Blendpoly

Ultimate Characters

by **Blend Pixel Studio**

Have a Suggestion?

https://discord.gg/sUZ28esQBK

Want Low Poly Models?

CLICK HERE

Join us on Discord for release announcements and give-aways.

Thanks!

First of all, Thank you so much for choosing our pack!, we really appreciate that! We are putting a lot of effort into this.

Stay connected with us on our Facebook or Discord page for the latest news and updates, or feel free to share your suggestions on what you'd like to see next. Your feedback is invaluable to us!

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COMPATIBILITY

The models are compatible with the Unity HDRP (High Definition 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:
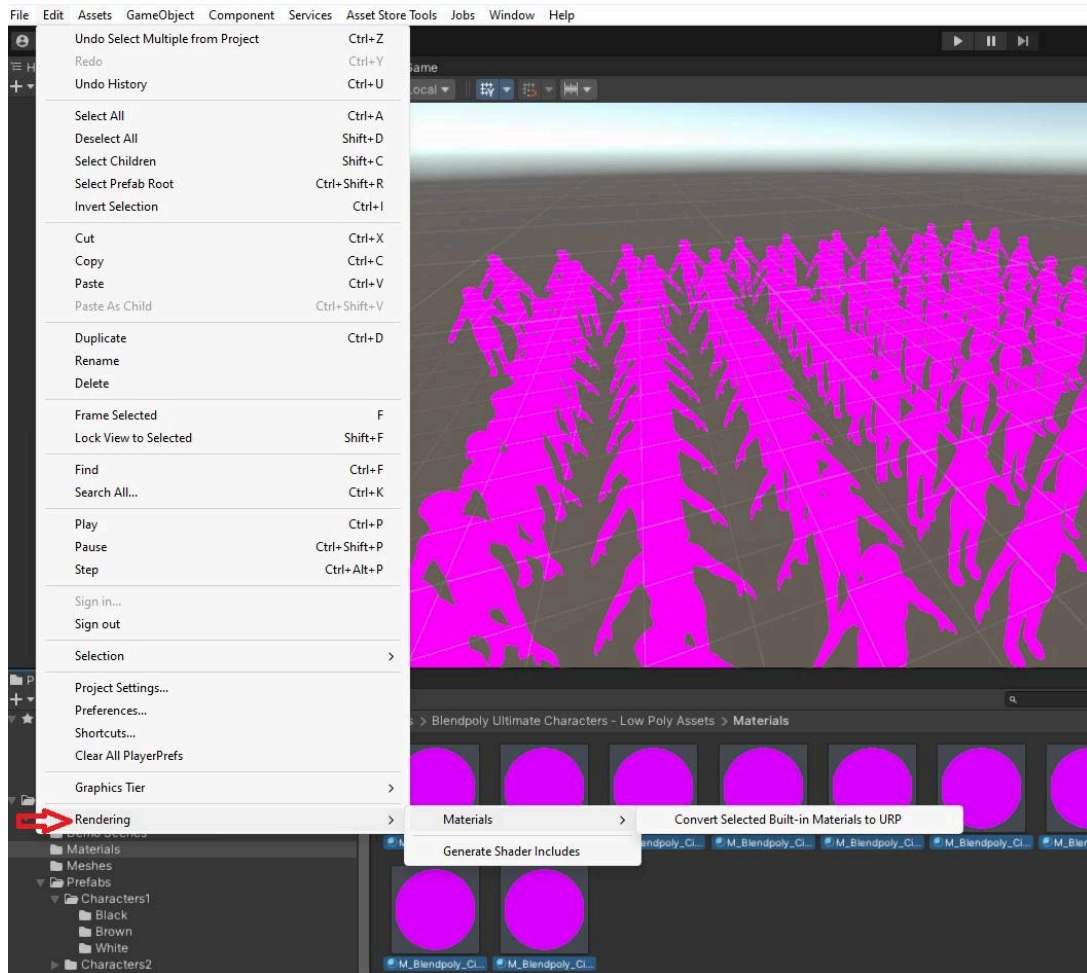

This issue can be easily resolved by following the steps below:
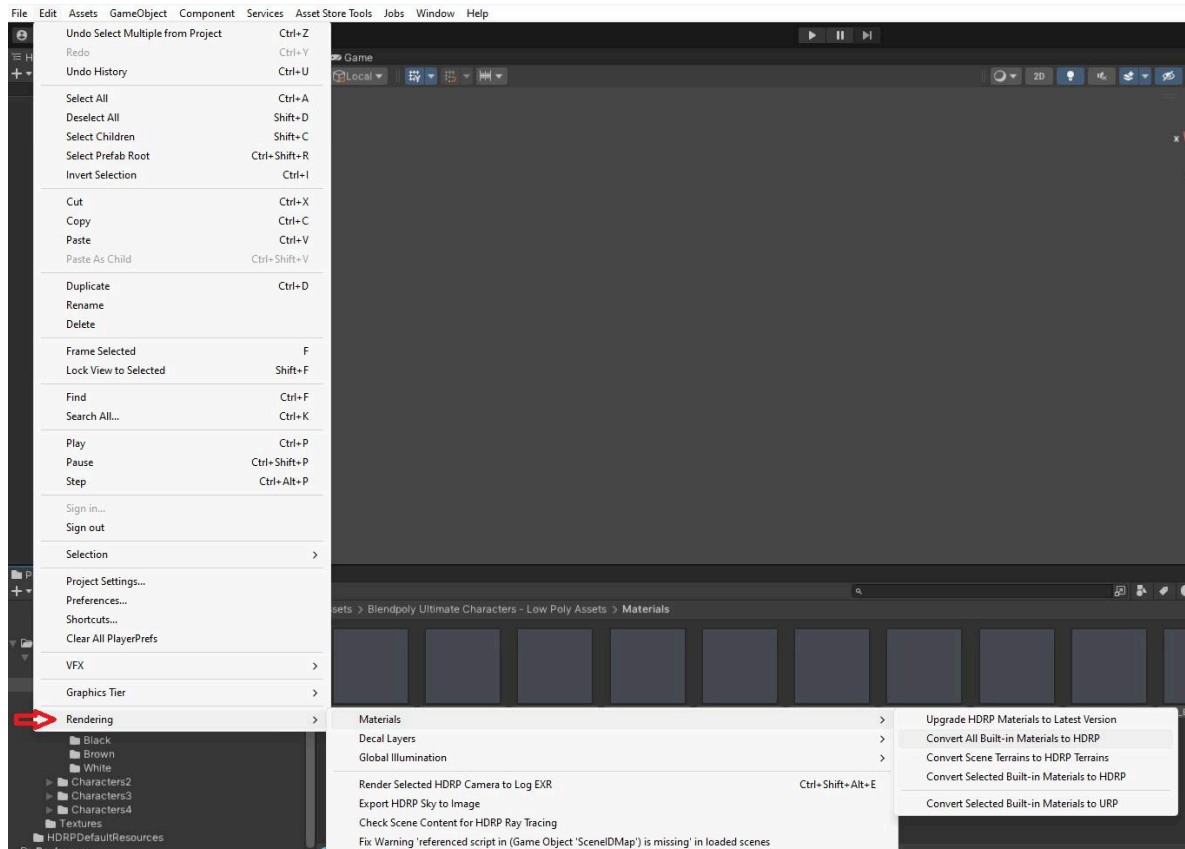
1. To update the materials:

If you are using the Universal Render Pipeline Template (URP):

- Go to 'Edit'.
- Then to 'Rendering'.
- If you now hover over the option 'Materials', choose 'Convert Selected Build-in Materials to URP':

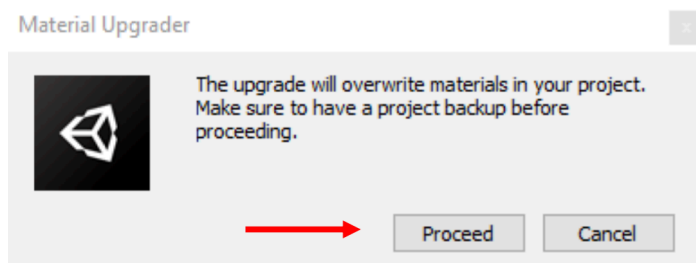**Join us on [Discord](#) for release announcements and give-aways.**

If you are using the High Definition Render Pipeline (HDRP) Template:

- Go to 'Edit'.

- Then to 'Rendering'.

- If you now hover over the option 'Materials', choose 'Convert All Build-in Materials to HDRP':

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

3. Once completed, the models should now be displayed with their true colors.

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