

URP Setup Guide

Unity 2022.3 LTS - For EmaceArt asset packs

Thanks for your purchase! This guide shows the minimum steps to run the pack in URP and remove magenta/pink shaders.

Includes	1) Global Volume 2) Terrain 3) Props materials
Most common issue	Pink (magenta) = shader not supported by the active render pipeline
Time	2-5 minutes (usually)

Prerequisite: URP must be active in BOTH places:

Project Settings -> **Graphics** -> Scriptable Render Pipeline Settings -> select your URP Pipeline Asset.

Project Settings -> **Quality** -> active tier -> Render Pipeline Asset -> select the SAME URP Pipeline Asset.

1) Global Volume (post-processing)

Step	Action
1	Hierarchy -> Create -> Volume -> Global Volume
2	Enable Is Global
3	Create a Volume Profile (New) and add overrides
4	Camera: enable Post Processing (Universal Additional Camera Data)

Recommended minimal overrides: Tonemapping (ACES/Neutral), Exposure, Color Adjustments. Optional: AO, Bloom (subtle).

2) Terrain setup (Unity Terrain)

Correct shader: Universal Render Pipeline/Terrain/Lit

Step	Action
1	Select the Terrain object
2	Terrain toolbar -> Terrain Settings (gear)
3	Material -> Custom -> assign a material using URP/Terrain/Lit
4	Textures: Paint Texture -> Edit Terrain Layers -> Create/Add Layer

Common mistake: assigning a mesh material (URP/Lit) to Terrain. This can render pink/white.

If URP/Terrain/Lit is missing: Window -> Rendering -> Render Pipeline Converter -> Built-in to URP (run upgrades).

3) Props materials (meshes)

Typical shader: Universal Render Pipeline/Lit (or Simple Lit)

Step	Action
A	Check the Shader on your prop materials
B	If Standard (Built-in), switch to Universal Render Pipeline/Lit
C	Bulk: select materials -> Edit -> Rendering -> Materials -> Convert Selected Built-in Materials to URP

Stylized tip: Metallic ~0 and Smoothness low-to-medium helps avoid a plastic/wet look.

If anything is still pink

Check the Console. Common causes: wrong Quality tier pipeline asset, wrong shader type (Terrain vs Mesh), shader compilation errors, or materials still on Legacy/Standard.

For support: include Graphics + Quality screenshots, shader name, and the first Console error line.