

URP to STANDARD DOWNGRADER

This package is an easy to use tool to downgrade your projects materials from URP (Universal Renderer Pipeline) to Standard (Unity Standard Shader).

What is the Problem and How does this Package fix it?

When developers want to downgrade their Renderer Pipeline from URP to Standard, it is very difficult and needs too much effort to change materials' shaders one by one.

This package

- Analyze your project files,
- Find all the materials which are using URP Shaders,
- Change their Shaders to URP Shaders

How to use the Package?

Your project has to have URP installed. After downloading URP to Standard Downgrader package, import it to your project.

There will be two new options added on your Menu:

- Edit/Render Pipeline/**Downgrade All URP Materials to Standard Materials**
You can downgrade all URP Materials to Standard Materials with this option.
- Edit/Render Pipeline/**Downgrade Selected URP Materials to Standard Materials**
You can downgrade only selected URP Materials to Standard Materials with this option.

After downgrading process is finished, you will see the whole scene pink. 😊 Don't worry. You should change these settings:

- Go to Edit/Project Settings/Graphics and assign "None" to Scriptable Render Pipeline Settings.
- Go to Edit/Project Settings/Quality/ and assign "None" to Rendering Settings.

Demo Scene

All Materials in Demo Scene are using URP shader. So you can observe the difference on this Demo scene when you downgrade URP materials to Standard materials.

