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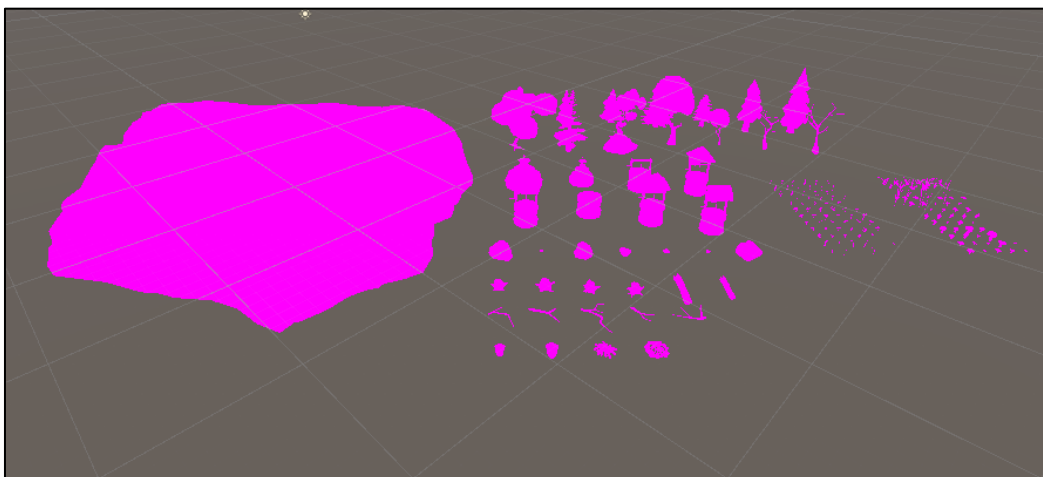
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## COMPATIBILITY

The models are compatible with the Unity HDRP (High Definition Render Pipeline), the LWRP (Lightweight Render Pipeline) and the URP (Universal Render Pipeline).

When loading the asset with the Universal Render Pipeline/Lightweight Render Pipeline, it might happen that the assets all appear in pink rather than being displayed with their actual colors:

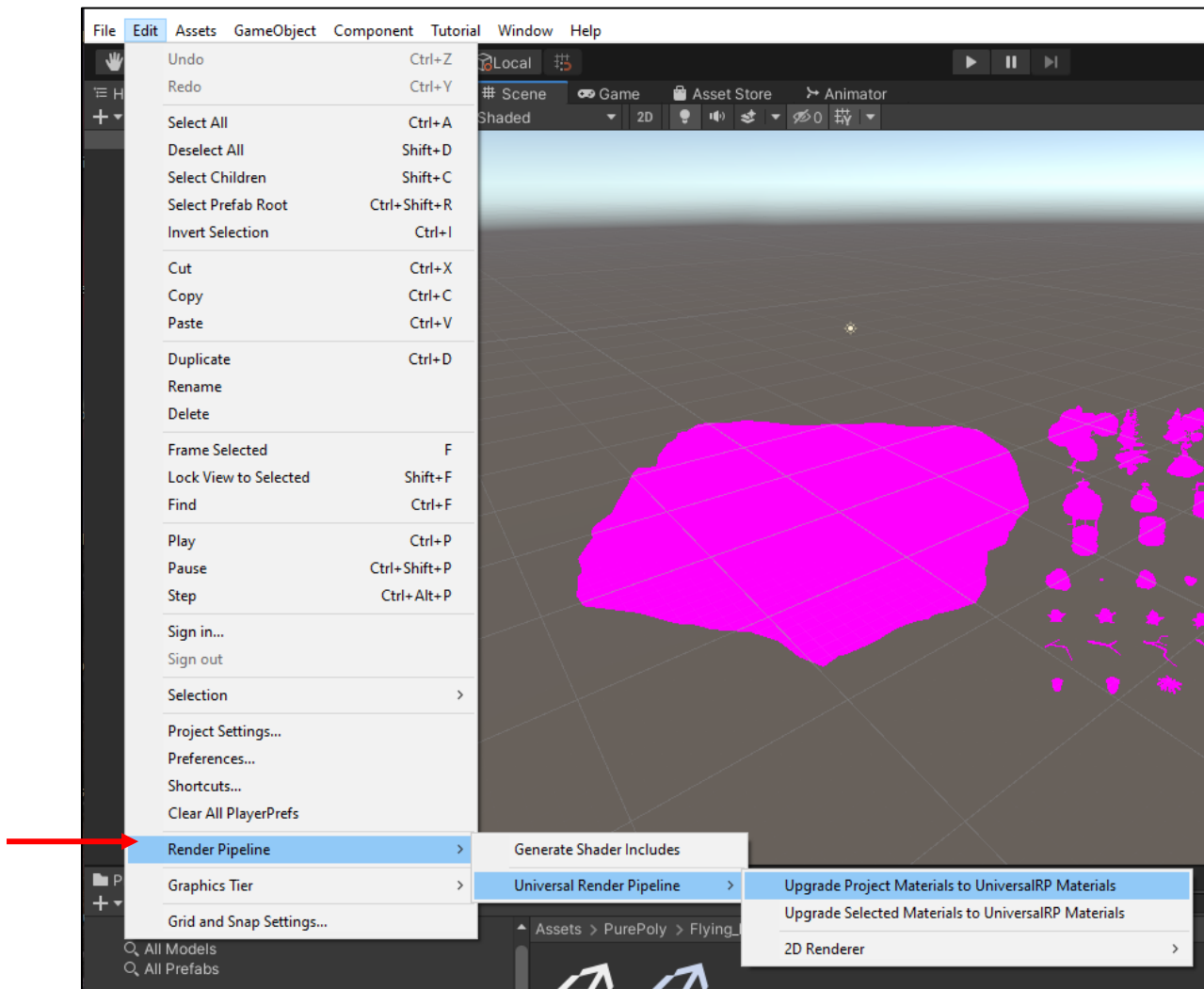


This can easily be resolved by following the steps listed down below:

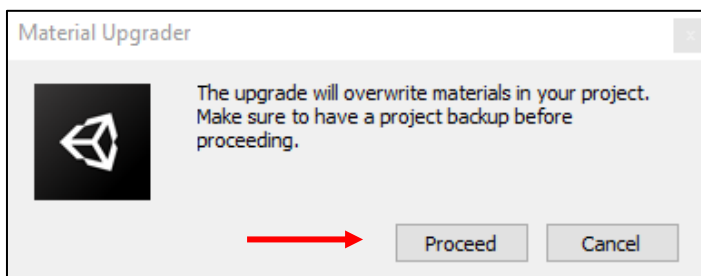
- 1) With the asset imported into a Universal Render Pipeline Template:
  - go to 'Edit',
  - then to 'Render Pipeline'



- If you now hover over the option 'Universal Render Pipeline', choose 'Upgrade Project Materials to UniversalRP Materials':



- 2) A window pops up. Select 'Proceed':



3) The models should now be displayed with their actual colors:



Follow the same path for the Lightweight RP (Unity 2018).

