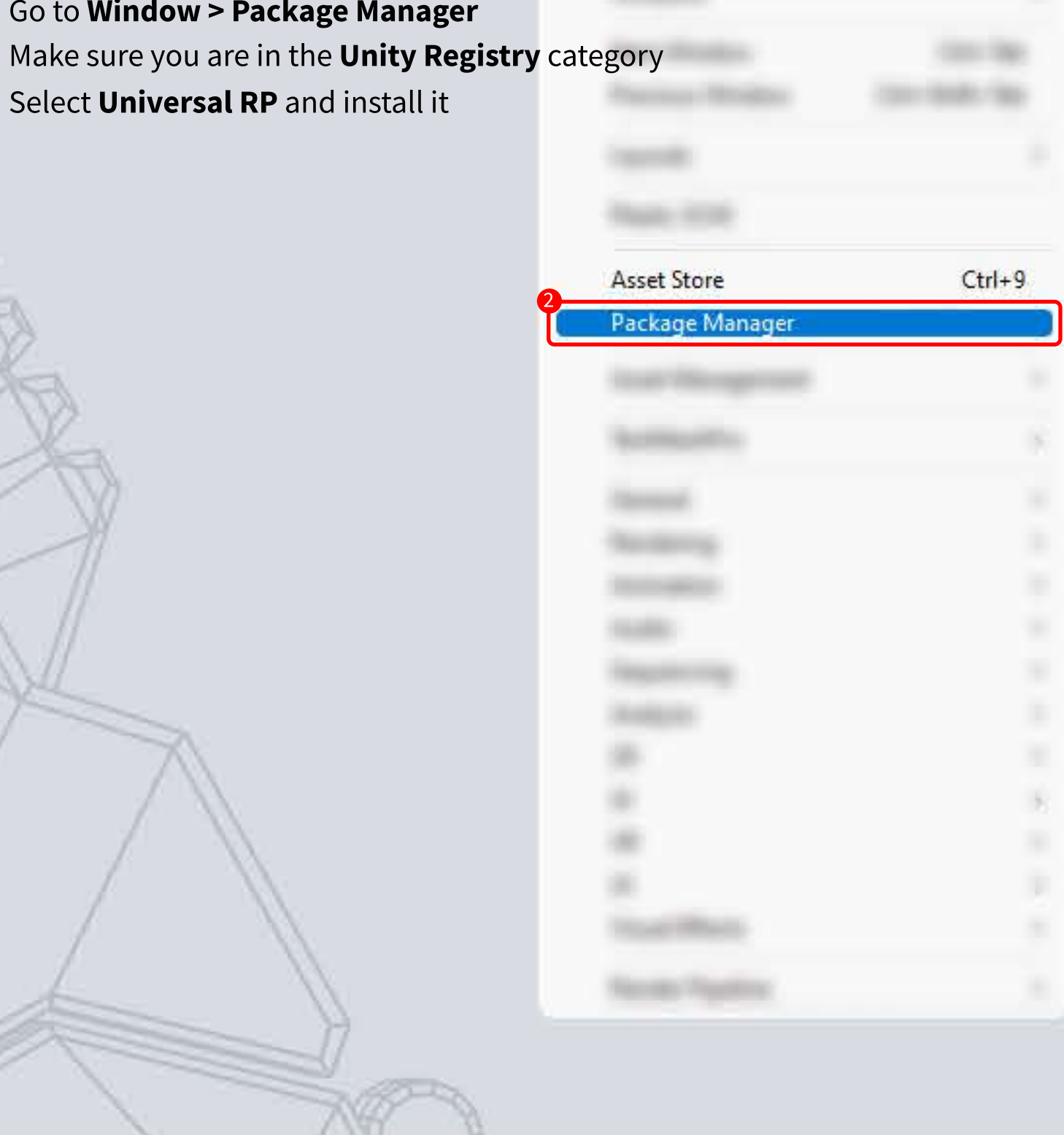




# HOW TO ENABLE URP

render\_pipeline.pdf

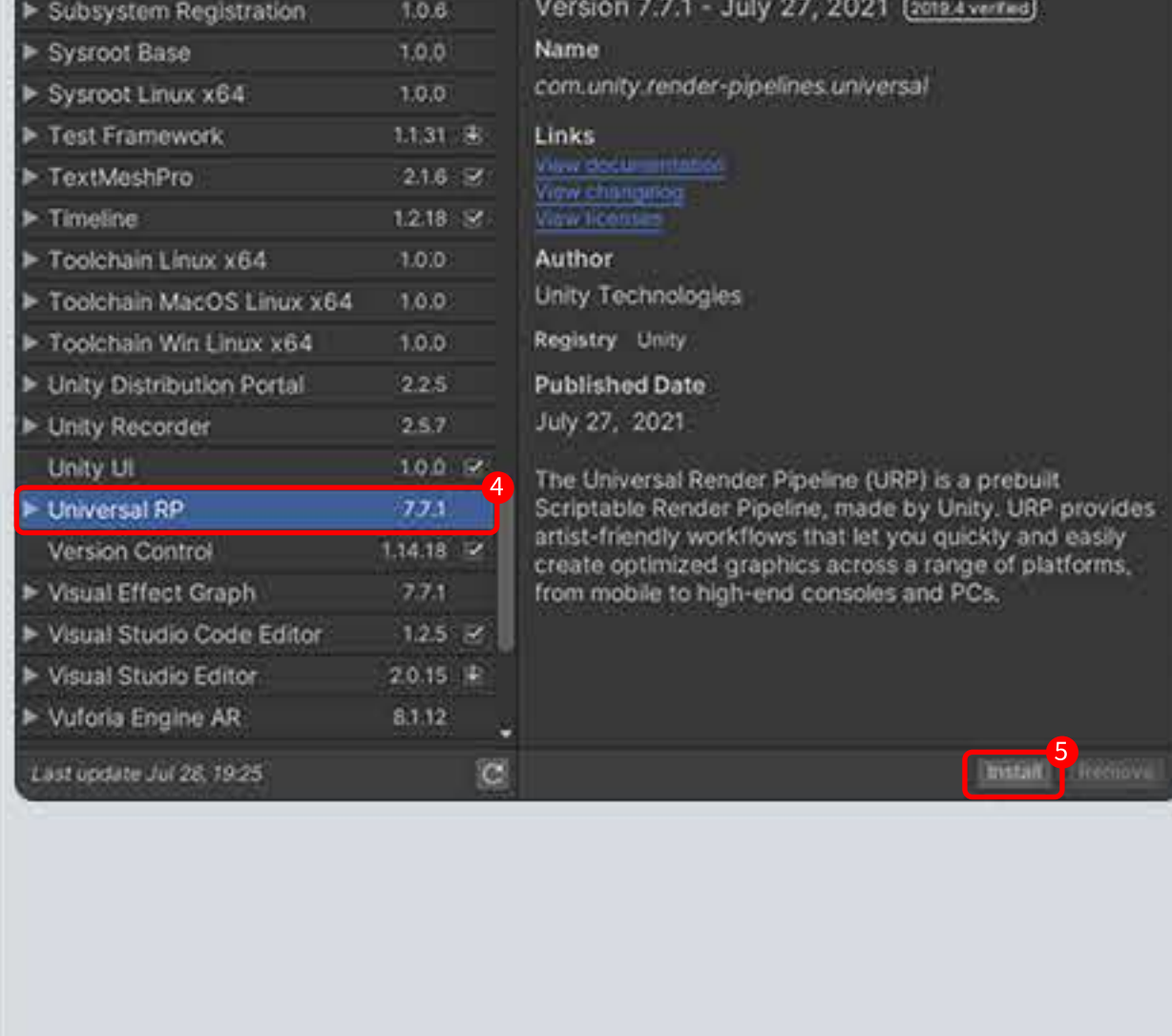
## Install the Universal RP Package



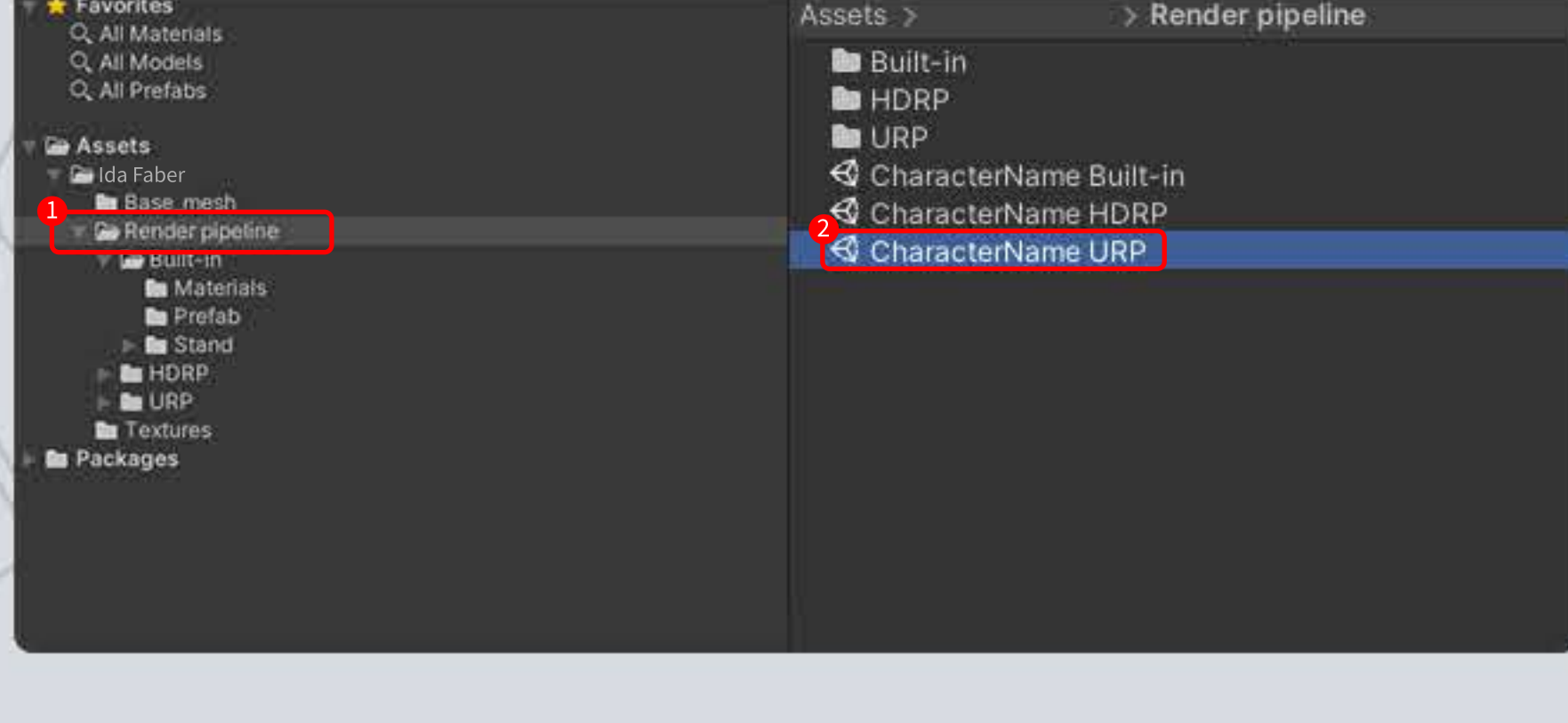
Go to **Window > Package Manager**

Make sure you are in the **Unity Registry** category

Select **Universal RP** and install it

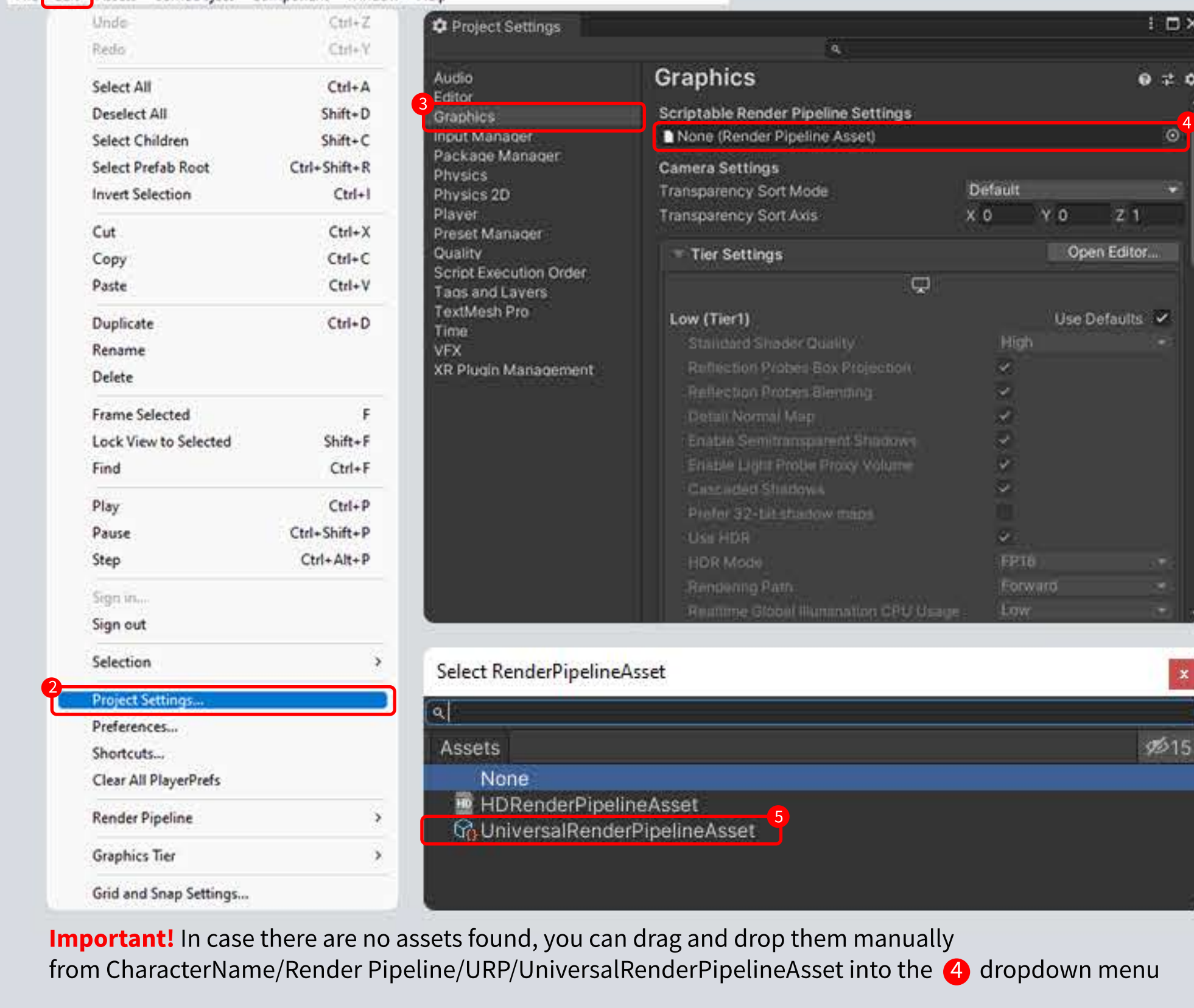


## Open the CharacterName URP map



Everything should be **pink**.

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



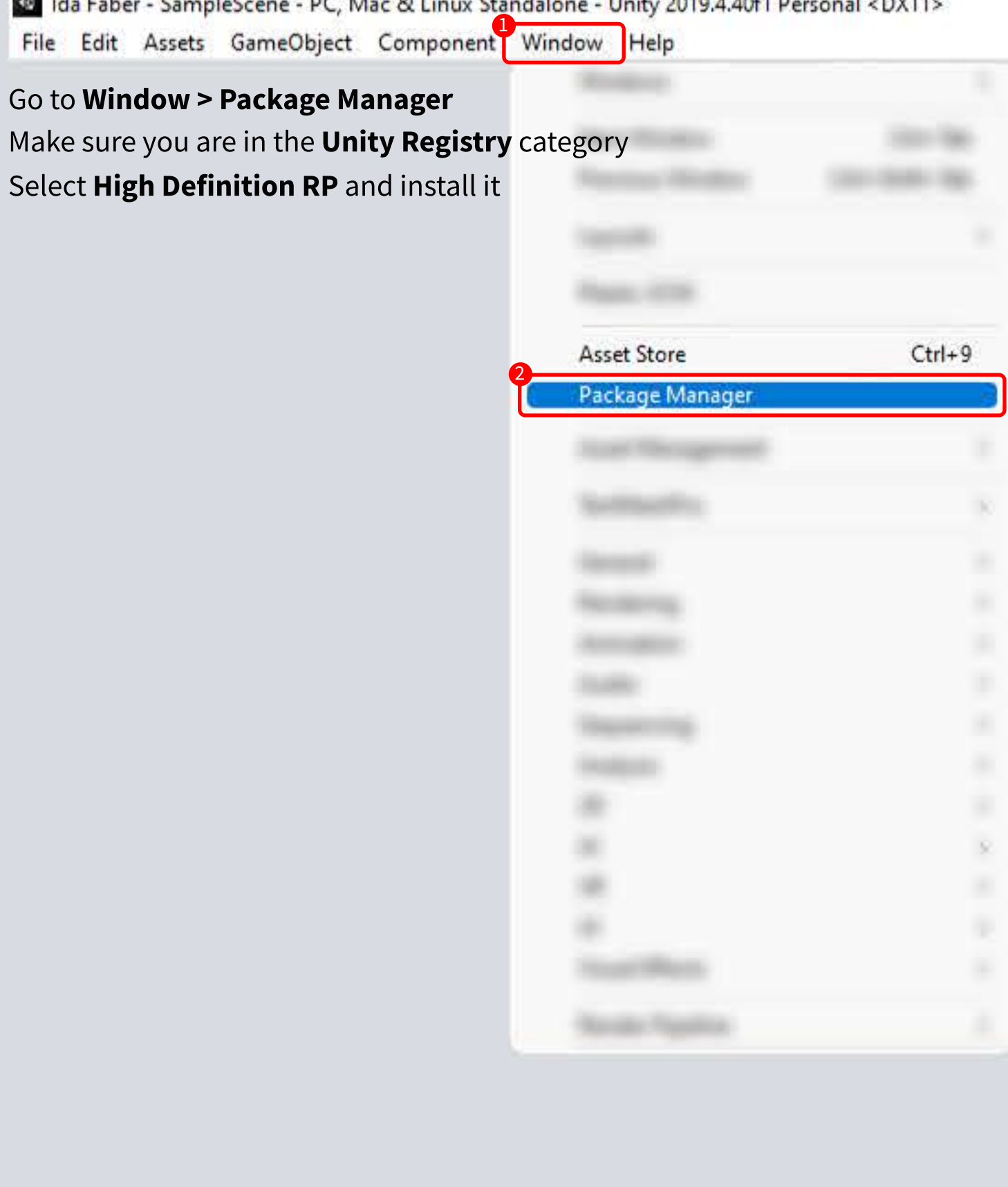
**Important!** In case there are no assets found, you can drag and drop them manually from CharacterName/Render Pipeline/URP/UniversalRenderPipelineAsset into the dropdown menu



# HOW TO ENABLE HDRP

in a few more steps

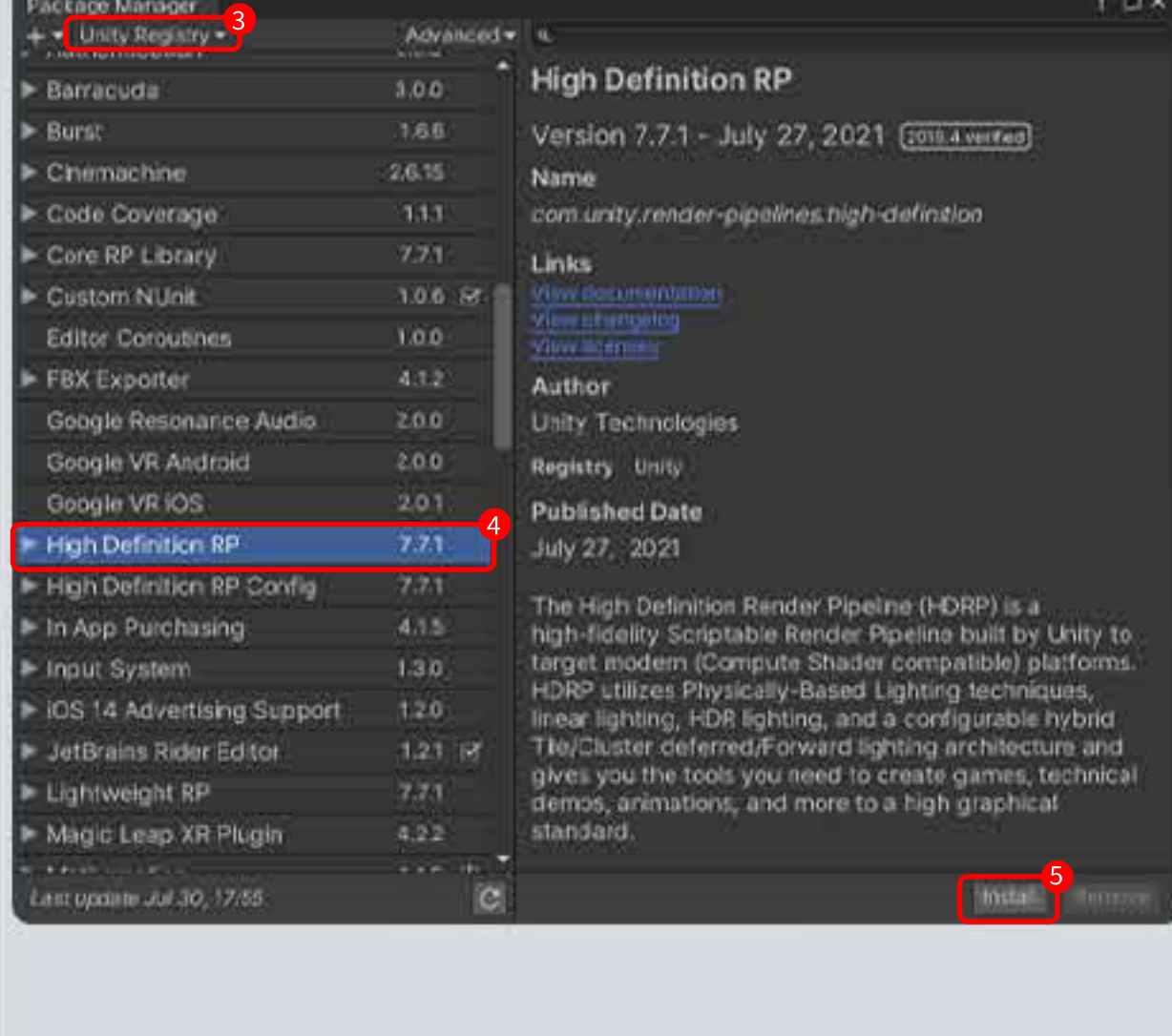
## Install the High Definition RP Package



Go to **Window > Package Manager**

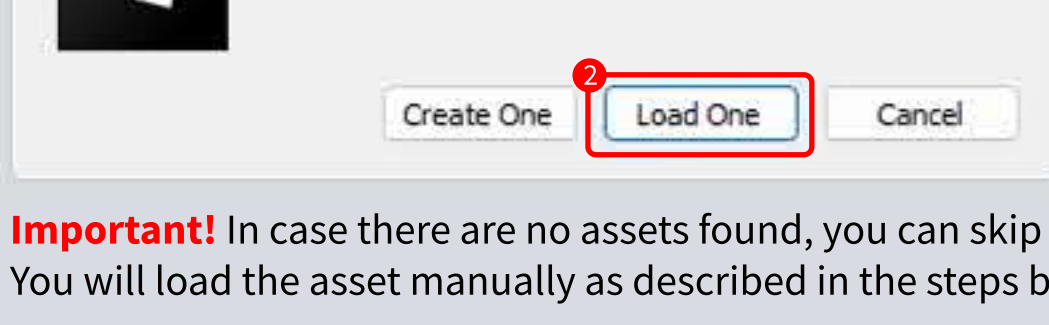
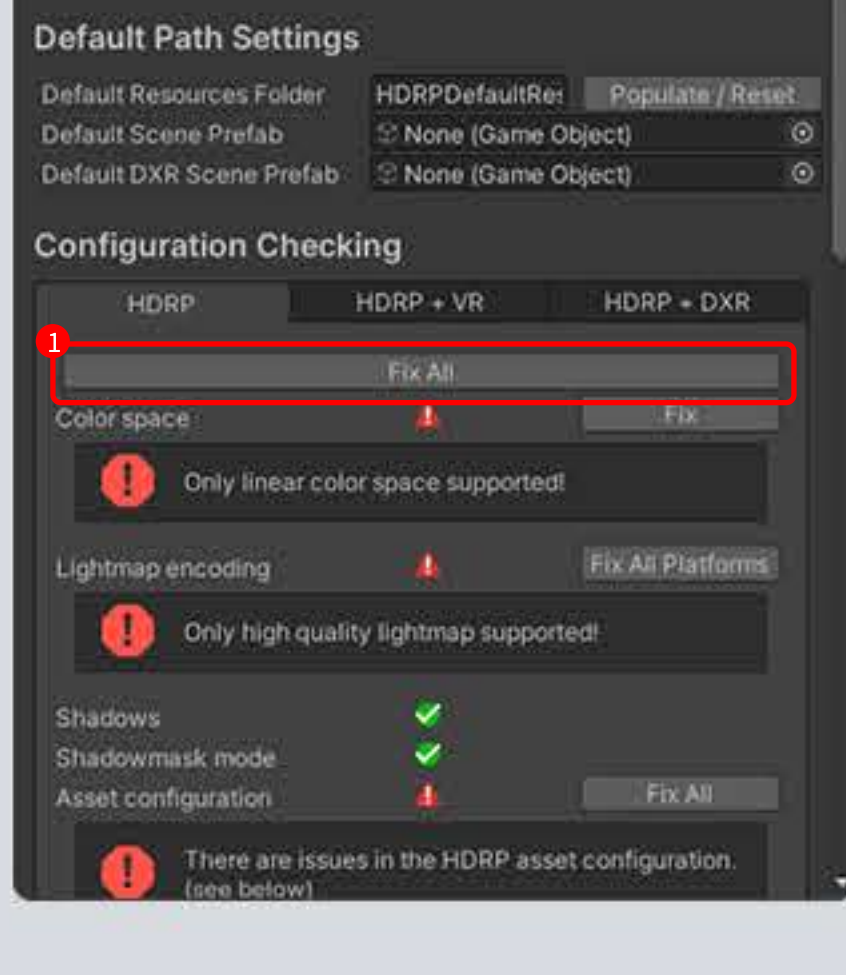
Make sure you are in the **Unity Registry** category

Select **High Definition RP** and install it



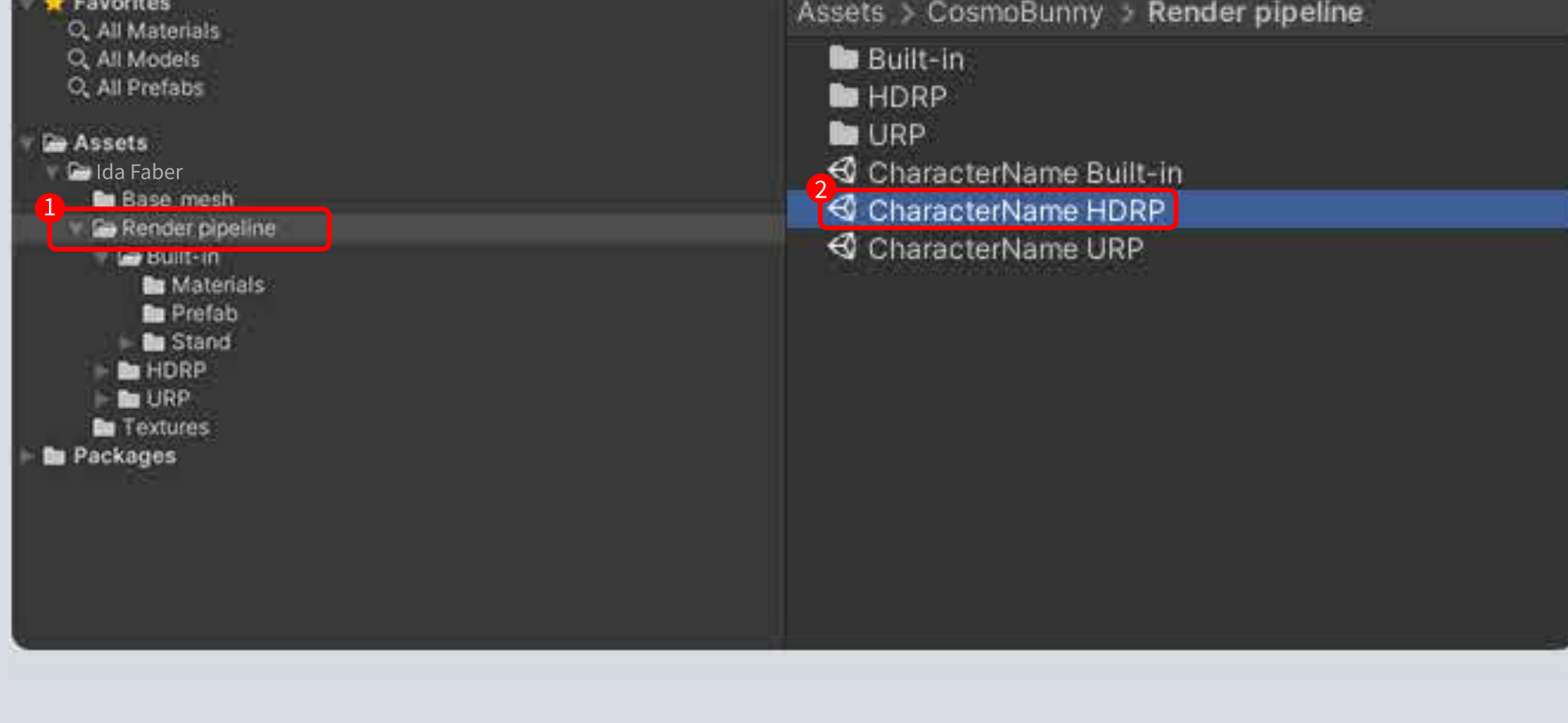
Press the **Fix All** button.

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



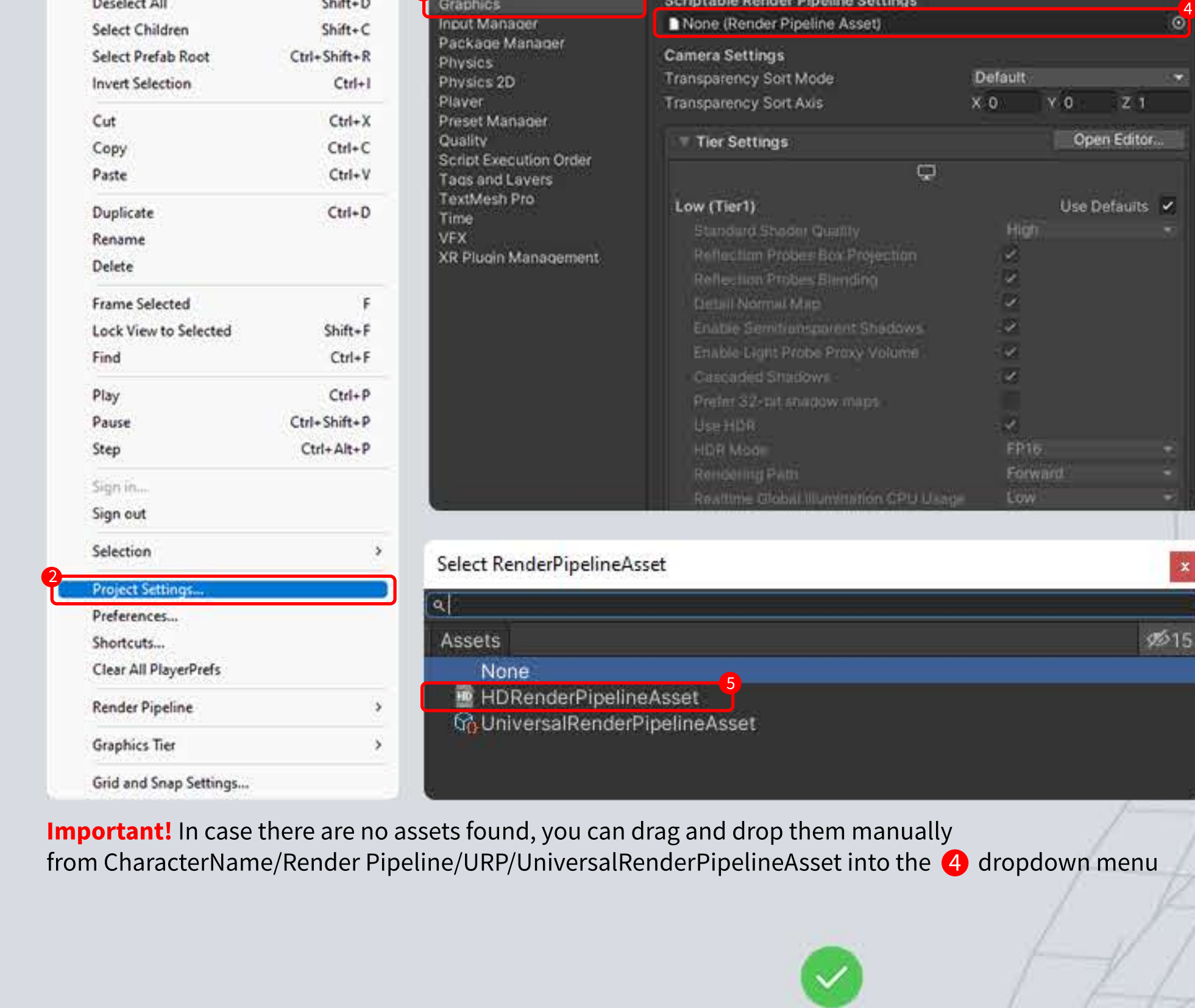
**Important!** In case there are no assets found, you can skip this step for now and cancel. You will load the asset manually as described in the steps below.

## Open the CharacterName HDRP map



If you didn't loaded the **HDERenderPipelineAsset** 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 CharacterName/Render Pipeline/URP/UniversalRenderPipelineAsset into the dropdown menu

