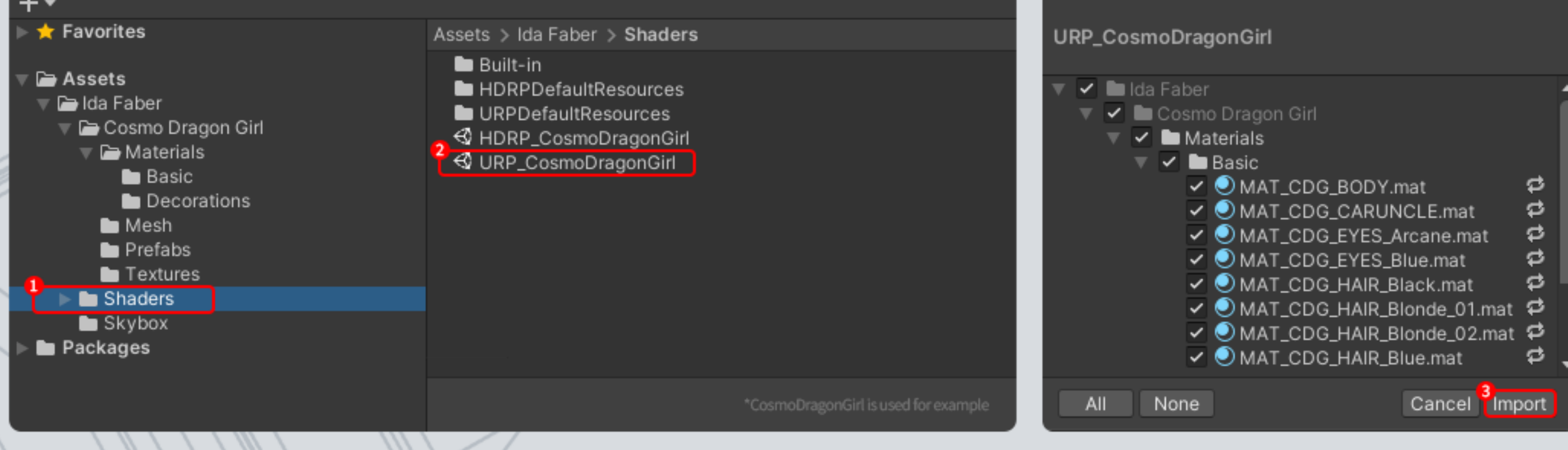
# HOW TO ENABLE URP

Need HDRP? Scroll down to the HDRP section

## Install the Universal RP Package

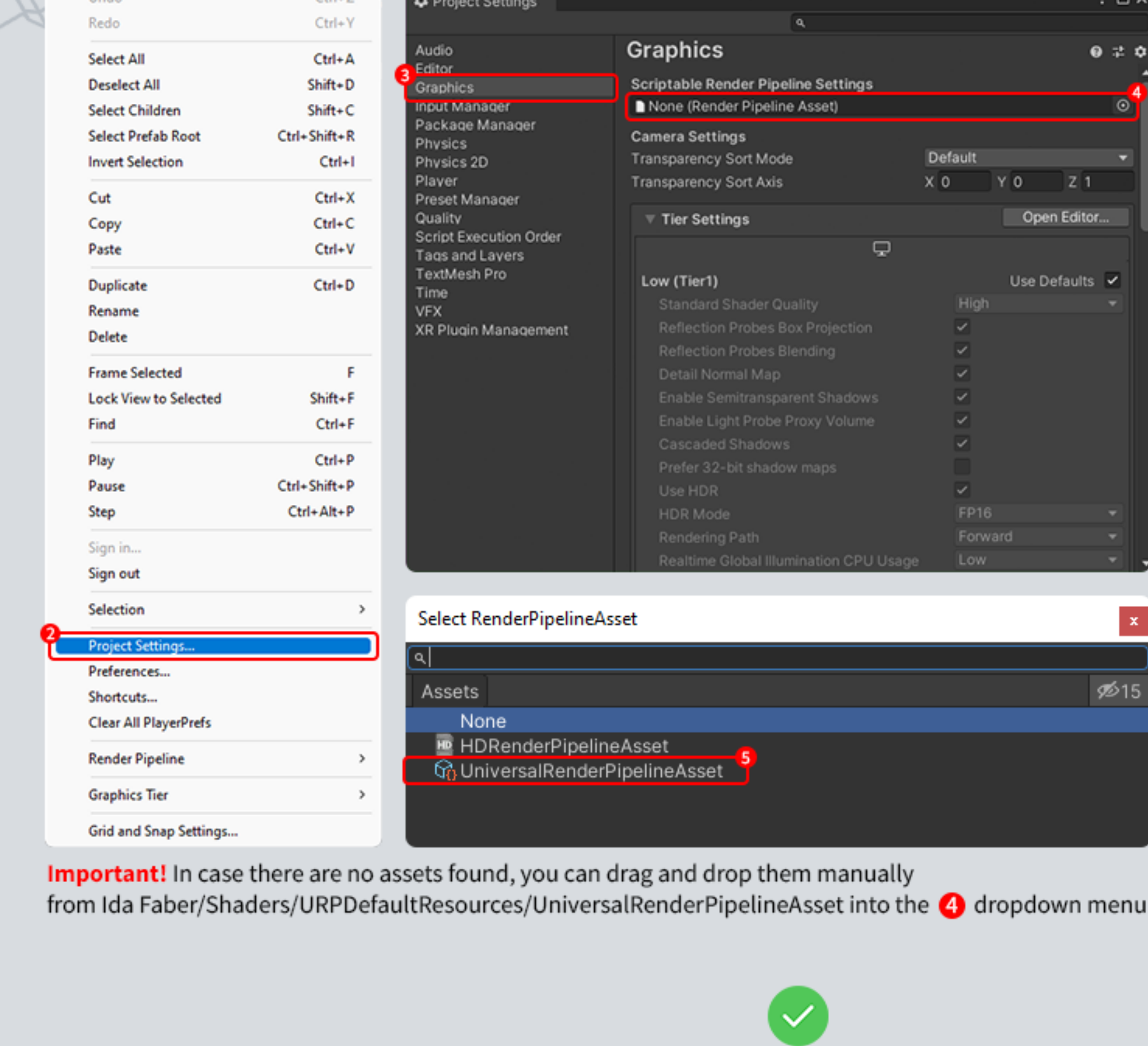


## Open and import the URP package

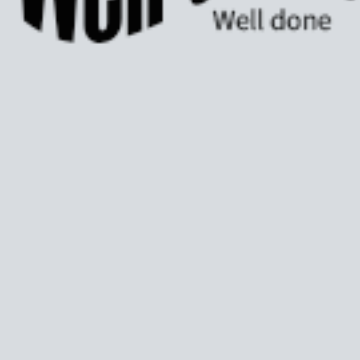


Everything should be **pink**.

## Navigate to project settings to chose the Render Pipeline Asset



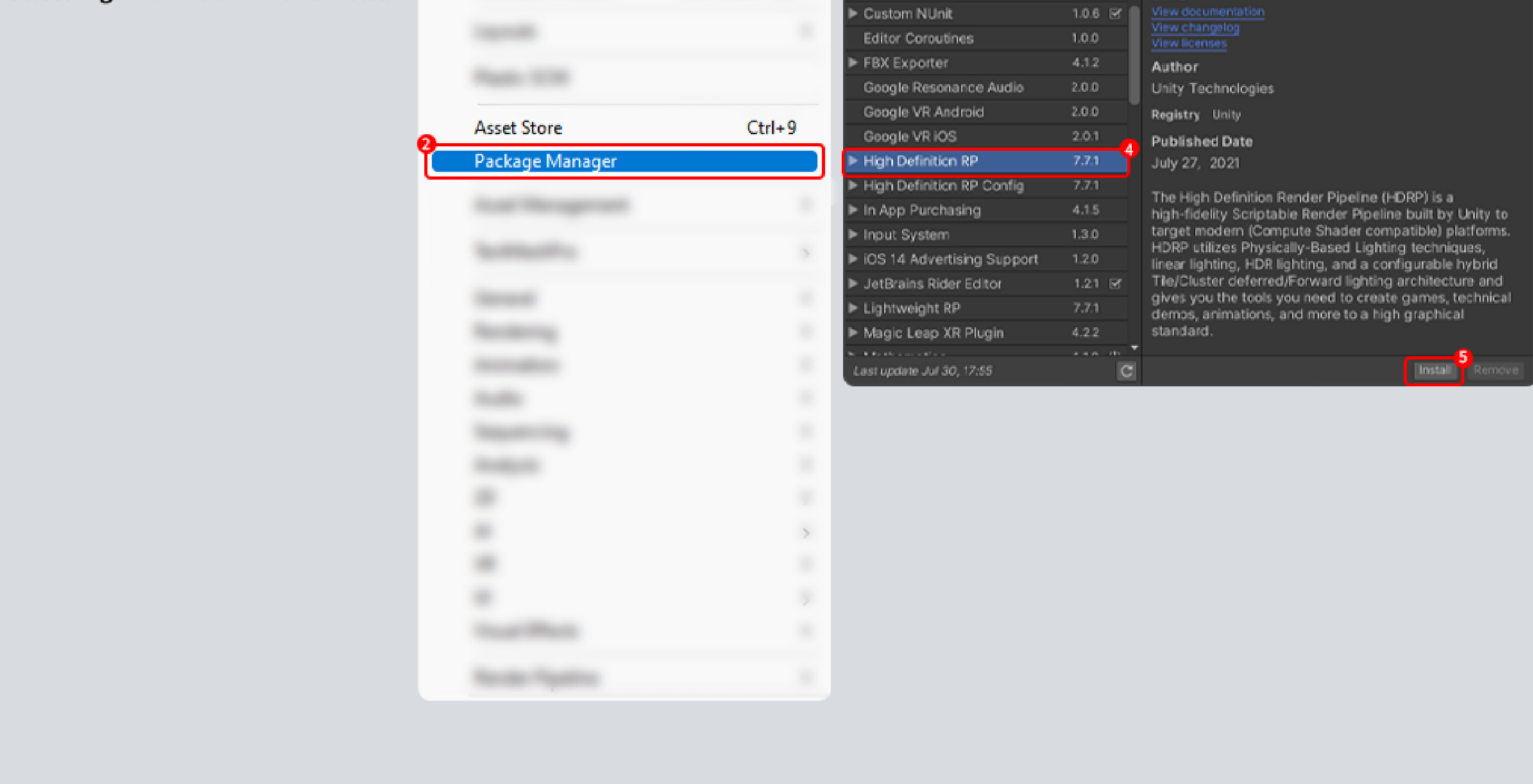
**Important!** In case there are no assets found, you can drag and drop them manually from Ida Faber/Shaders/URPDefaultResources/UniversalRenderPipelineAsset into the dropdown menu



# HOW TO ENABLE HDRP

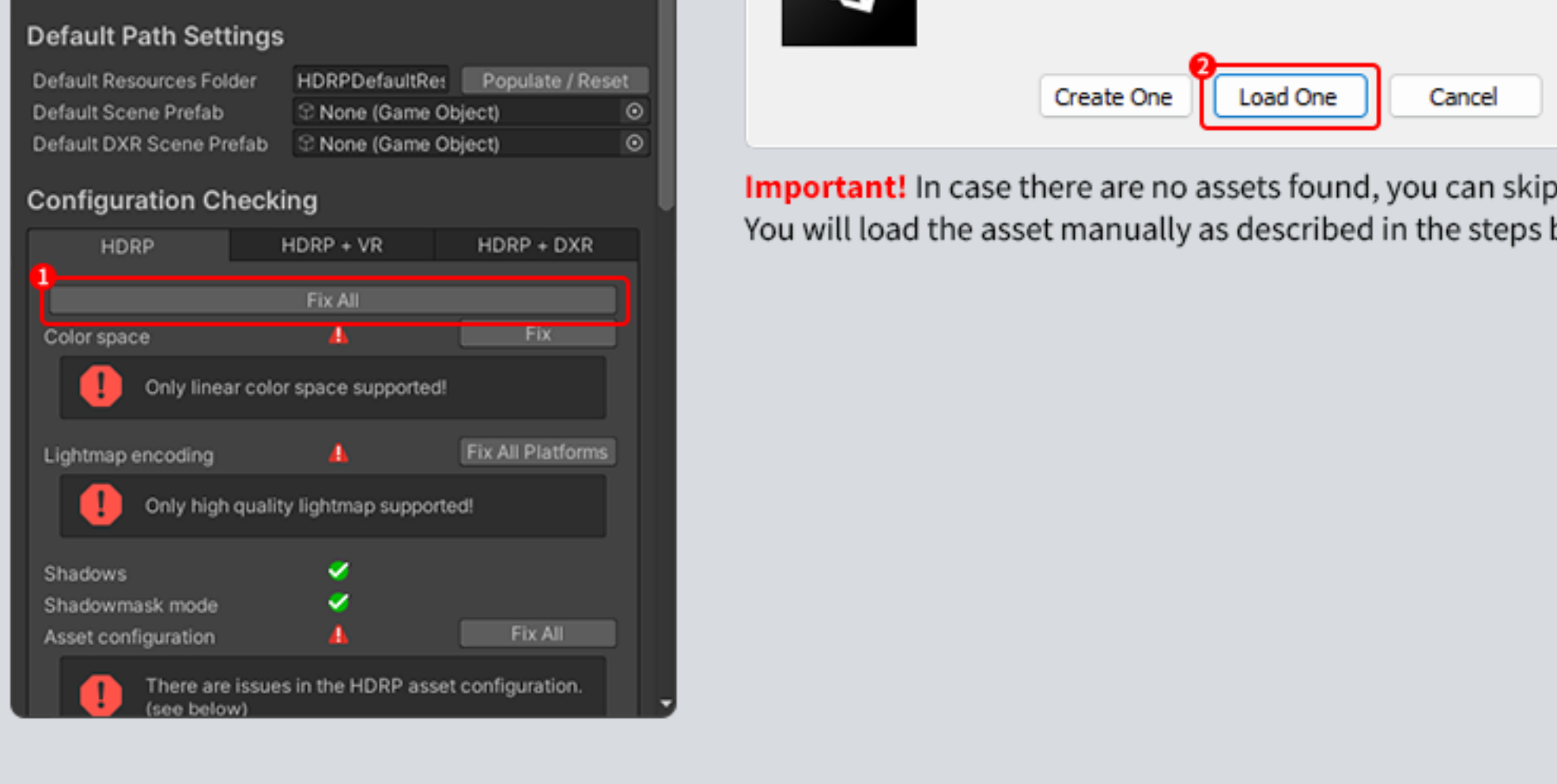
in a few steps

## Install the High Definition RP Package



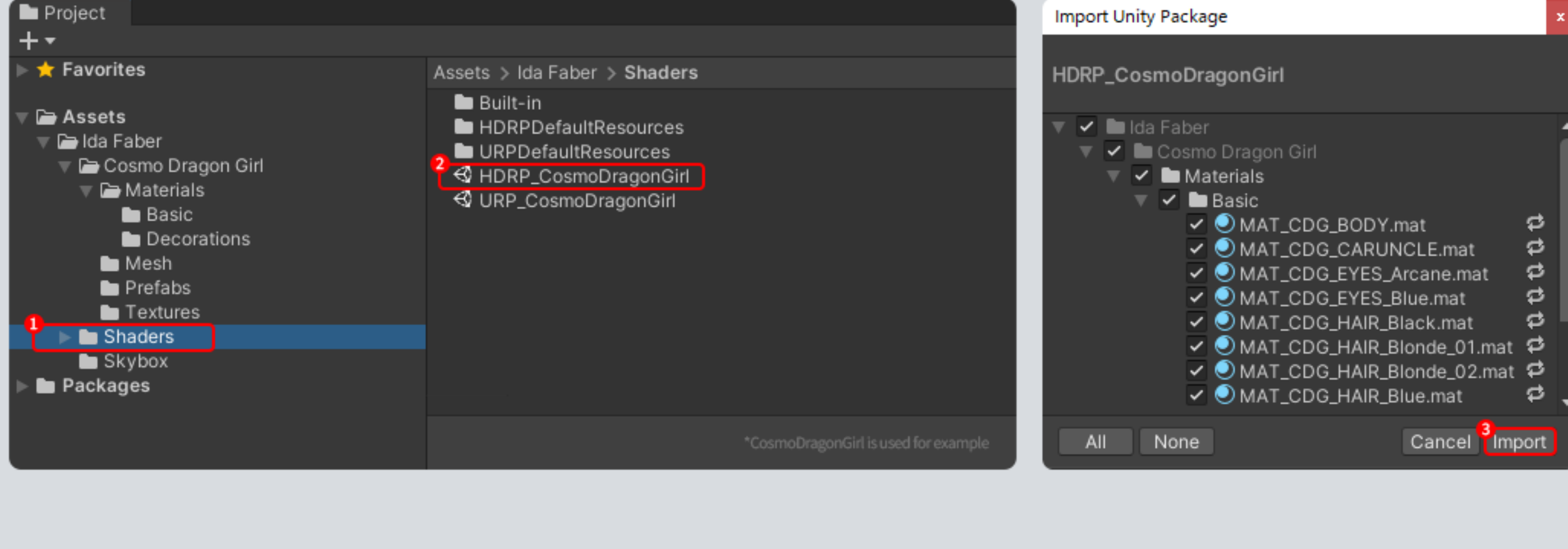
Press the **Fix All** button.

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



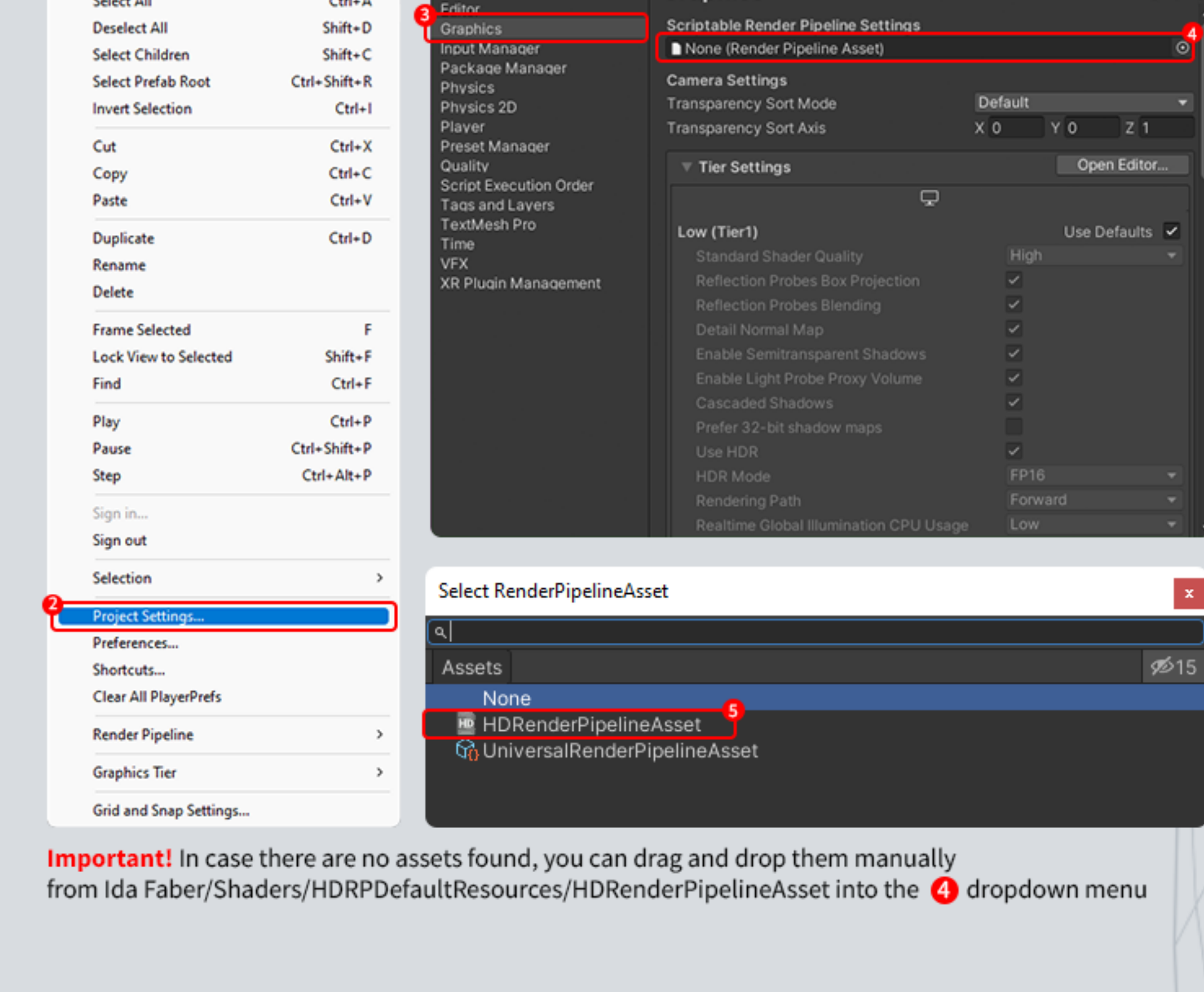
**Important!** In case there are no assets found, you can skip this step for now and cancel. You will load the asset manually in the next step.

## Open and import the HDRP package



If you didn't loaded the **HDRenderPipelineAsset** yet, everything should be **pink**.

## Navigate to project settings to chose the Render Pipeline Asset



**Important!** In case there are no assets found, you can drag and drop them manually from Ida Faber/Shaders/HDRPDefaultResources/HDRenderPipelineAsset into the dropdown menu

The scene is too dark?

Click through the lights in the hierarchy!

This should fix the issue

