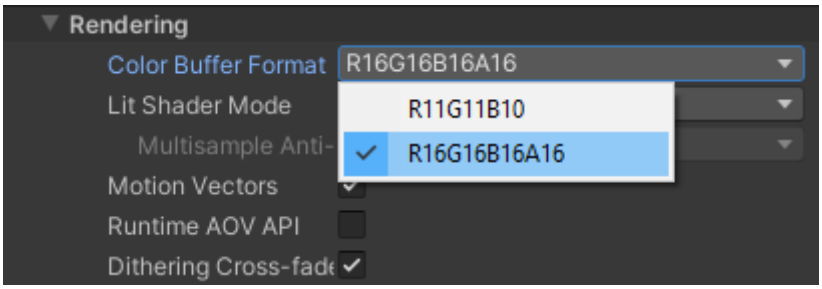
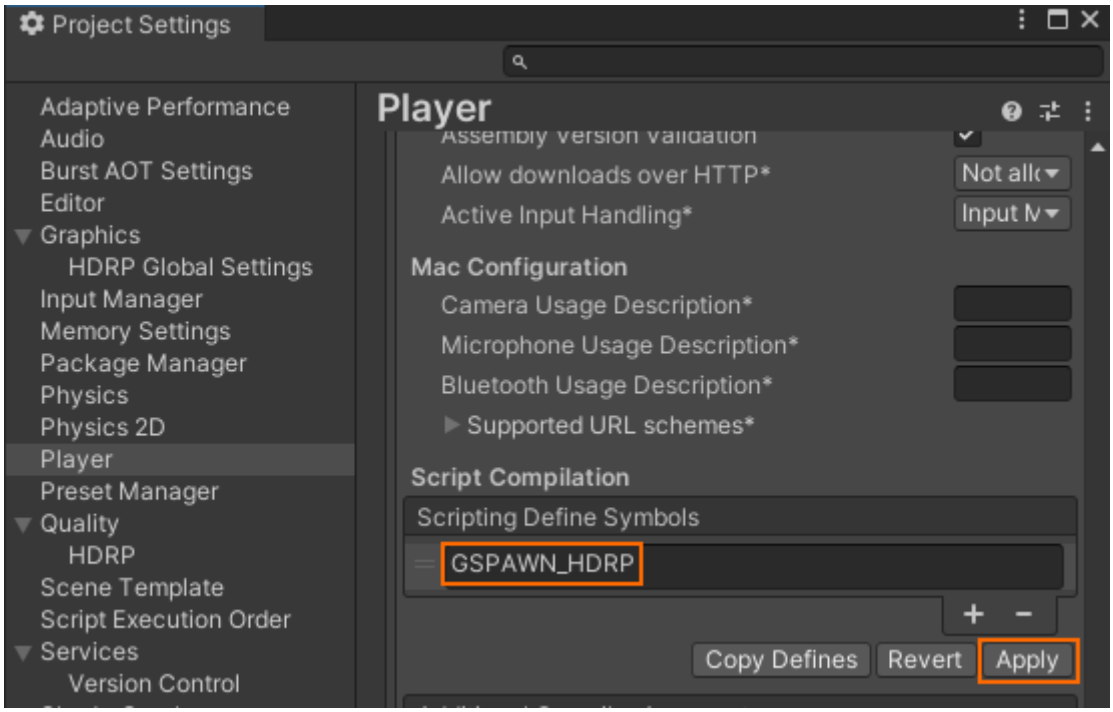
When using HDRP, you need to follow these steps in order for the prefab previews to render correctly:

1. select the HDRP asset and set its color buffer format to a format that has an alpha channel:



2. go to **Edit > Project Settings > Player** and add the **GSPAWN_HDRP** symbol:



3. if you initialized GSpawn before enabling HDRP or before performing these steps, click on **Tools > GSpawn > Actions > Refresh Prefab Previews**.

Note: Even though this will render the prefab previews correctly, the previews appear slightly darker than normal. Currently, this issue remains unsolved.