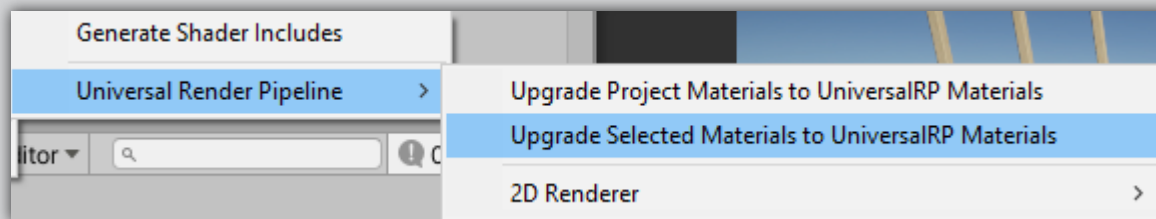
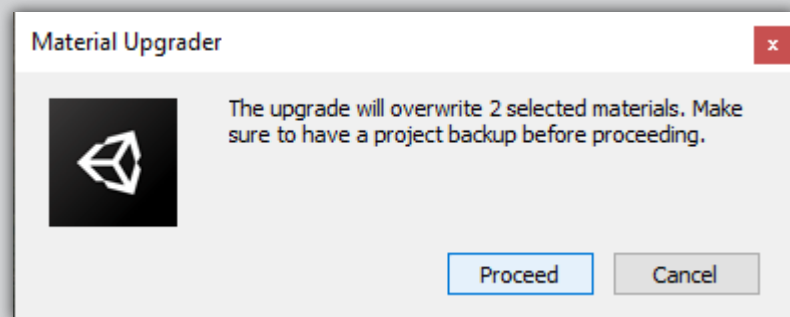


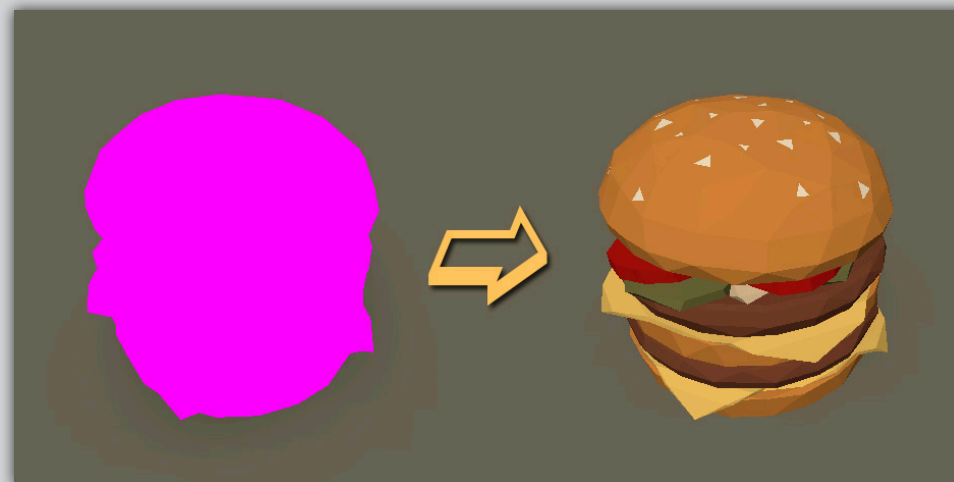
1. Select your material(s)



2. Go to « Edit > Render Pipeline > Universal Render Pipeline > Upgrade Selected Materials to UniversalRP Materials »



3. Click on Proceed



4. All LowPolyPro materials are now perfectly working in URP