**Explenation document**

-In the universal rp asset i enabled the "depth texture" and the "opaque texture" just for the ice shader which i think still looks cool without those stuff enabled if you want those disabled. (i have added the pipeline asset in the project)

-About the ice shader if you want to transition between the ice look to the normal texture remember to low the smoothness or it will look a bit weird (shiny).

-In the most of the shaders there is a base texture parameter, this is the place where you are supposed to put in the character texture.