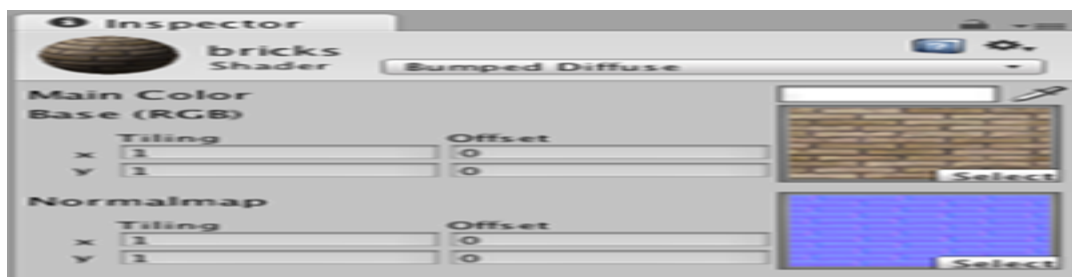
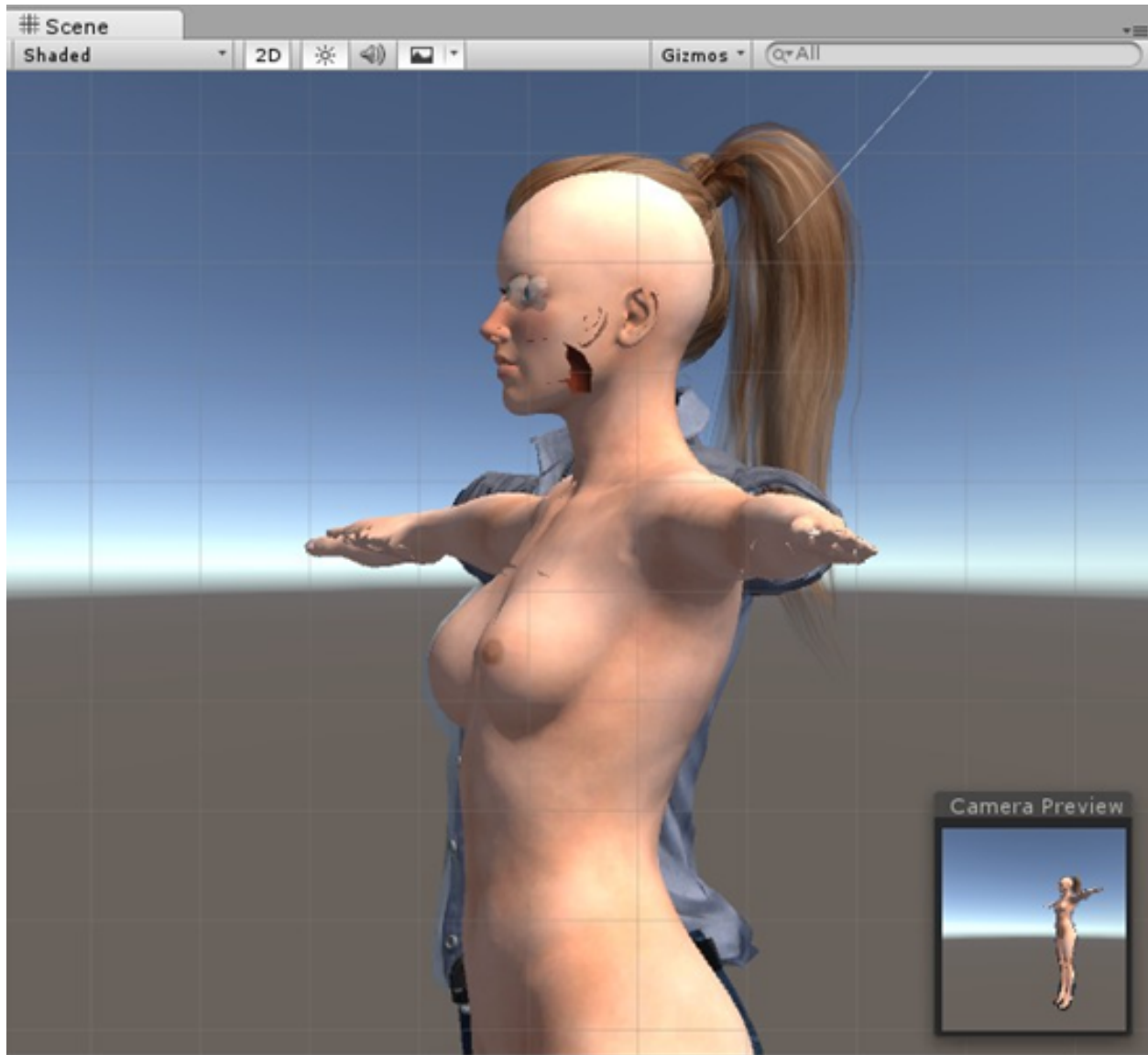


How to fix some of materials with alpha cannot display correctly in Unity 5?

Do manually reassign shader to "Bumped Diffuse".

This is because Unity 5 is using PBR shader as default. For non PBR material, it will assign to old shader automatically.



How to fix some of materials with alpha cannot display correctly in Unity 5?

Reallusion FAQ

<https://kb.reallusion.com/Product/50082/How-to-fix-some-of-materials-with-alpha-cannot-display-correctly>