ArchViz**PRO** Interior **Vol.6 HDRP**

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Quick Project Setup

1) Open Unity Hub and create a new **Unity 2022.3** (or higher) project with an **High_Definition_RP Template**. (If HDRP Template is not available, start from a 3D Template and install HDRP from Package Manager and "Fix All" errors with the "**HDRP Wizard**").
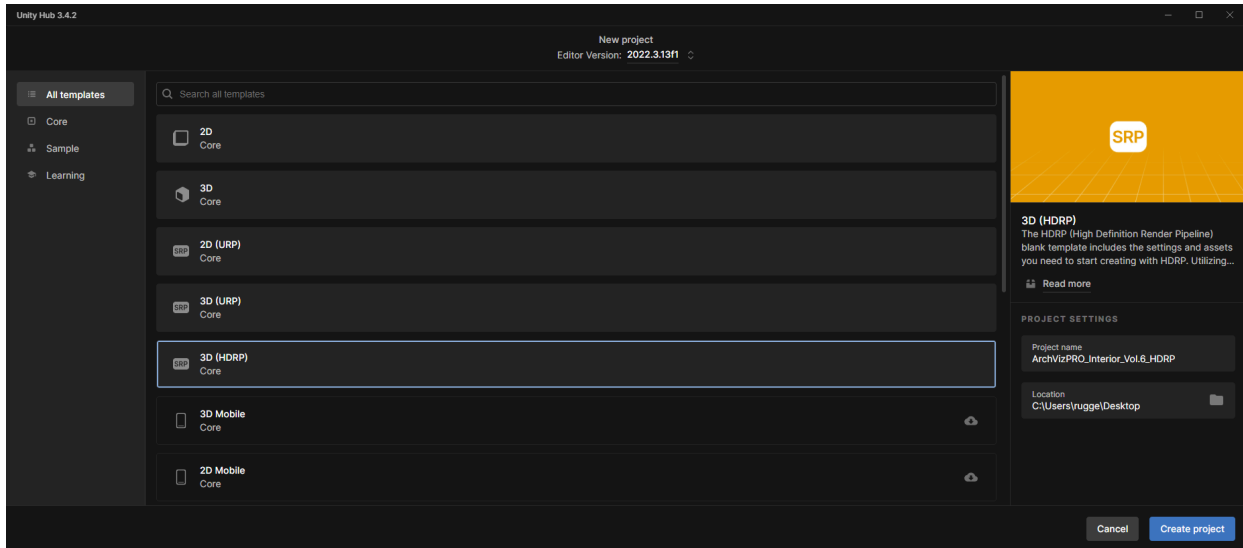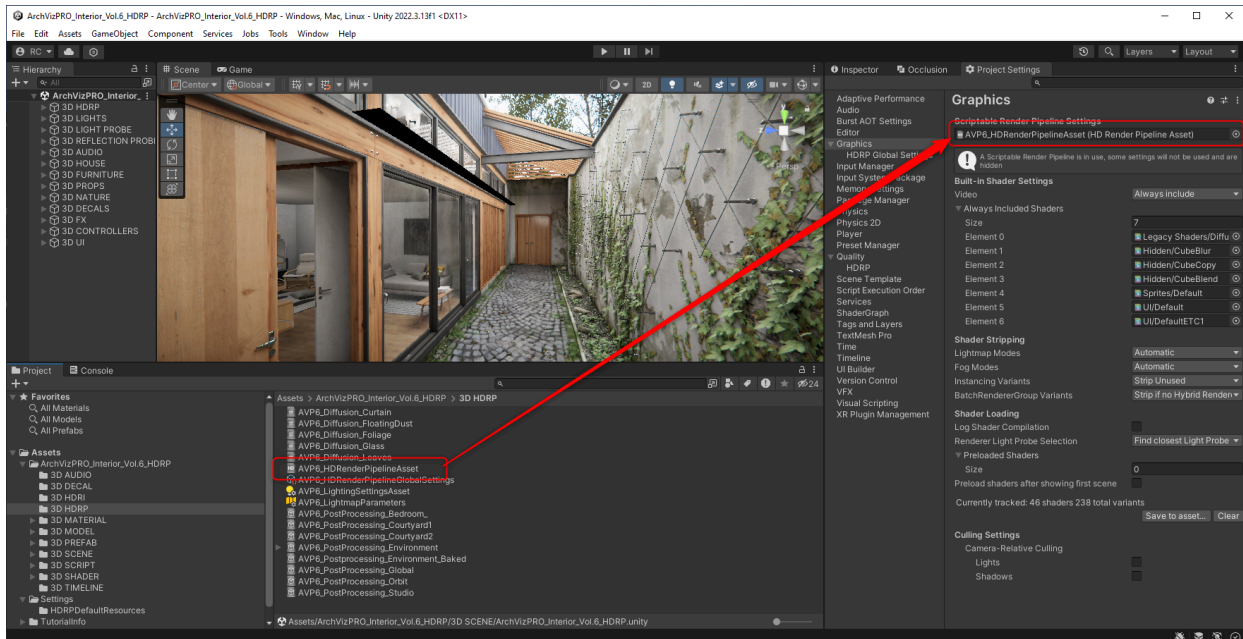
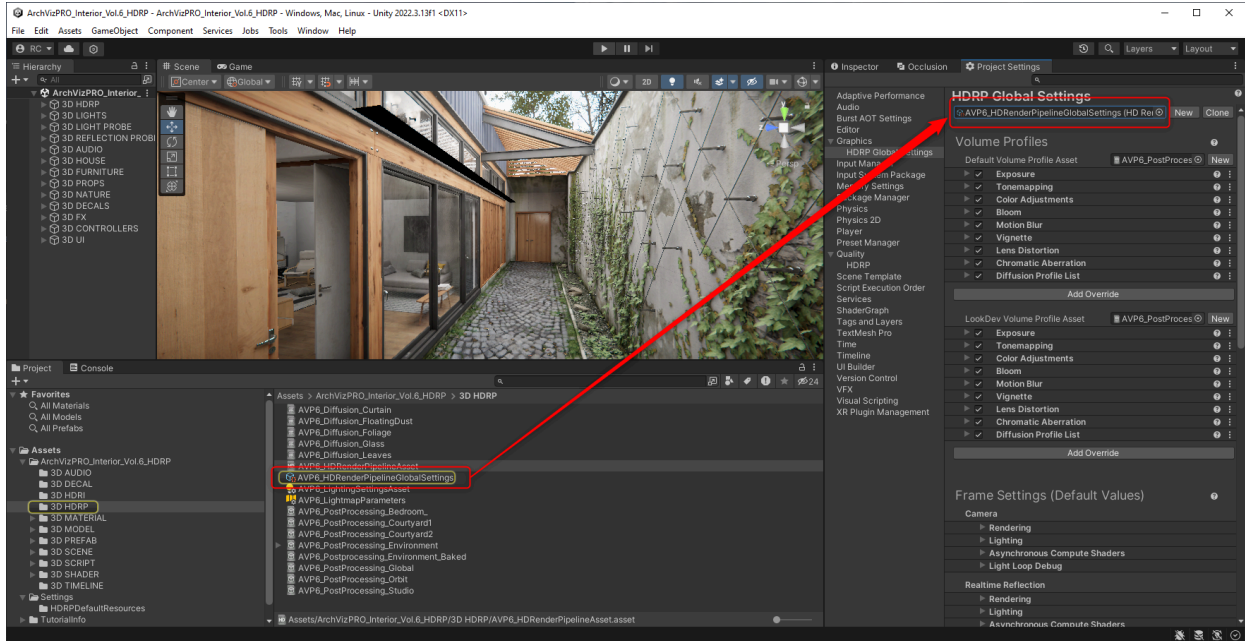2) Download and import [ArchVizPRO Interior Vol.6 HDRP](#) from Asset Store or Package Manager.
If prompted about Unity Package Manager dependencies choose "**Install/Upgrade**".

3) Open Assets\ArchVizPRO_Interior_Vol.6_HDRP\3D SCENE\
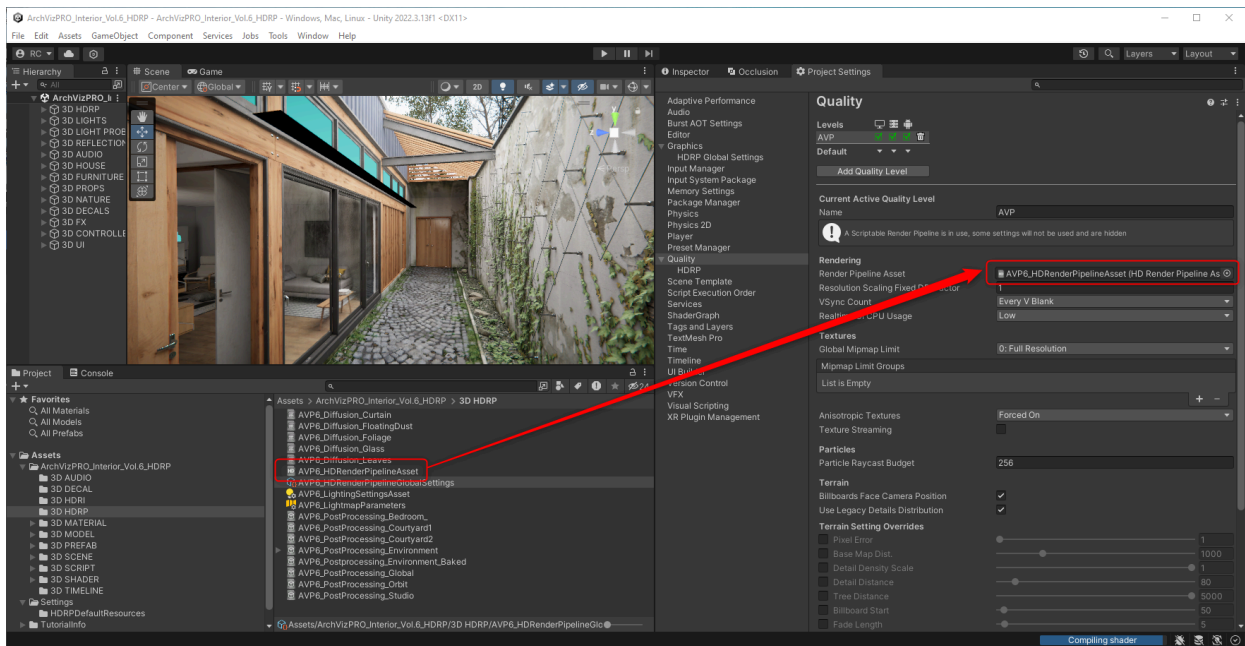**ArchVizPRO_Interior_Vol.6_HDRP**.

4) Go to Edit/Project Settings/**Graphics** and assign the
AVP6_HDRenderPipelineAsset 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_HDRenderPipelineGlobalSettings** in Rendering.

6) Go to Edit/Project Settings/**Quality** and assign the **AVP8_HDRP_Settings** in Rendering.

Scenes Overview

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

ArchVizPRO_Interior_Vol.6_HDRP:

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.
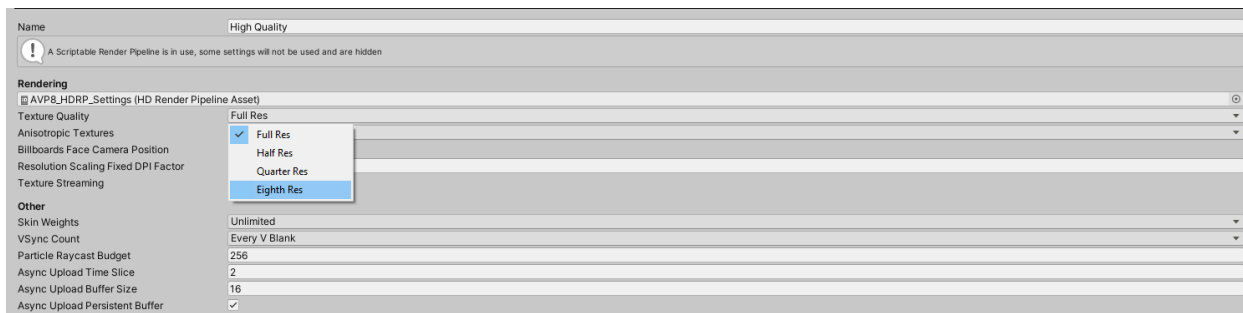It's tested to work with a GTX 1070 (8Gb VRAM) and it takes less than 1 hour to bake.

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