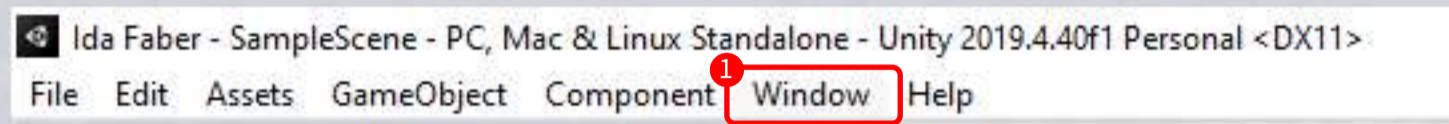# Instructions

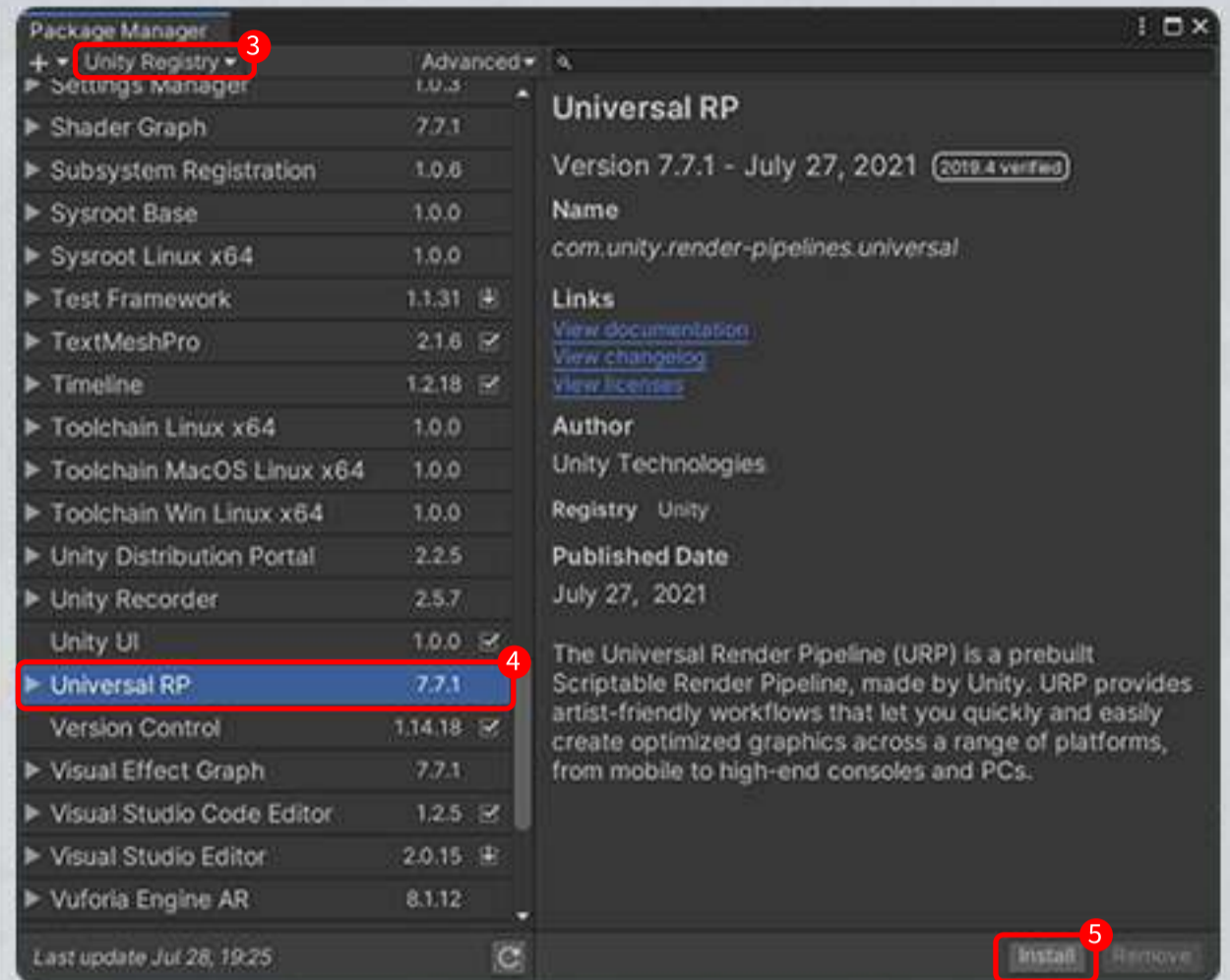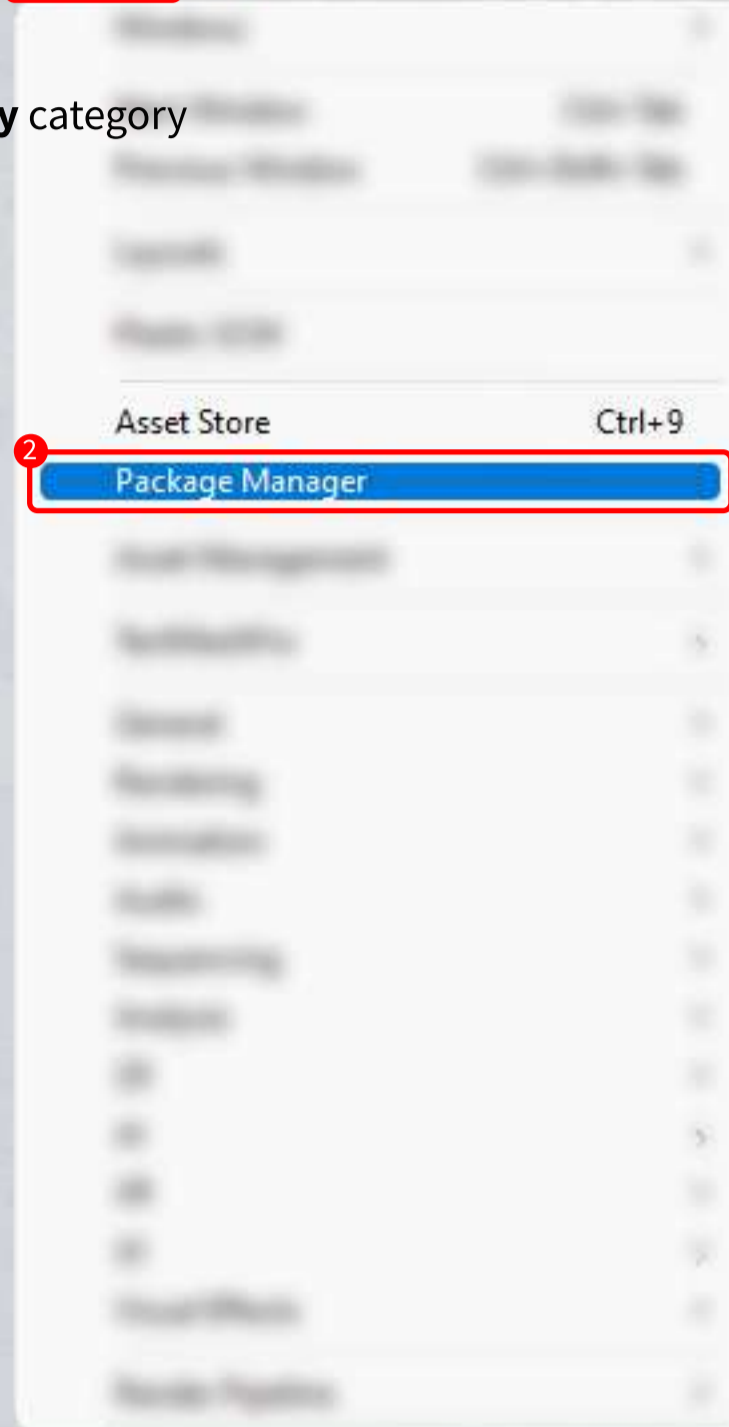## How to use Built-in, URP, HDRP, and the Shader Graph

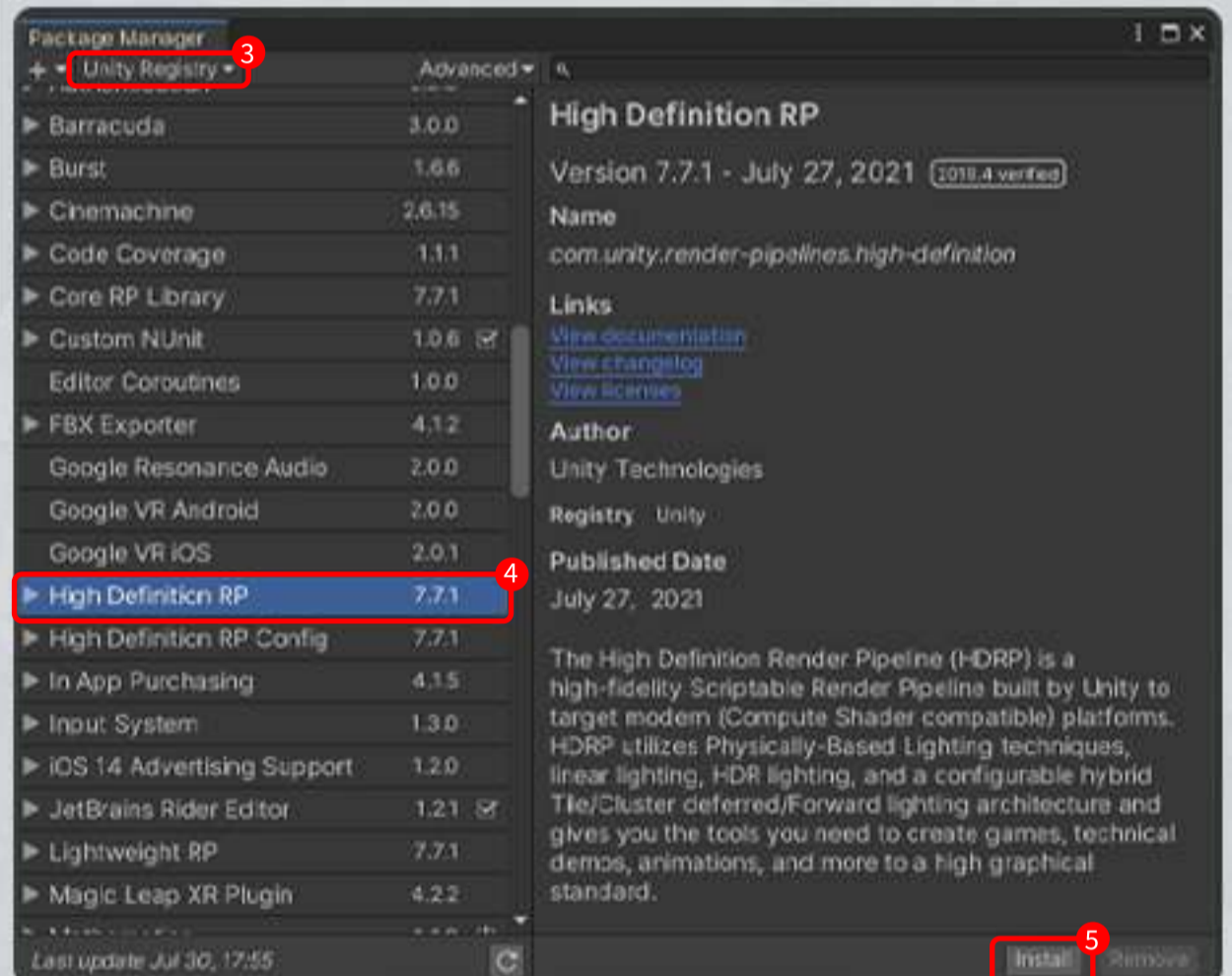### Install the Universal RP / High Definition RP package

Go to **Window > Package Manager**
Make sure you are in the **Unity Registry** category
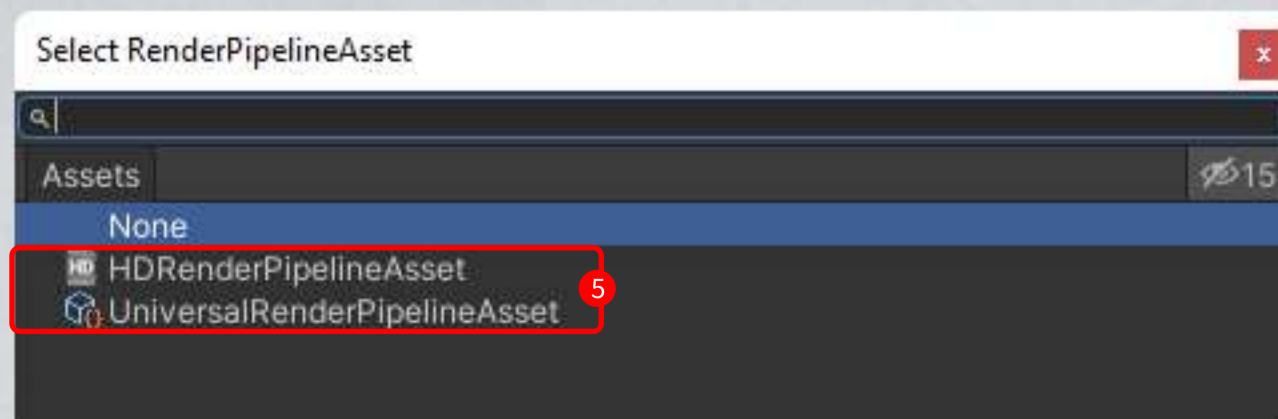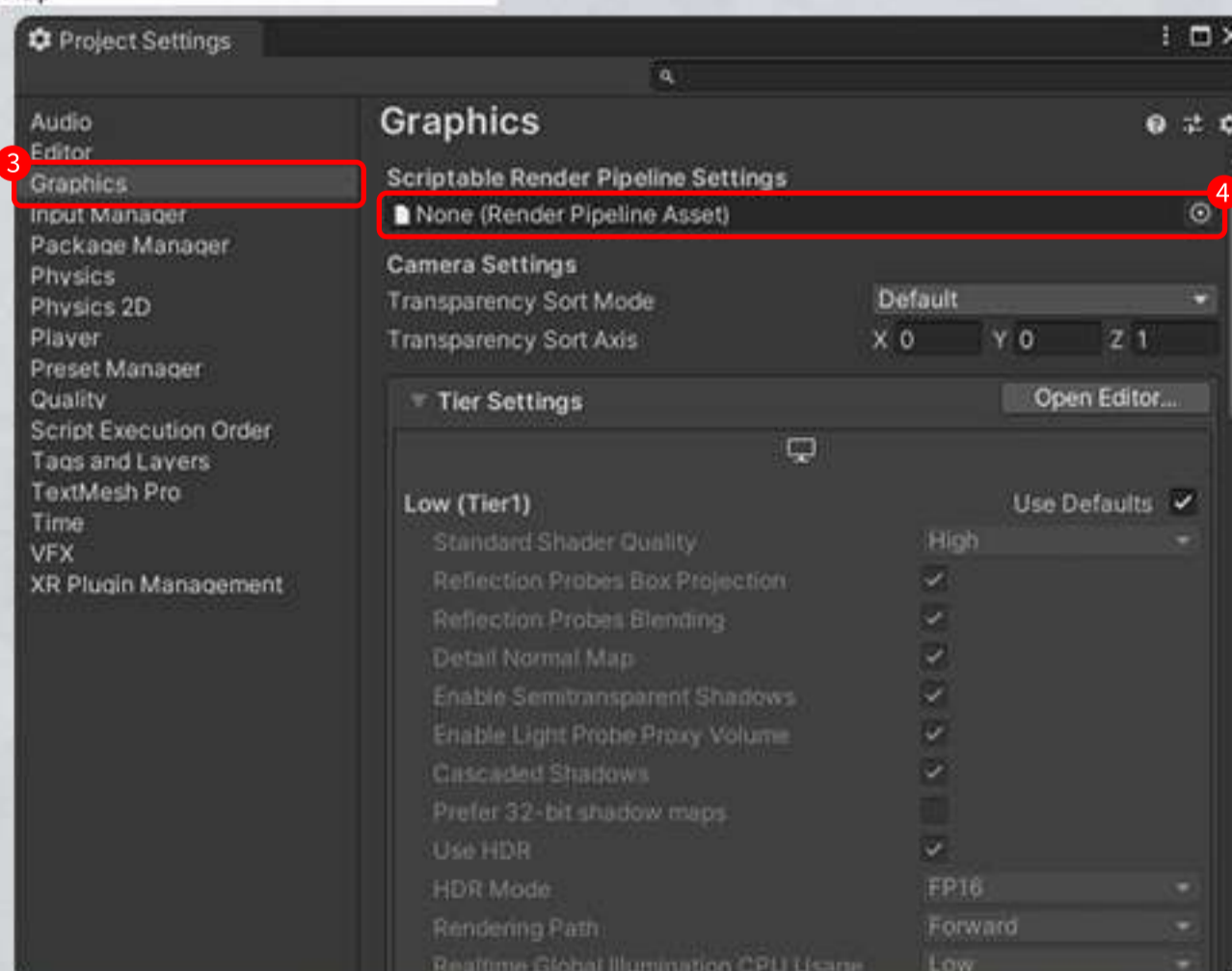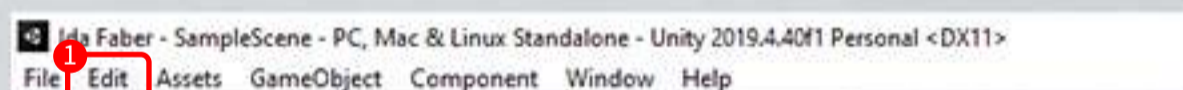Select **Universal RP** and install it

For URP, install the **Universal RP** Package

For HDRP, install the **High Definition RP** Package

### Then select the Render Pipeline you are going to use

Important! In case there are no assets found, you can drag and drop them manually
from Ida Faber/Shaders/URPDefaultResources/UniversalRenderPipelineAsset into the ④ dropdown menu

If you want to use Built-In,
Install the **Shader Graph** Package or use **Standard Double Sided** (lit) shader

In the URP and HDRP packages, Shader Graph is installed by default
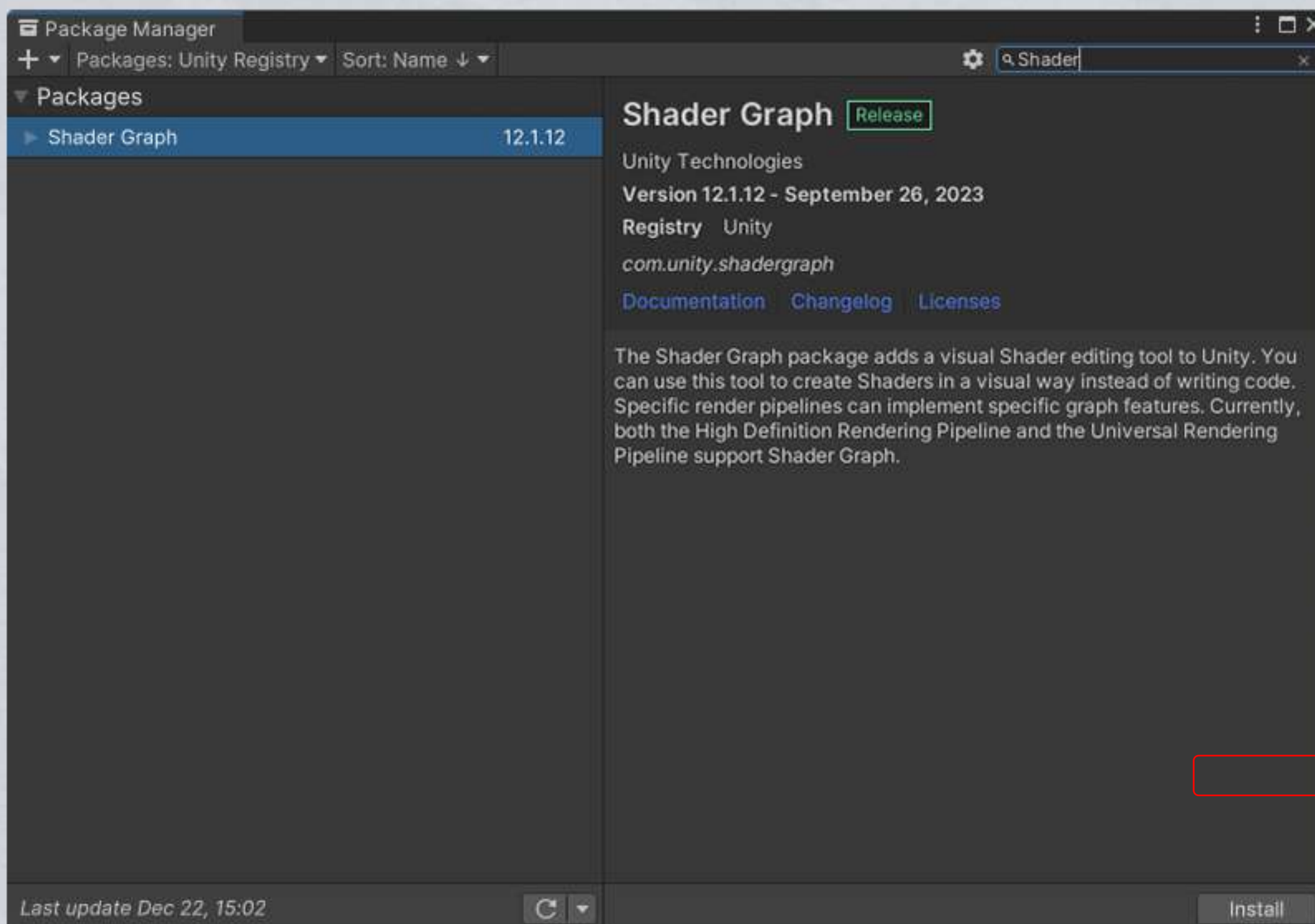
OR

If you want to use default lit shader, select all materials (except "Other")
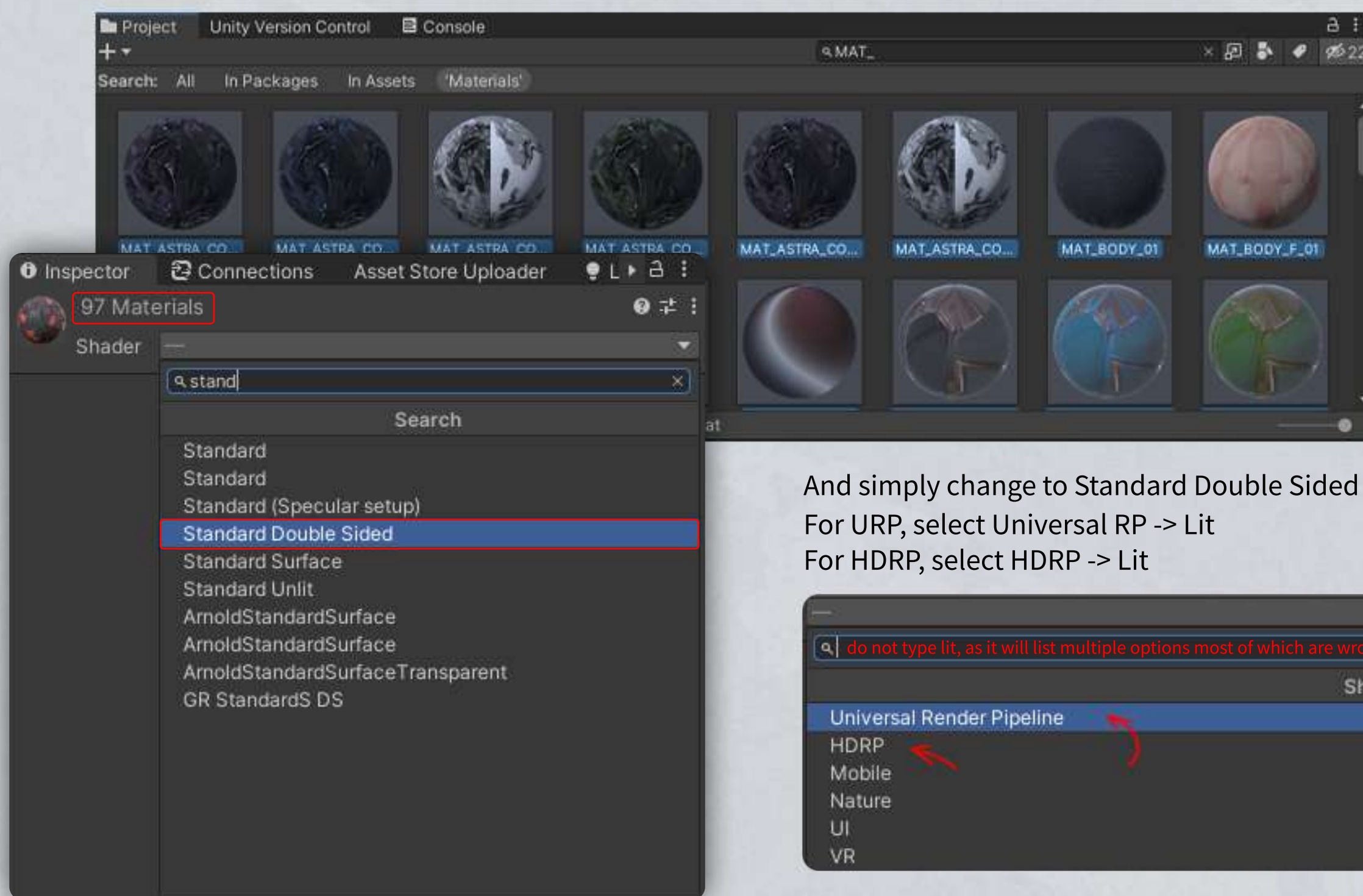
And simply change to Standard Double Sided
For URP, select Universal RP -> Lit
For HDRP, select HDRP -> Lit

Dirt, Blood, MatID, Wind Simulation, etc.
will **not** work with the default shader

Otherwise the scene will be pink

Well done

Well done

Important Note
Regarding the Shader Graph

While this shader is designed to be robust, its performance has not been extensively tested in all production environments. It may exhibit higher resource usage under certain conditions. In this case, It is suggested to limit the functionality.

It is primarily focused to be a versatile tool in **prototyping.**
While these parameters allow you to change everything in runtime, in the final build, it is advised to reduce the parameter count and use more of constants.

More about it here:
https://youtu.be/Y6WfgFI5H90

I highly suggest leaving only one Render Pipeline as Active Target

Well done