

ArchVizPRO Interior Vol.6 URP

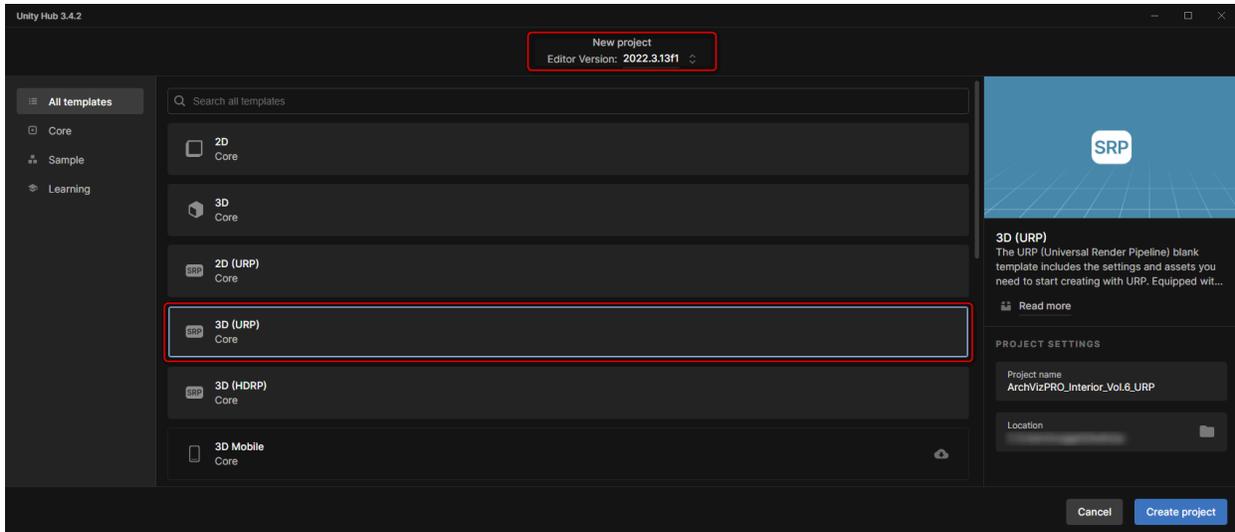


Table of content:

- Quick Project Setup
- Scenes Overview
- Progressive Lightmapper
- Contacts

Quick Project Setup

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

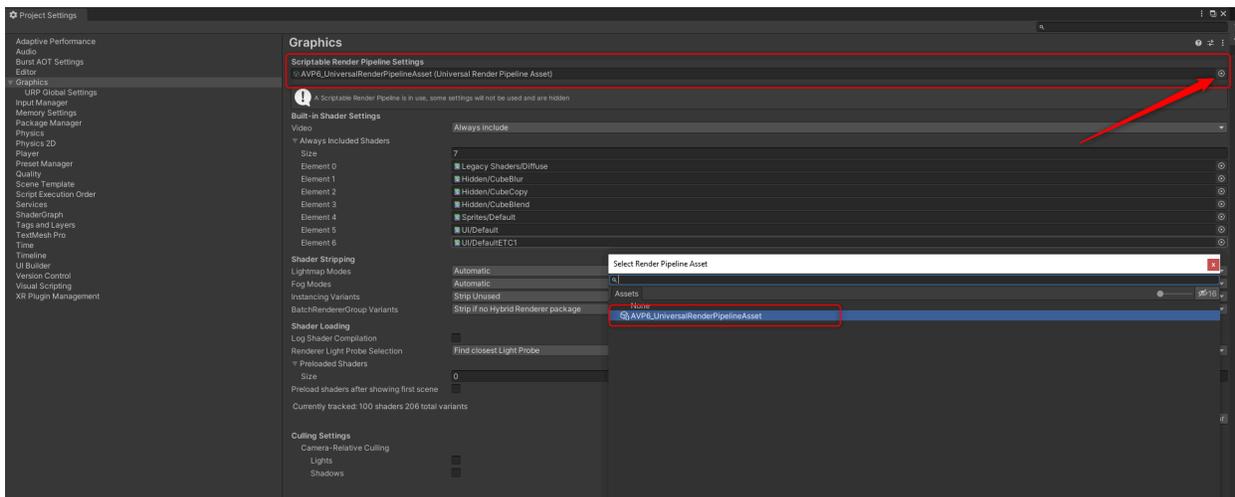


2) Download and import [ArchVizPRO Interior Vol.6 URP](#) from Asset Store or Package Manager.

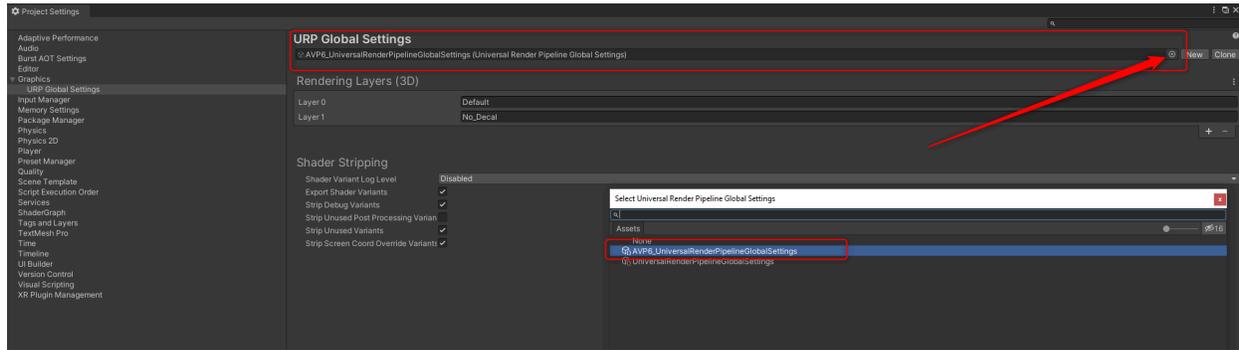
If prompted about Unity Package Manager dependencies choose “**Install/Upgrade**”.

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

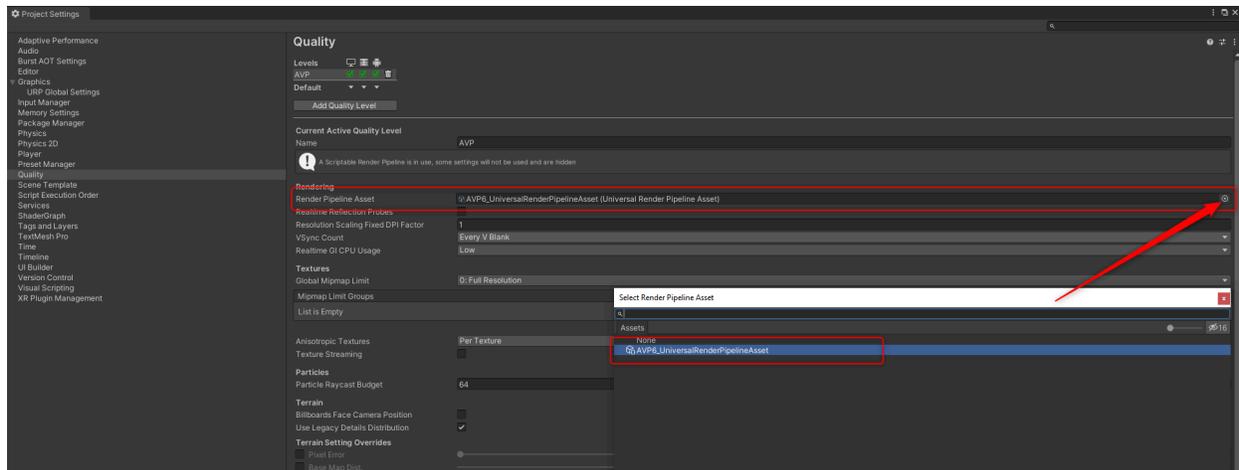
4) Go to Edit/Project Settings/**Graphics** and assign the **AVP6_UniversalRenderPipelineAsset** in Scriptable Render Pipeline Settings. Wait until “Compiling Shader” has finished.



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



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 [Progressive GPU](#) 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.

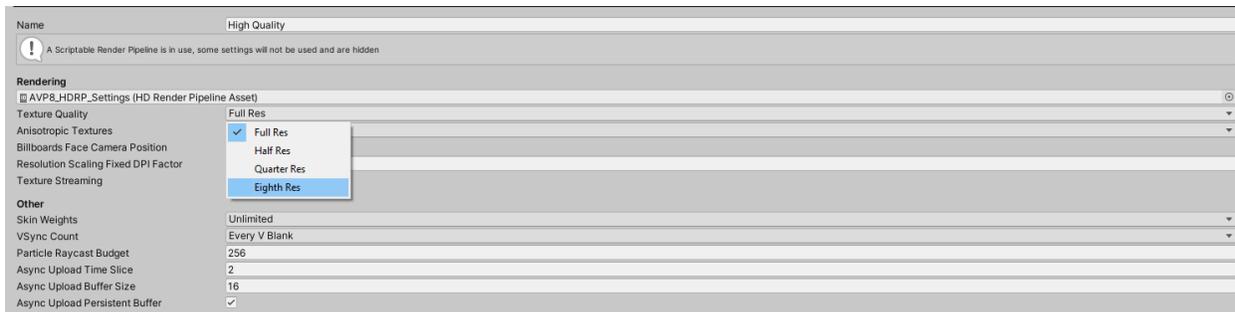


LOW RAM:

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



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

Contacts:

For any asset-related issue please contact me at ruggero.corridori@gmail.com

If you are interested in our services, write at info@oneirosvr.com