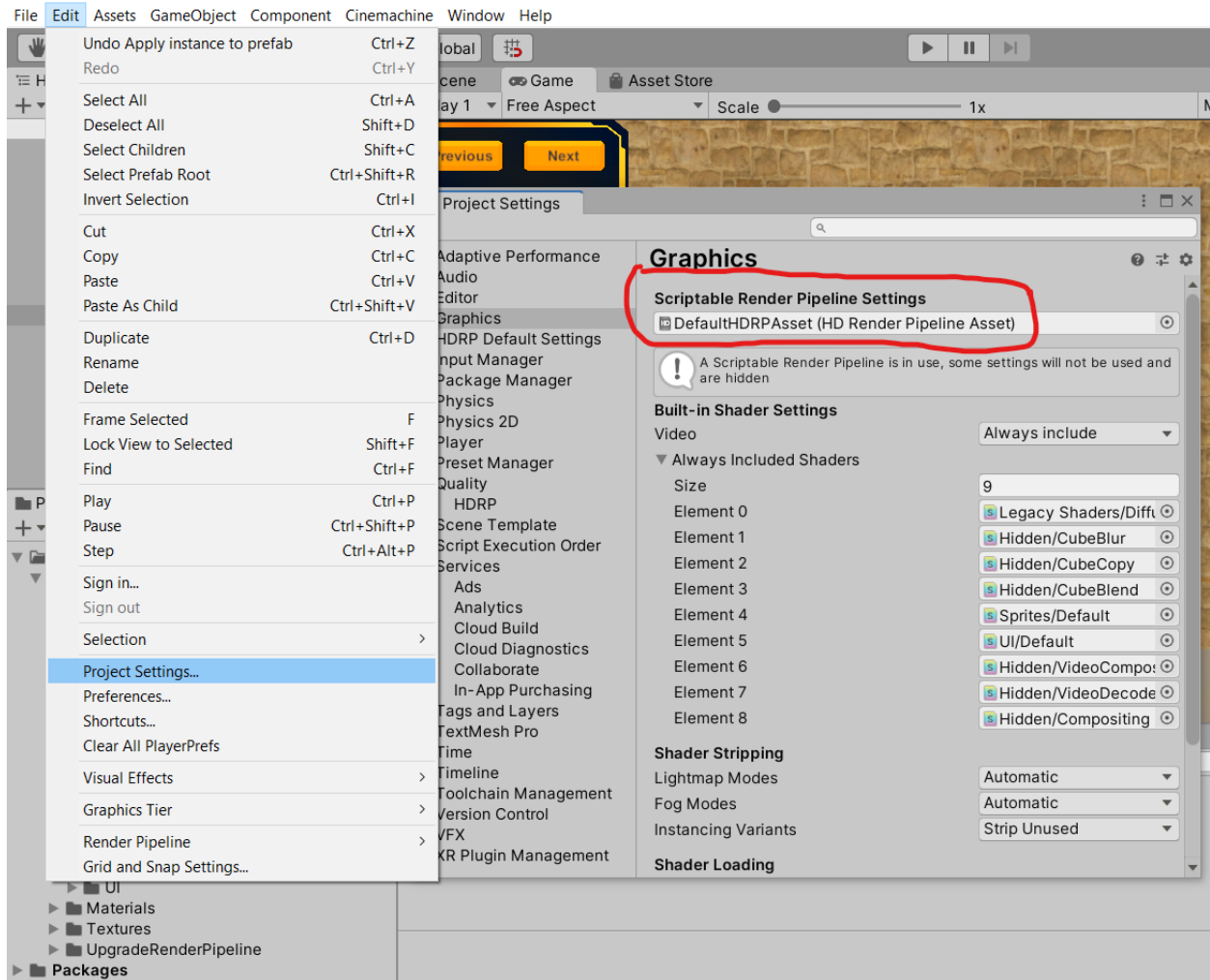


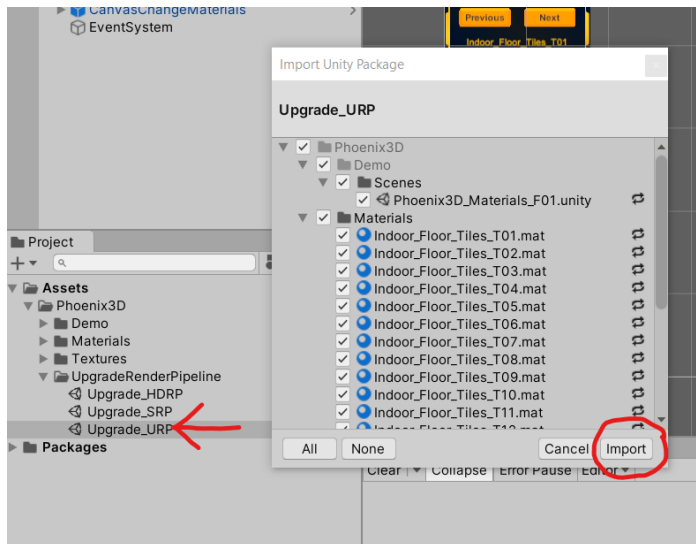
Readme

After you import the package, make sure Scriptable Render Pipeline Setting is sat correctly from **Edit -> Project Settings -> Graphic tab -> Scriptable Render Pipeline Setting**



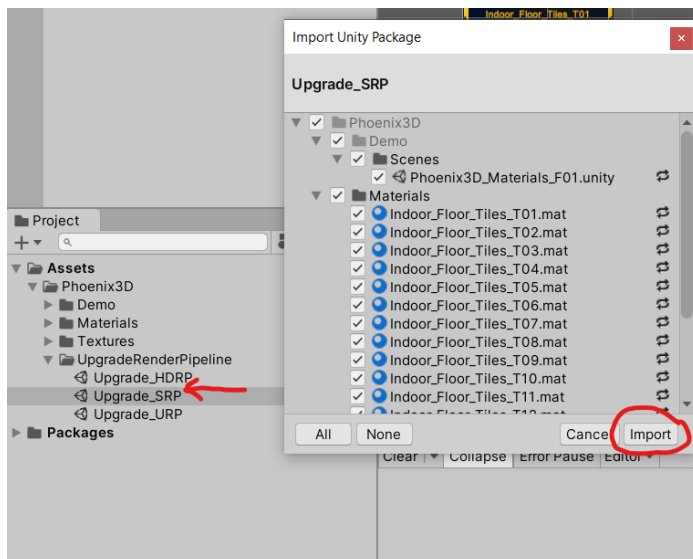
How to use package in URP projects:

After you import the package in URP project the materials will shown purple. To fix this issue you should import the **Upgrade_URP** package from the **UpgradeRenderPipeline** folder. It will replace material with the compatible material for URP projects.



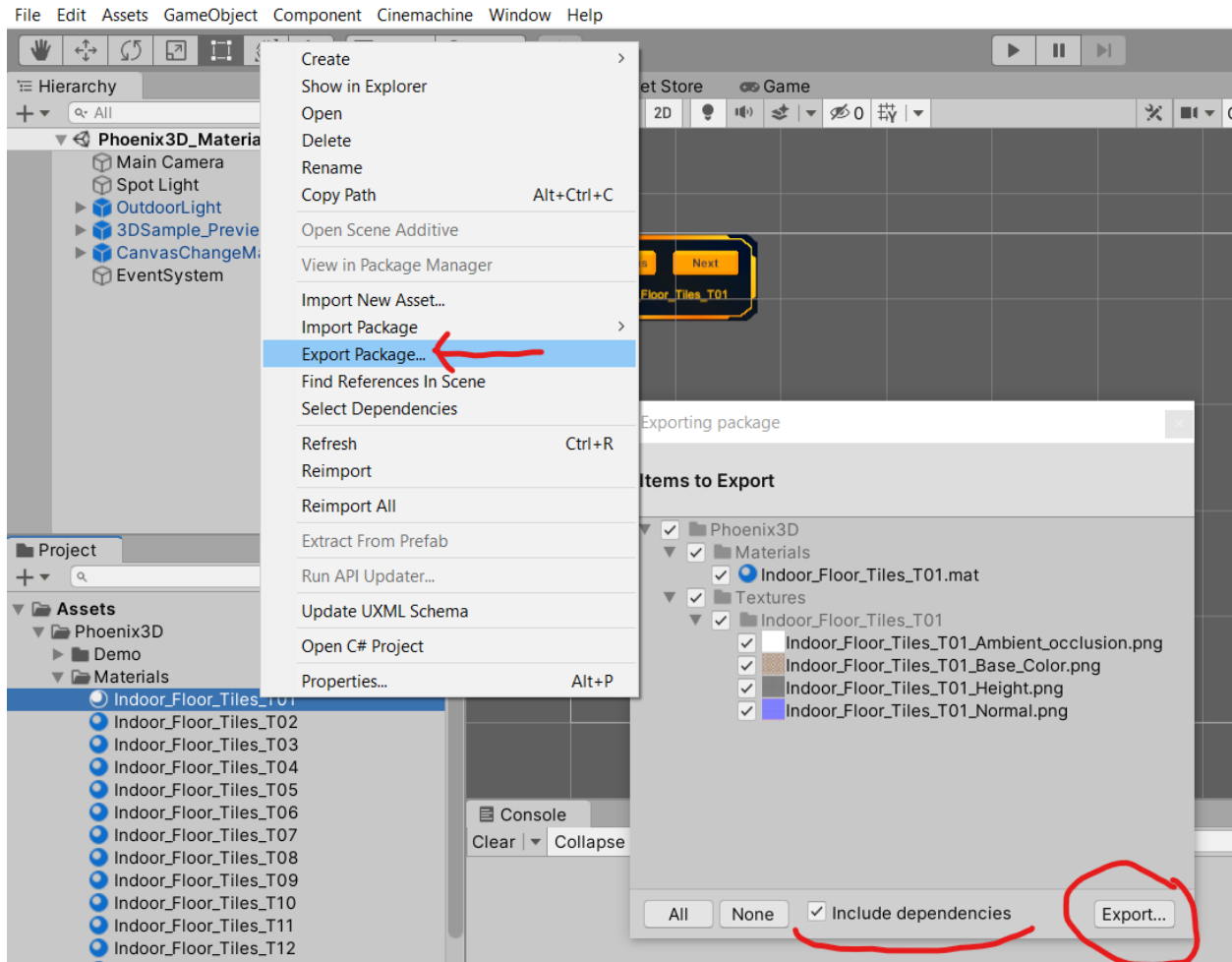
How to use package in SRP(Built in) projects:

After you import the package in URP project the materials will shown purple. To fix this issue you should import the **Upgrade_SRP** package from the **UpgradeRenderPipeline** folder. It will replace material with the compatible material for SRP projects.



How to Export Asset:

Right click on the asset(prefab, material or...) that you want and click on the export package. It will include all the dependencies of the asset along side it. Then you can import generated package into your project and enjoy ☺



If you have any problem, do not hesitate to contact us. You will be answered in less than 24 hours.

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