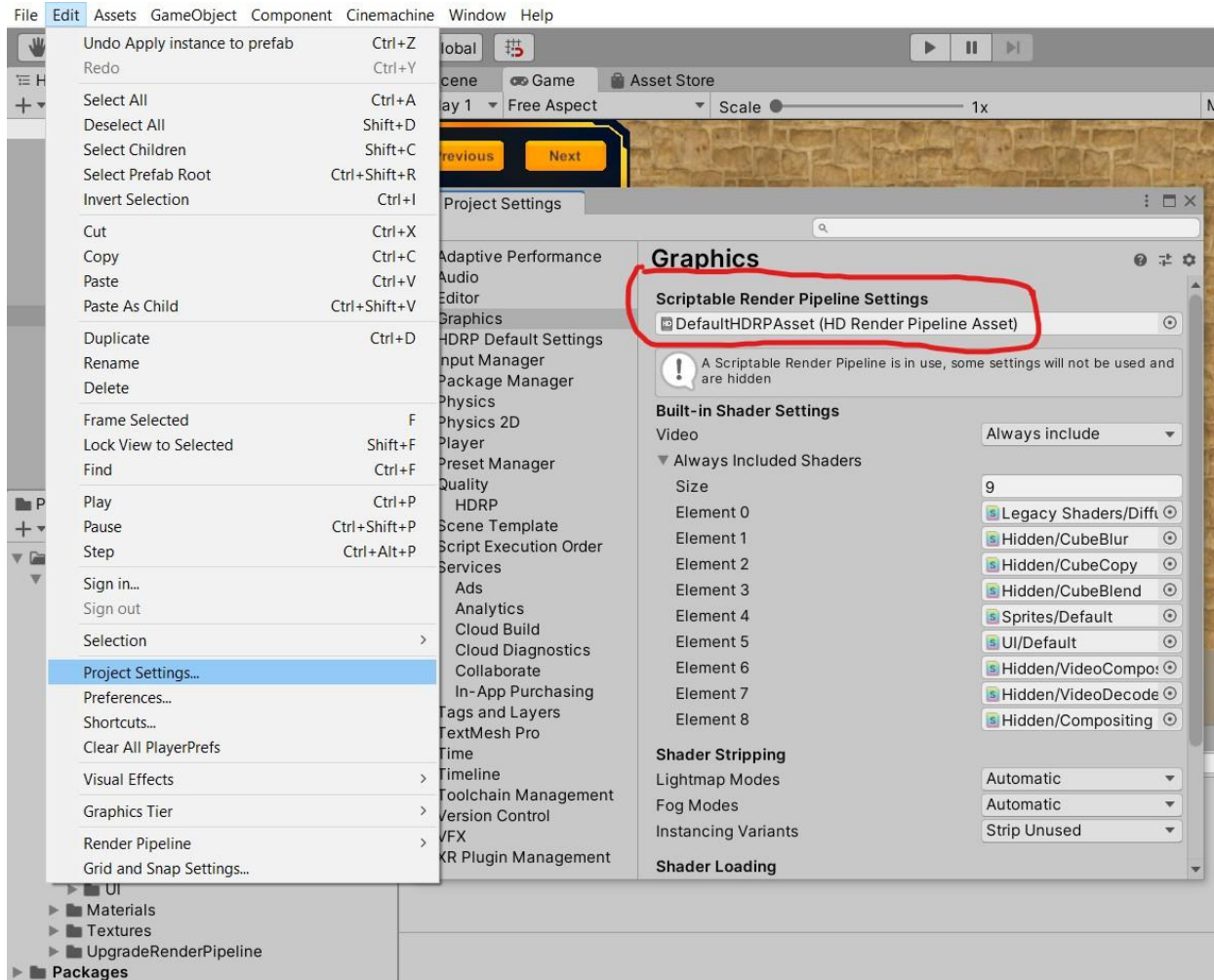


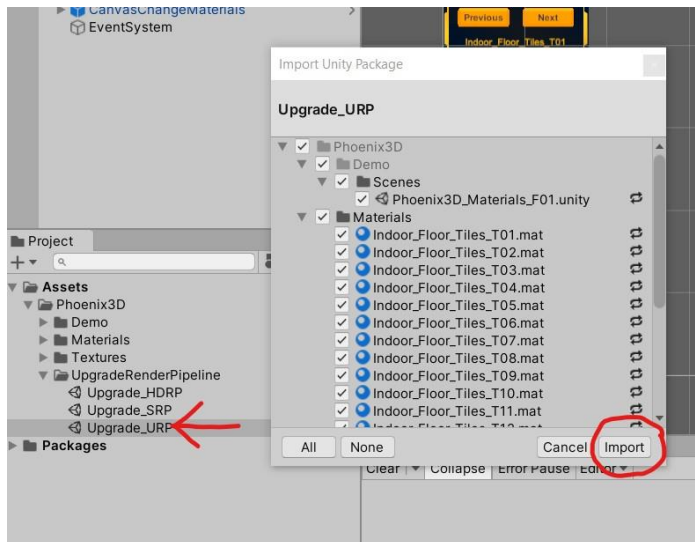
Readme

After you import the package, make sure Scriptable Render Pipeline Setting is set correctly from **Edit -> Project Settings -> Graphic tab -> Scriptable Render Pipeline Setting**



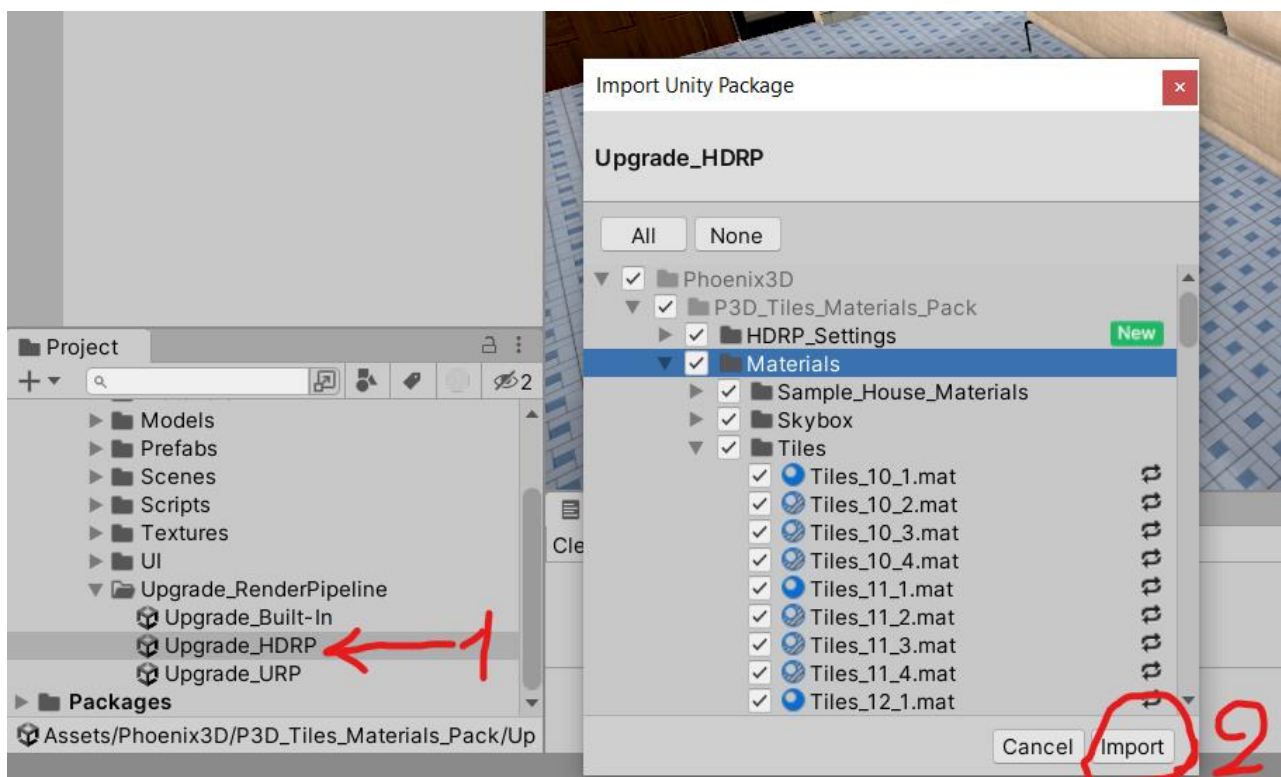
How to use package in URP projects:

After you import the package in URP project the materials will show purple. To fix this issue you should import the **Upgrade_URP** package from the **UpgradeRenderPipeline** folder. It will replace material with the compatible material for URP projects.



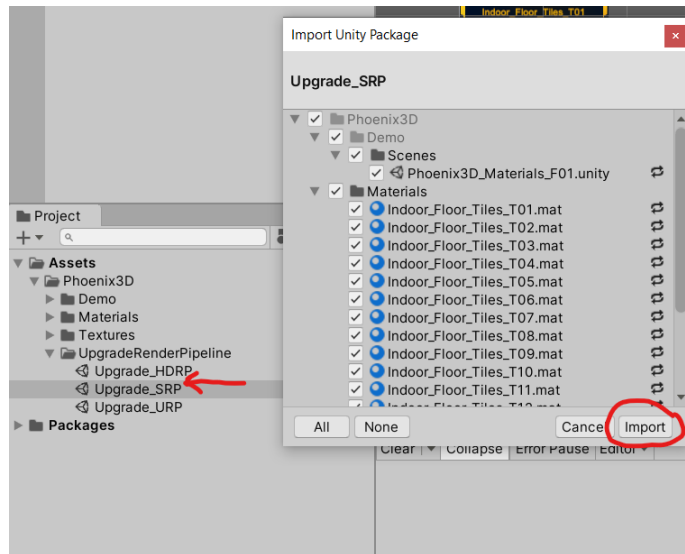
How to use package in HDRP projects:

After you import the package in HDRP project the materials will show purple. To fix this issue you should import the **Upgrade_HDRP** package from the **UpgradeRenderPipeline** folder. It will replace material with the compatible material for HDRP projects.



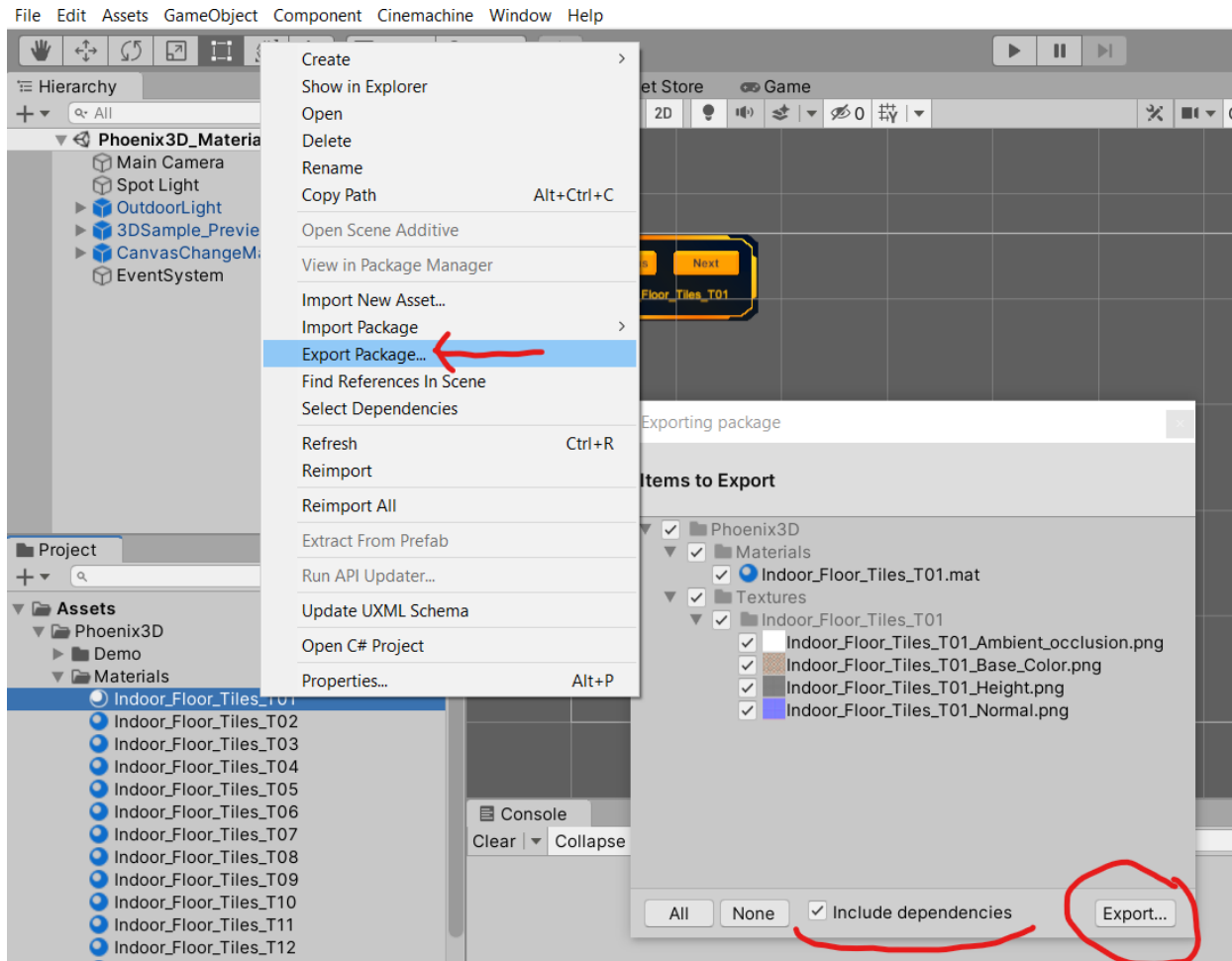
How to use package in Built in projects:

Normally, the project is in the Built-in Render Pipeline when you import the package. However, in cases where you encounter any issues and the materials appear purple after importing the package into the Built-in project, you can resolve this problem by importing the 'Upgrade_Built-in' package from the 'UpgradeRenderPipeline' folder. This package will replace the materials with compatible materials for Built-In projects.



How to Export Asset:

Right click on the asset(prefab, material or...) that you want and click on the export package. It will include all the dependencies of the asset along side it. Then you can import generated package into your project and enjoy ☺



It is recommended to delete the 'Material' folder before importing the 'Upgrade RenderPipeline' packages to prevent GUID conflicts. Otherwise, a few material textures may not be replaced correctly

If you have any problem, do not hesitate to contact us. You will be answered in less than 24 hours.

Phoenix3DArtStudio@gmail.com

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