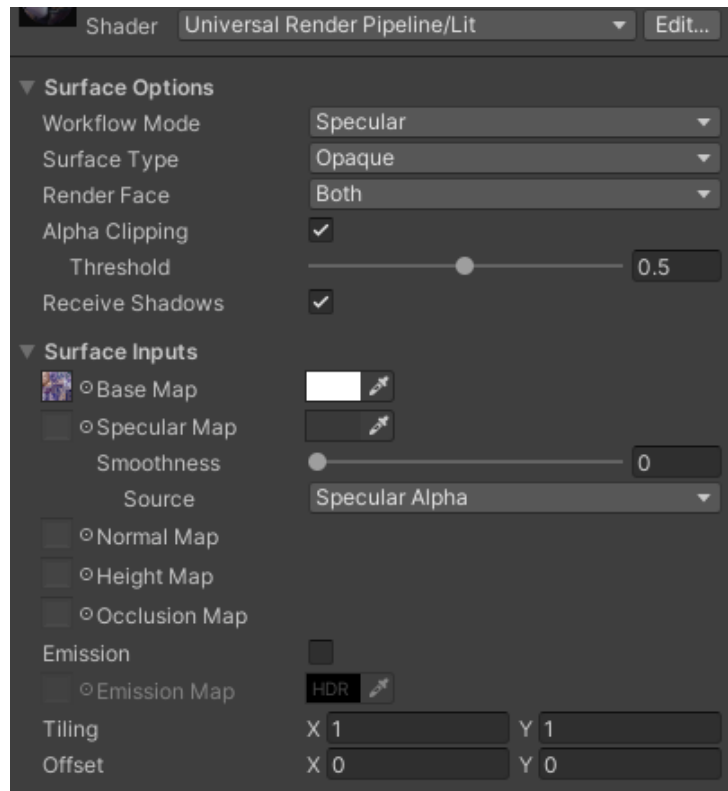


URP

In the Material folder, change all materials to '**Universal Render Pipeline/Lit**' with these settings:



HDRP

In the Material folder, change all materials to '**HDRP/Lit**' with these settings:

