Thank you!

First of all, we'd like to thank you for your purchase and your trust in our products!

We love what we do and hope you enjoy the package.

For more assets visit our **Store**.

If you have any suggestions/feedback, feel free to email us under: Purepoly.info@gmail.com.

Follow us on Facebook for release announcements and give-aways.

COMPATIBILITY

The models are compatible with the Unity HDRP (High Definition Render Pipeline), the LWRP (Lightweight Render Pipeline) and the URP (Universal Render Pipeline).

When loading the asset with the Universal Render Pipeline/Lightweight Render Pipeline, it might happen that the assets all appear in pink rather than being displayed with their actual colors:
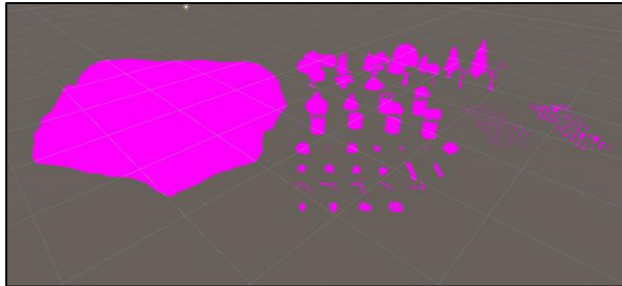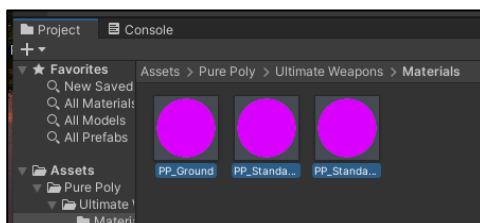

This can easily be resolved by following the steps listed down below for the different Unity versions:

UNITY VERSIONS 2021 & 2022 AND HIGHER

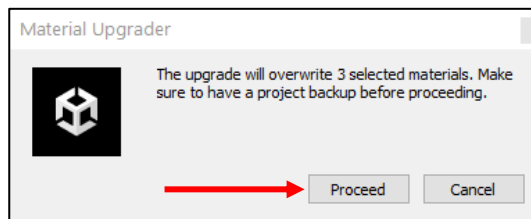With the asset imported into a Universal Render Pipeline Template:

- Select the materials of the purchased Pure Poly package: Go to Pure Poly folder → Project Name folder → Materials folder
- Select all materials:

- Then go to 'Edit'
- go to 'Rendering" → 'Materials'
- select 'Convert Selected Built-in Materials to URP':
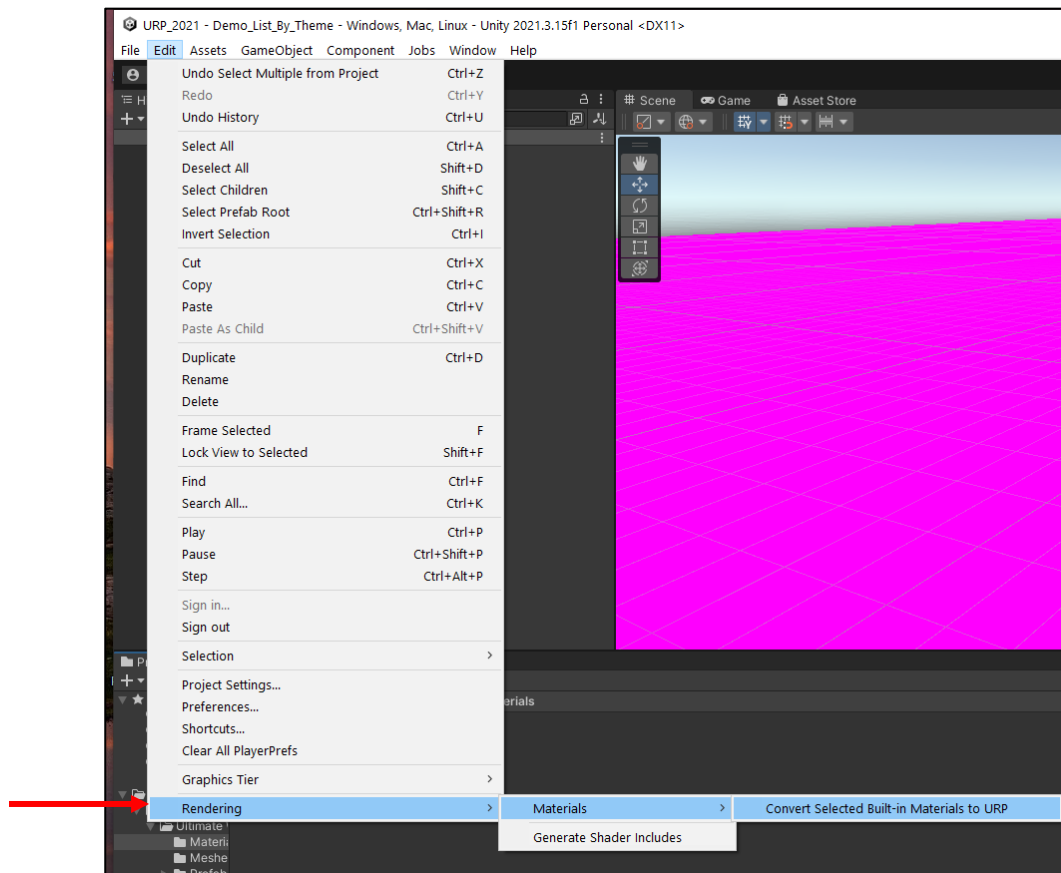
- confirm by clicking 'Proceed' on the Material Upgrader Window:

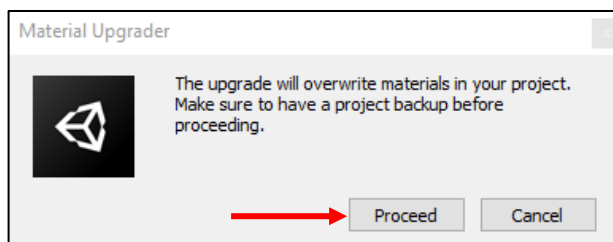- all models should now be displayed with their actual colors:

Unity versions 2019 & 2020

With the asset imported into a Universal Render Pipeline Template:

- go to 'Edit',
- then to 'Render Pipeline'
- If you now hover over the option 'Universal Render Pipeline', choose 'Upgrade Project Materials to UniversalRP Materials':
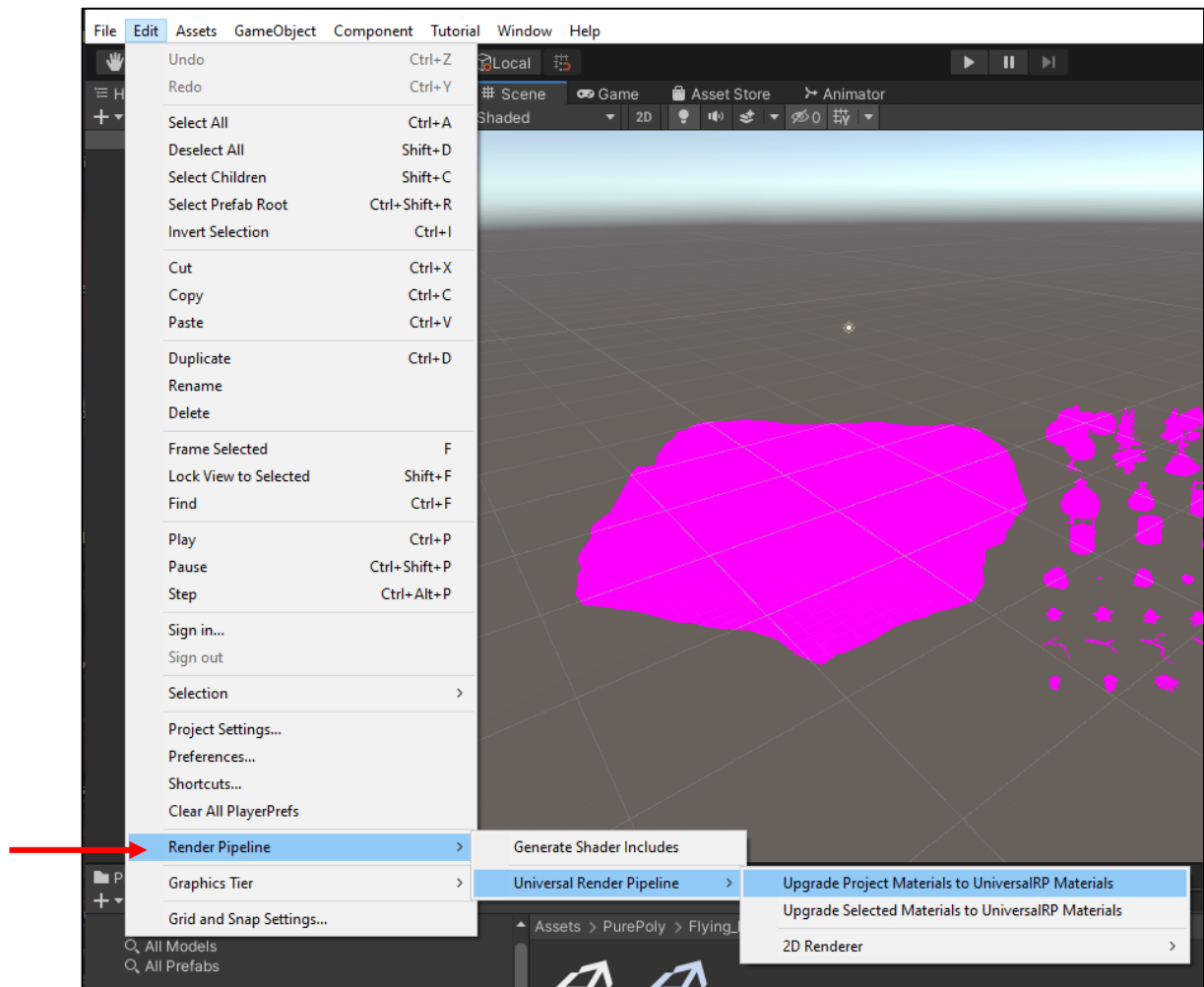
- A window pops up. Select 'Proceed':

- The models should now be displayed with their actual colors:

Follow the same path for the Lightweight RP (Unity 2018).