ArchVizPRO Interior Vol.6 URP



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Quick Project Setup

1) Open Unity Hub and create a new **Unity 2022.3** (or higher) project with a **3D (URP)** template.

| Unity Hub 3.4.2 | | | | |
|--------------------------------|----------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|--|--|
| | New project Editor Version: 2022.3.13f1 🛇 | | | |
| III templates | | | | |
| Core * Sample * Learning | Core 2D Core | SRP | | |
| | Core 3D | 20 (110) | | |
| | 2D (URP) Core | The URP (Universal Render Pipeline) blank template includes the settings and assets you need to start creating with URP. Equipped wit | | |
| | 3D (URP) Core | PROJECT SETTINGS | | |
| | SD (HDRP) Core | Project name ArchVizPRO_Interior_Vol.6_URP | | |
| | Core 3D Mobile | Location | | |
| | | Cancel Create project | | |

2) Download and import <u>ArchVizPRO Interior Vol.6 URP</u> from Asset Store or Package Manager.

If prompted about Unity Package Manager dependencies choose "Install/Upgrade".

3) Open Assets\ArchVizPRO_Interior_Vol.6_URP\3D SCENE\

ArchVizPRO_Interior_Vol.6_URP

4) Go to Edit/Project Settings/Graphics and assign the

AVP6_UniversalRenderPipelineAsset in Scriptable Render Pipeline Settings. Wait until "Compiling Shader" has finished.

| V Project Settings | | | | : 0 ^ |
|--------------------------------|---------------------------------------------|-------------------------------------|---------------------------------------------|---------|
| | O merking | | | |
| Adaptive Performance | Graphics | | | 9 ≠ : |
| Burst AOT Settings | Scriptable Render Pipeline Settings | | | |
| Editor | AVP6 UniversalRenderPipelineAsset (| Universal Render Pipeline Asset) | | |
| | | | | |
| URP Global Settings | A Scriptable Render Pipeline is in use, so | | | |
| Memory Settings | | | | |
| Package Manager | Built-in Shader Settings | | | |
| Physics | | Always include | | |
| Physics 2D | Always included Shaders | | | |
| Player Dresst Mensor | | | | |
| Quality | | Legacy Shaders/Diffuse | | |
| Scene Template | | R Hidden/CubeBlur | | |
| Script Execution Order | | Hidden/CubeCopy | | |
| Services | | Hidden/CubeBlend | | |
| SnaderGraph Tans and Lavers | | Sprites/Default | | |
| TextMesh Pro | | UI/Default | | |
| Time | | UI/DefaultETC1 | | |
| Timeline | Shader Stripping | | Salast Render Dinaline Asset | |
| Ul Builder | | | Select Nerider Pipeline Asset | |
| Visual Scripting | | Automatic | | |
| XR Plugin Management | | Strip Unused | | • 💋 🕫 🗸 |
| | | Strip if no Hybrid Renderer package | None R AVP6 UniversalRenderPipelineAsset | |
| | Shader Loading | | | |
| | Log Shader Compilation | | | |
| | | Find closest Light Probe | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | Culling Settings | | | |
| | Camera-Relative Culling | | | |
| | Linhte | | | |
| | Shadowa | | | |
| | | | | |
| | | | | |

5) Go to Edit/Project Settings/Graphics/HDRP Global Settings/ and assign the AVP6_UniversalRenderPipelineGlobalSettings in Rendering.

| C Project Settings | | | | |
|------------------------------------------|--------------------------------------|----------------------------------------------|--------------------------------------------------|---------------|
| | | | | |
| Adaptive Performance | URP Global Settings | | | · |
| Audio Burst AOT Settings | AVP6_UniversalRenderPipelineGlobalS | ettings (Universal Render Pipeline Global Se | ttings) | 👝 🛛 New Clone |
| Editor | | | | |
| V Graphics | Rendering Layers (3D) | | | |
| Input Manager | | Default | | |
| Memory Settings | | belaute | | |
| Package Manager | | No_Decal | | |
| Physics Physics 2D | | | | |
| Player | | | | |
| Preset Manager Quality | Shader Stripping | | | |
| Scene Template | | isabled | | |
| Script Execution Order | | | Select Universal Render Bineline Global Settings | |
| ShaderGraph | Strip Debug Variants | | | |
| Tags and Layers | | | | |
| TextMesh Pro | Strip Unused Variants | | Nasetta | |
| Time | Strip Screen Coord Override Variants | | AVP6_UniversalRenderPipelineGlobalSettings | |
| UI Builder | | | | |
| Version Control | | | | |
| Visual Scripting XR Plugin Management | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

6) Go to Edit/Project Settings/**Quality** and assign the **AVP6_UniversalRenderPipelineAsset** in Rendering.



Scenes Overview

Scenes are located at Assets\ArchVizPRO_Interior_Vol.6_URP\3D SCENE:

ArchVizPRO_Interior_Vol.6_URP:



Key **ESC**: Open/Close Menu Key **WASD**: Move character Key **Left Ctrl**: Crouch Key **Shift**: Sprint Key **Right Mouse Button**: Zoom **Mouse**: Look

Progressive Lightmapper

ArchVizPRO_Interior_Vol.6 uses <u>Progressive GPU</u> as the main baking engine. It's tested to work with a GTX 1070 (8Gb VRAM) and it takes less than 1 hour to bake.



LOW RAM:

With a minor amount of VRAM decrease Lightmap Size and Lightmap Resolution, or you will fall back to Progressive CPU.

To increase available VRAM, a trick is to set in Project Settings/Quality:

Texture Quality = Eighth Res

| Name | High Quality | | | | |
|--------------------------------------------------------------------------------------|---------------|---------|--|--|--|
| A Scriptable Render Ppeline is in use, some settings will not be used and are hidden | | | | | |
| Rendering | | | | | |
| AVP8_HDRP_Settings (HD Render Pipeli | ine Asset) | \odot | | | |
| Texture Quality | Full Res | Ŧ | | | |
| Anisotropic Textures | V Full Res | - | | | |
| Billboards Face Camera Position | Half Res | | | | |
| Resolution Scaling Fixed DPI Factor | OuaterRes | | | | |
| Texture Streaming | Eighth Res | | | | |
| Other | | | | | |
| Skin Weights | Unlimited | Ŧ | | | |
| VSync Count | Every V Blank | Ŧ | | | |
| Particle Raycast Budget | 256 | | | | |
| Async Upload Time Slice | 2 | | | | |
| Async Upload Buffer Size | 16 | | | | |
| Async Upload Persistent Buffer | | | | | |

Once the bake is finished bring back textures to Full Res.

Contacts:

For any asset-related issue please contact me at <u>ruggero.corridori@gmail.com</u> If you are interested in our services, write at <u>info@oneirosvr.com</u>