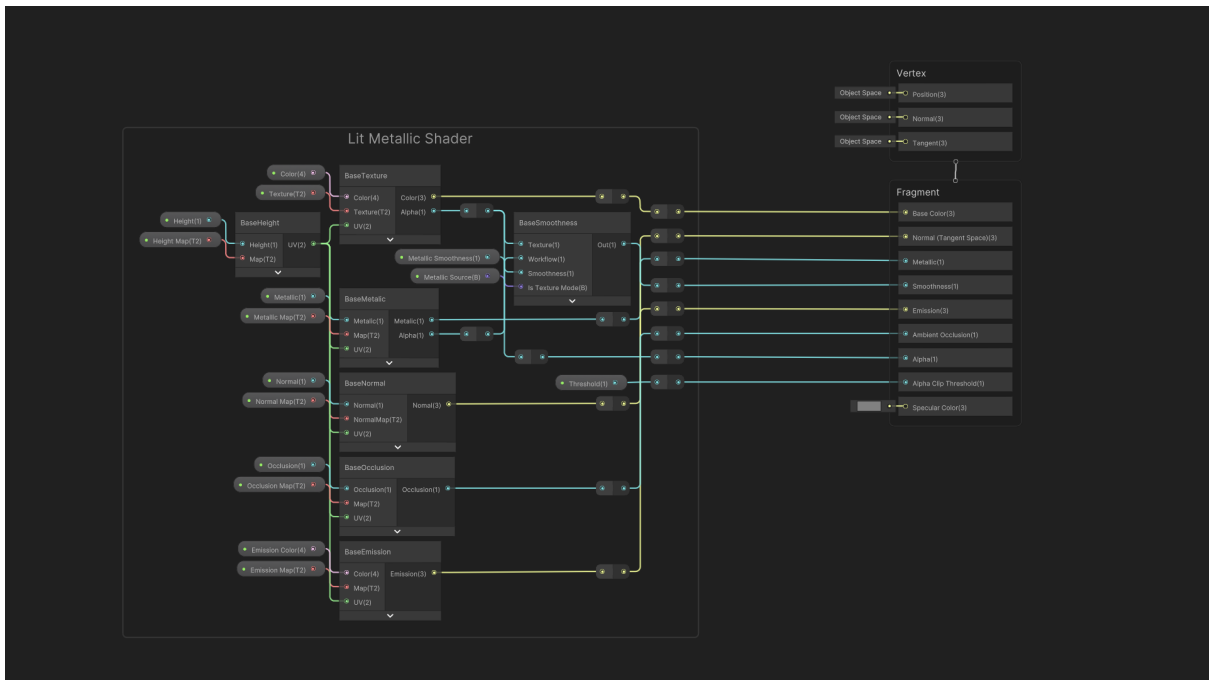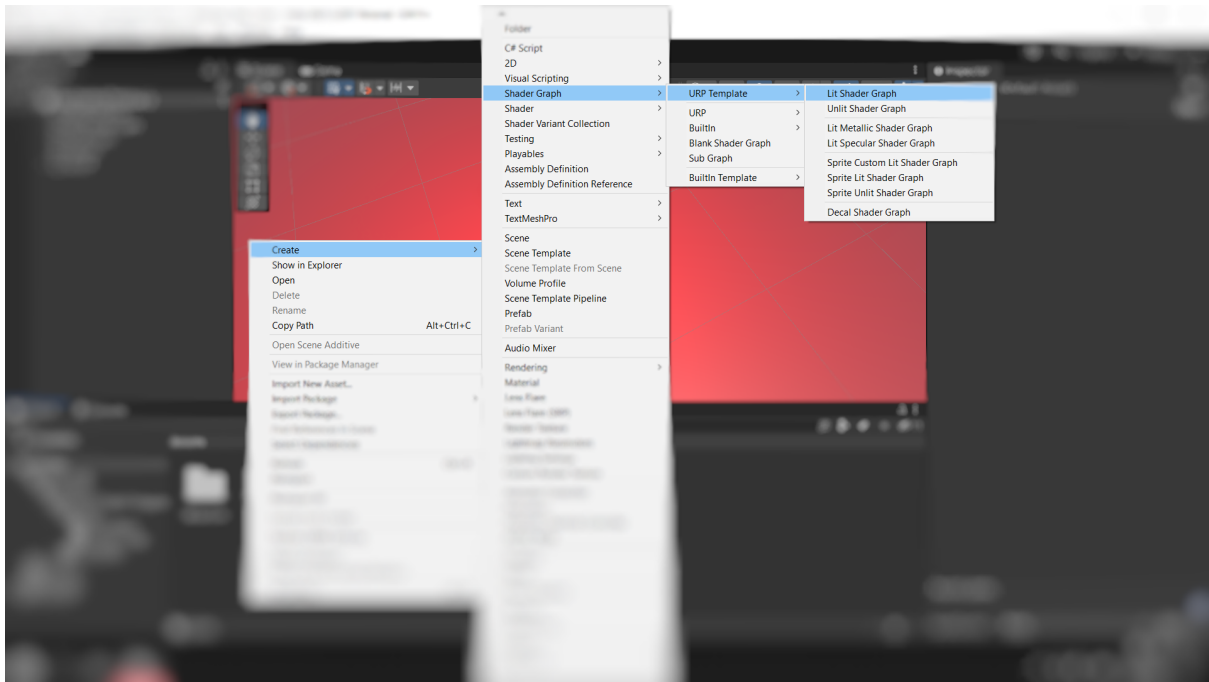# Tutorial create Shader Graph template

To create a template for a default shader in a Shader Graph.

Steps:
1. Right click in project window ;
2. Select Create > Shader Graph > "RP" Template > "template for a default shader";

Luck in creating shaders.