**Scriptable Render Pipeline Workflow**

**Render pipeline shaders should be used in Unity 2019.1 or above**

**1. - Upgrade the existing standard shaders**

Edit / Render pipeline / Upgrade Project Materials to (High OR Low) Definition Materials

**2. - Unpack renderpipline shaders**

In the Shader folder you will find 2 unity packages, one **"HDSRP"** and one **"LWSRP"**, double click the render pipeline you wish to use. These shaders are to be used in **Unity 2019.1** and above (we are not supporting older versions of the render pipeline)

**3. - Re link materials to shaders**

Change the shaders used by the pack to the new **HDSRP** OR **LWSRP** shader versions, these can be found under "Shader Graphs" in the shader selection drop down on the material

**Note - Shaders can be opened and edited in the Unity Shdar Graph**

**For any additional support email us at -**

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