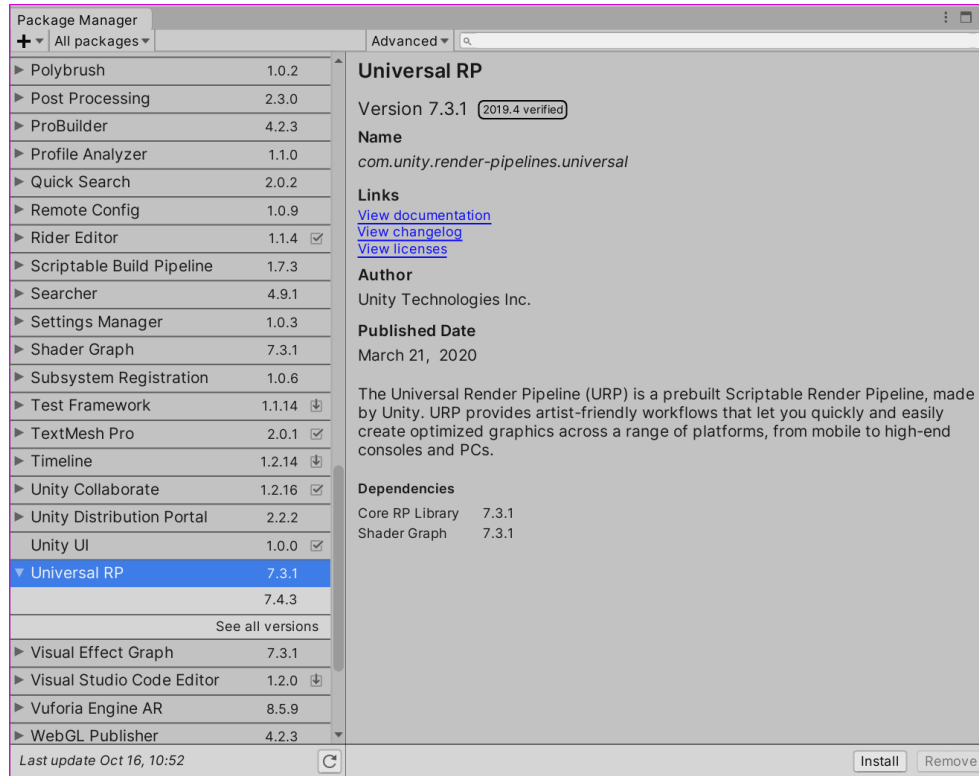


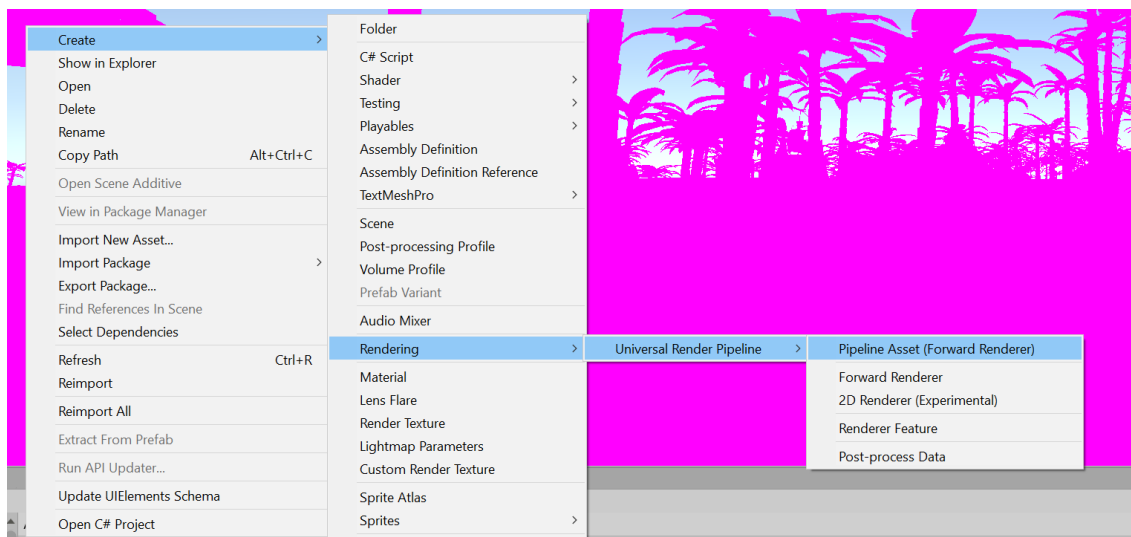
FAQ

Everything in scene is pink, how to fix this?

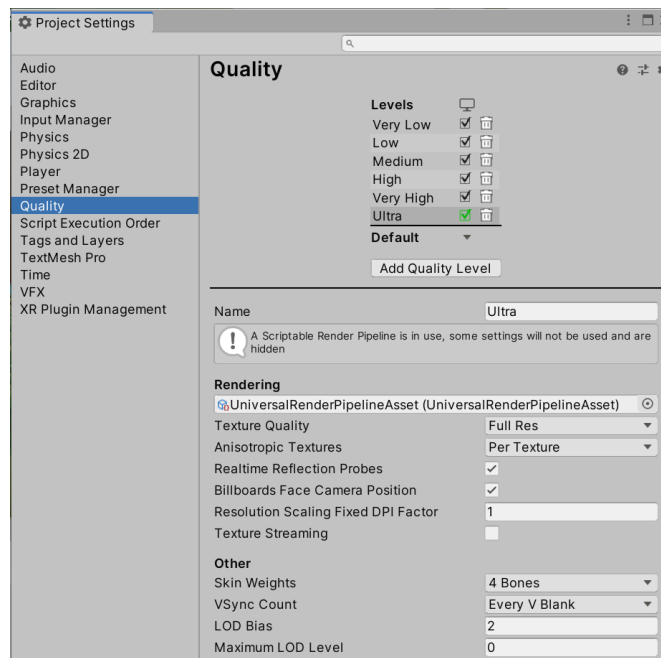
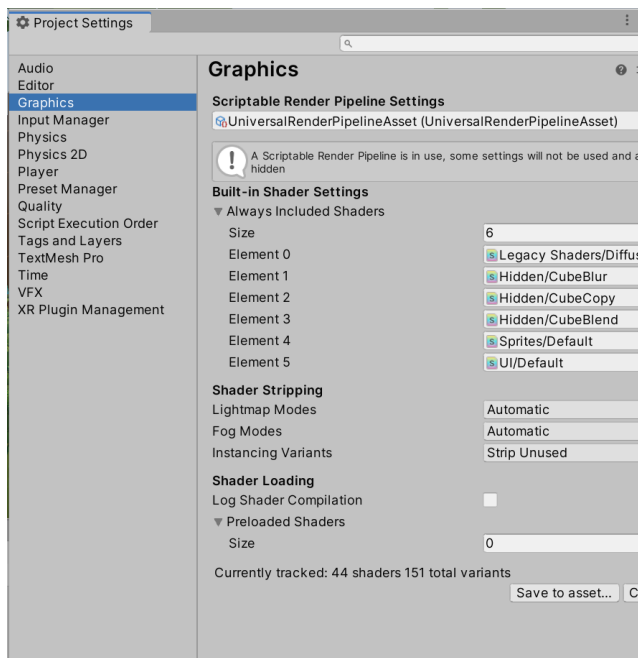
Step 1. You need to change your project to URP. Open Window > Package Manager and install Universal RP package in your project.



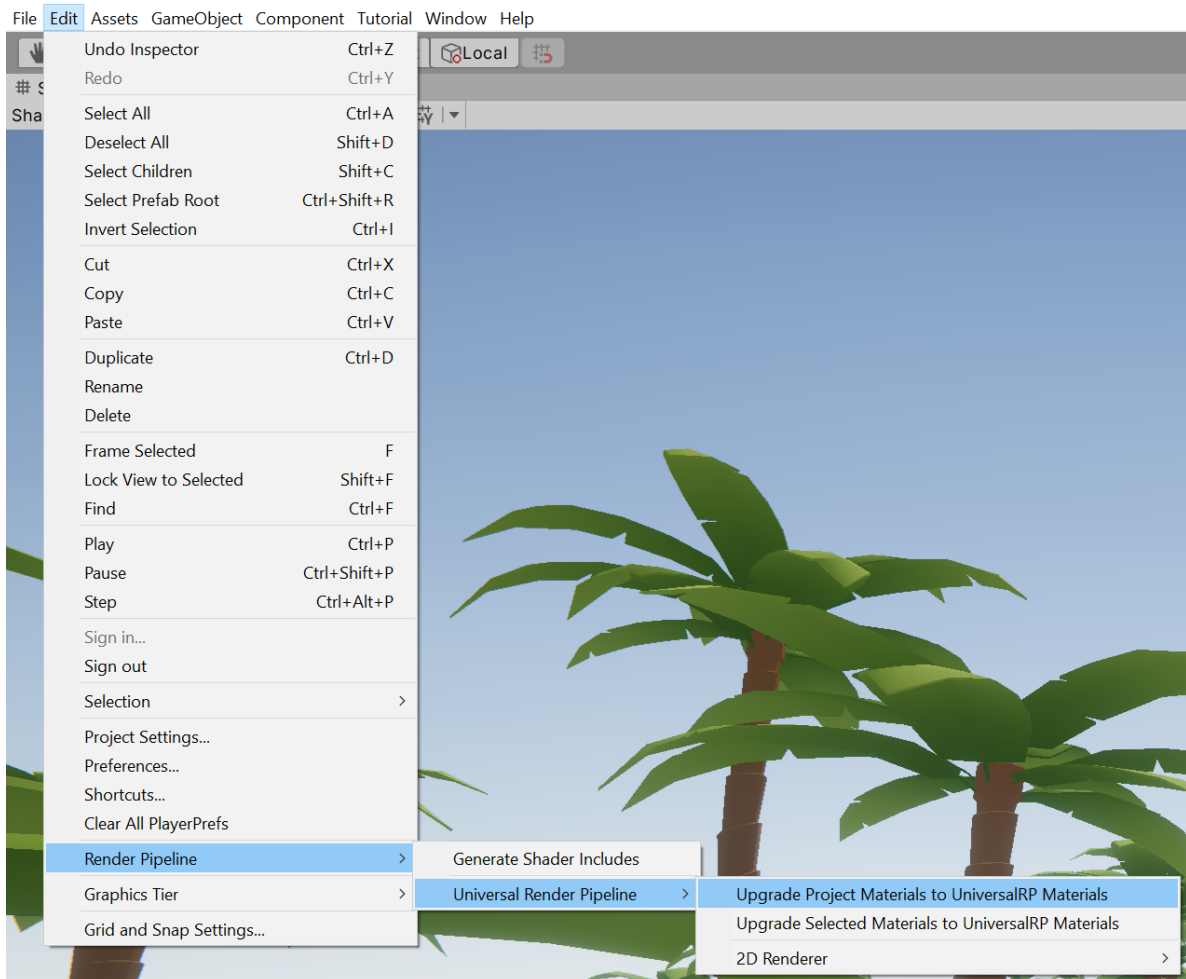
Step 2. Create "Pipeline Asset" by right mouse click in content browser



Step 3. Upgrade Project Settings. Select Edit > Project Settings and select created "UniversalRenderPipelineAsset" in Graphics and Quality

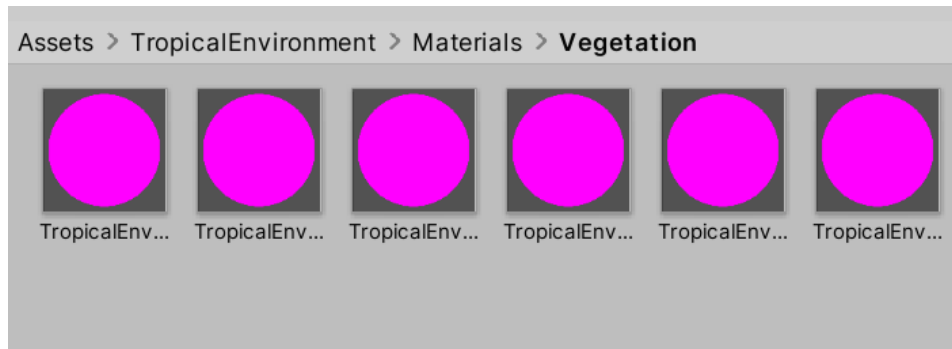


Step 4. Upgrade materials to URP

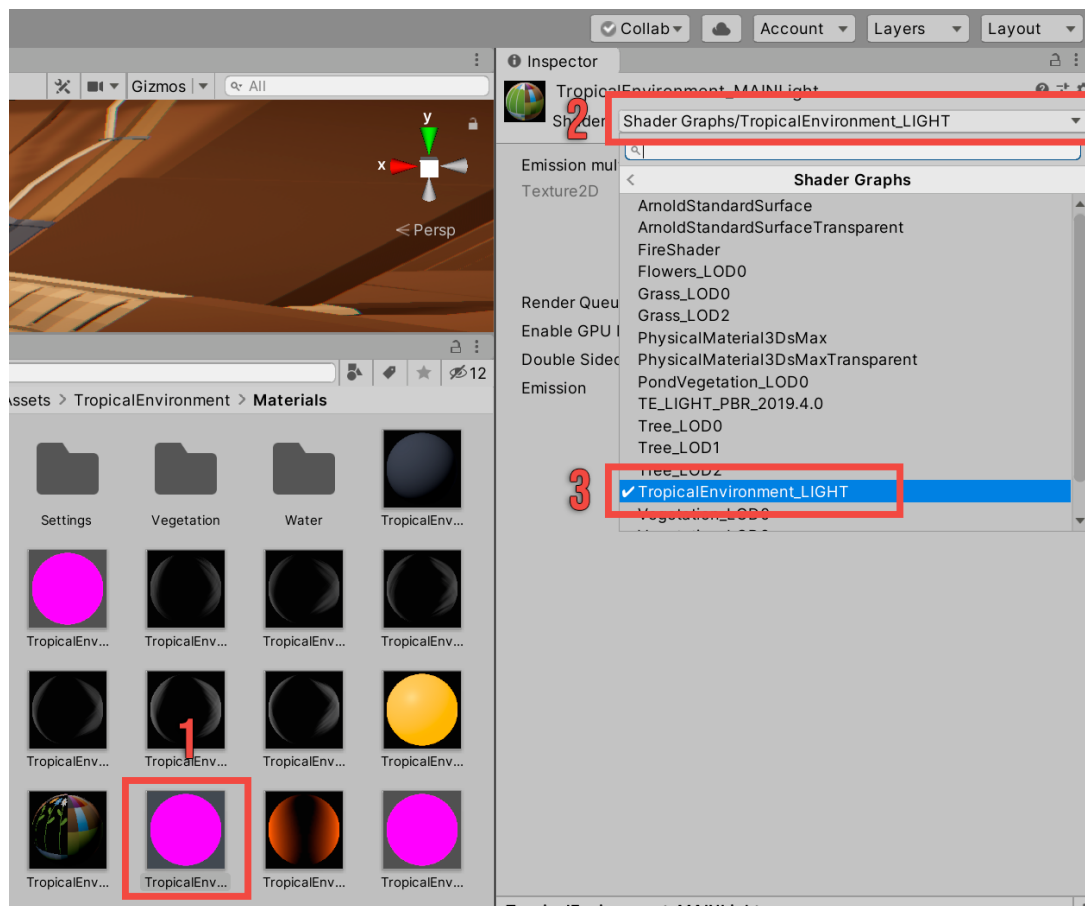


Step 5. Customize and improve graphic settings in created "UniversalRenderPipelineAsset" to get graphic quality like in video or image preview. Example in Asset folder > Scenes > Settings "URP_JustCreateExample"

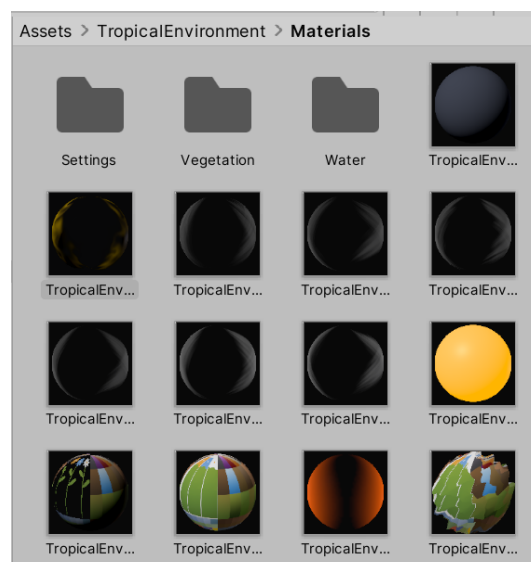
Shader Materials are pink in content browser, how to fix this?



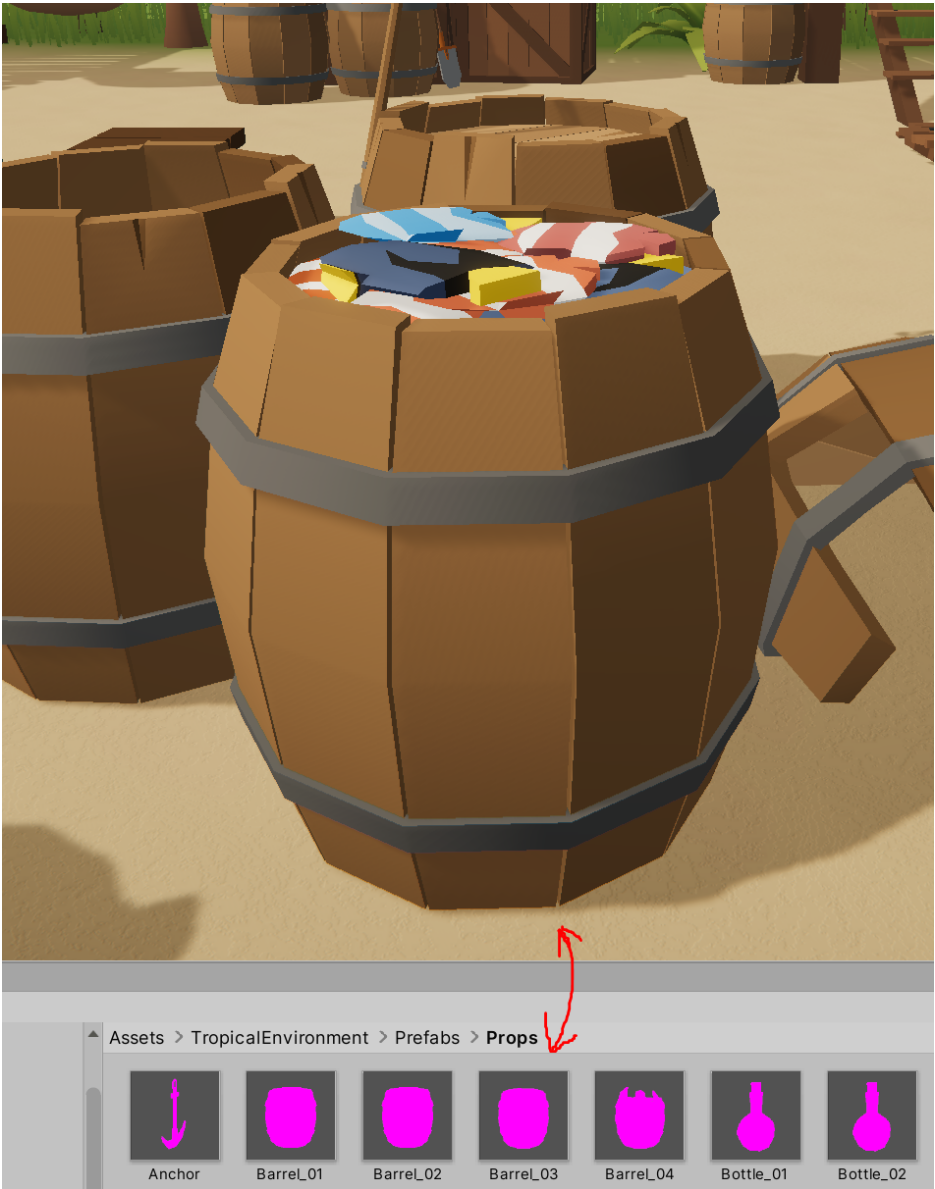
Step 1. All what we need to do is just reload material. Select pink Shader Material and Reselect Shader in Inspector.



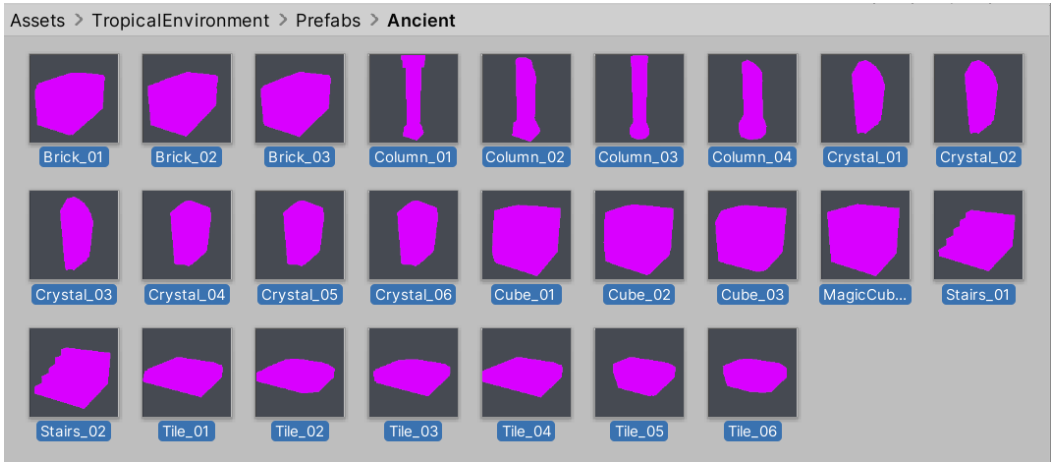
Step 2. Repeat this steps for each pink SHADER MATERIAL



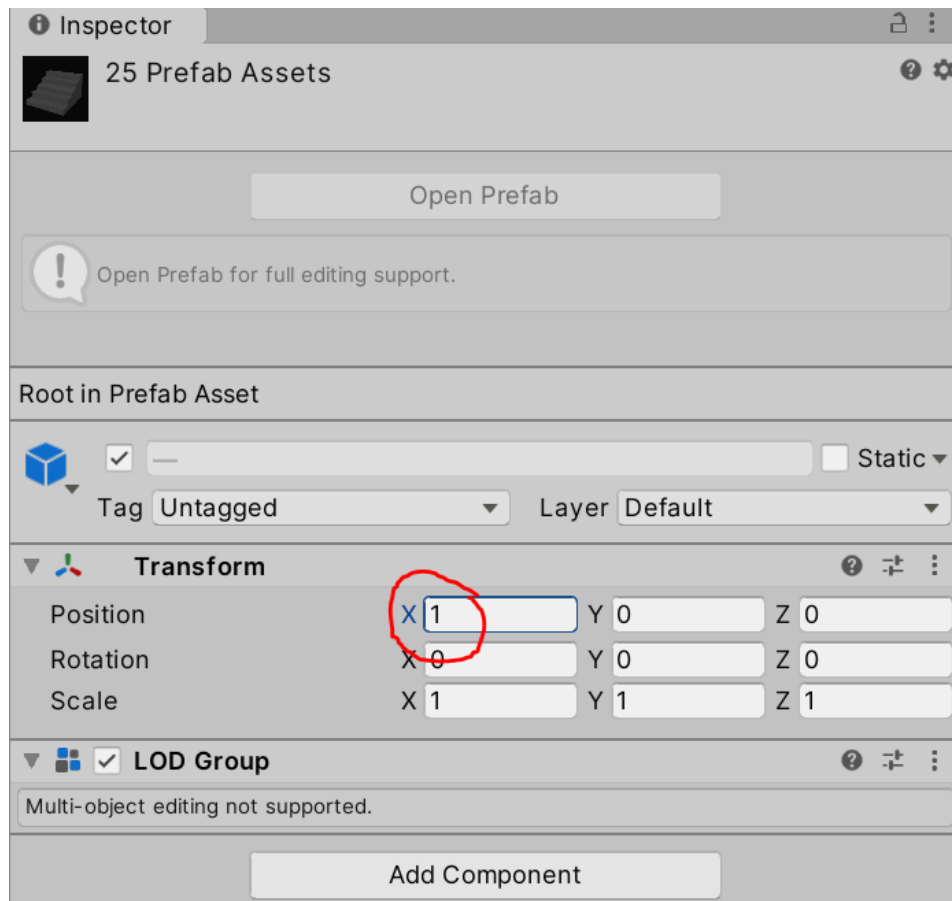
Prefabs with shader materials are pink in content browser, but in editor everything looks fine, how to fix this?



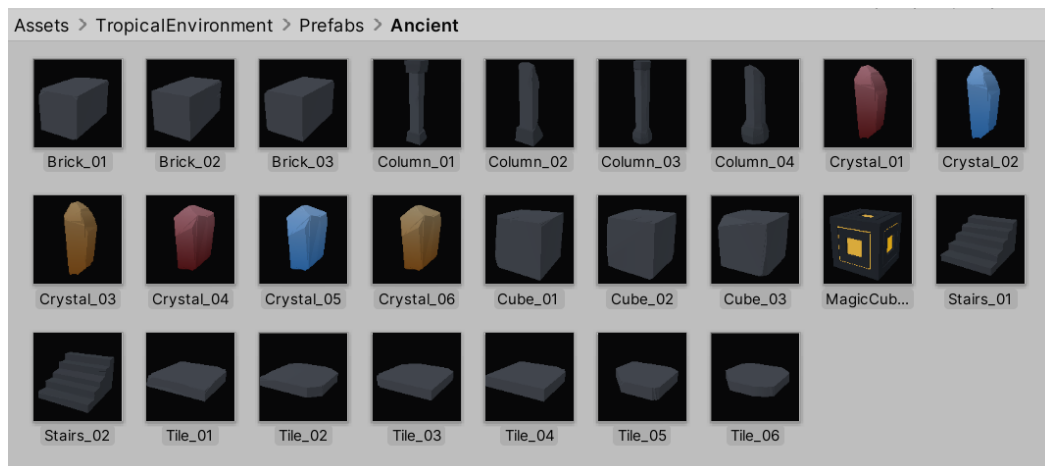
Step 1. Select all prefabs in content browser



Step 2. Change any parameter in content browser. For example Position to 1.



Step 3. Change this parameter again to 0. After this simple steps everything will reload and shader material will work fine and look perfect.



If you have any other problems, ideas, specific requirements, feel free to contact me on email oleh.lila@gmail.com

I'm always happy to help! :)