

ArchVizPRO Interior Vol.1 URP

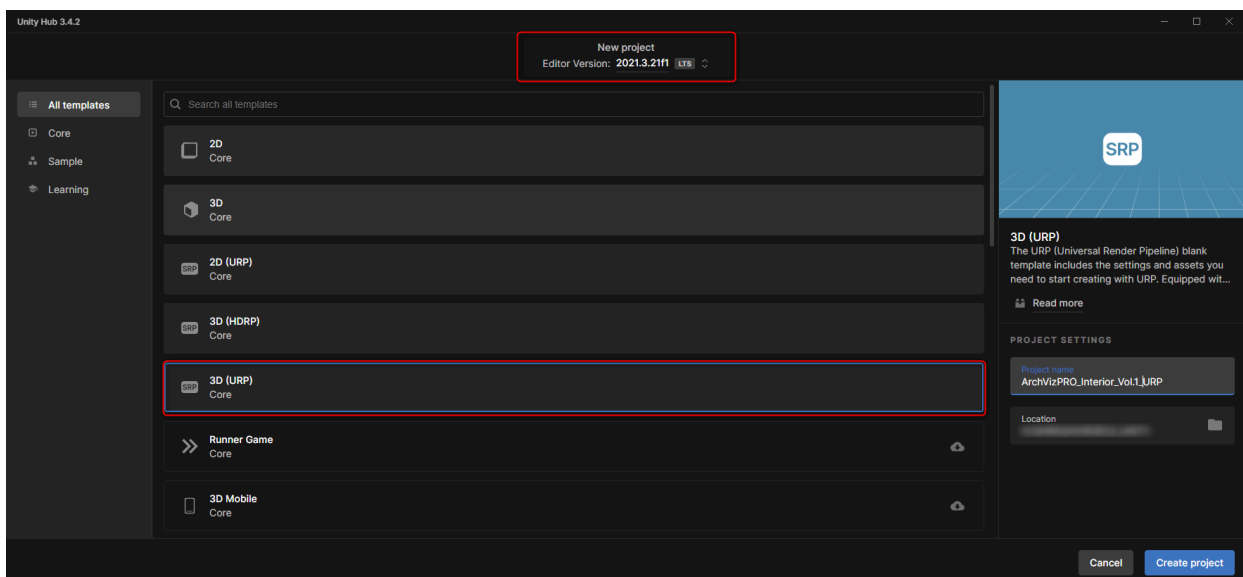


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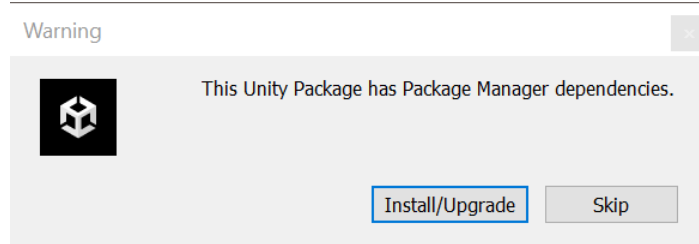
Quick Project Setup

1) Open Unity Hub and create a new Unity 2022.3 (or higher) project with a **3D (URP)** template. If the 3D URP Template is not available, start from a 3D Template and install URP from Package Manager.

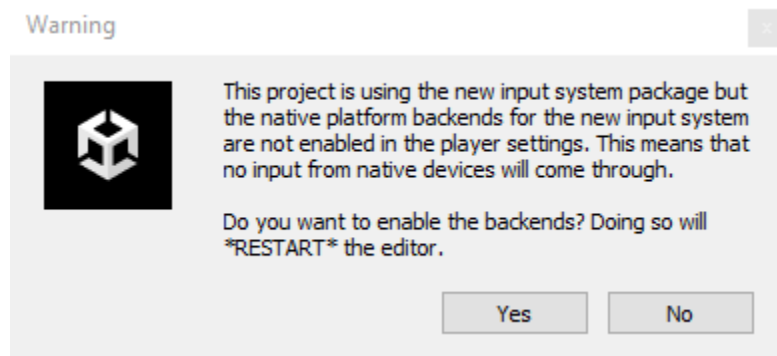


2) Download and import [ArchVizPRO Interior Vol.1_URP](#) from the Asset Store or Package Manager.

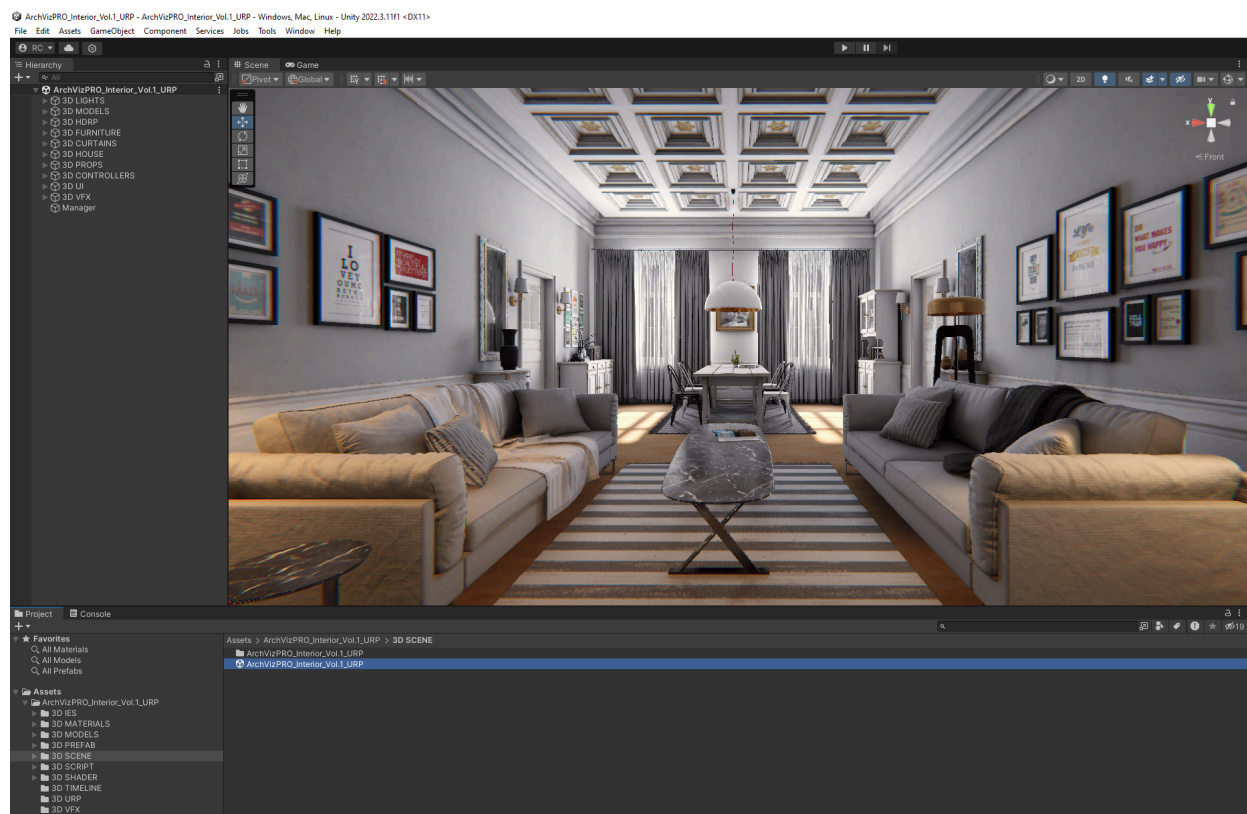
If prompted about Unity Package Manager dependencies choose “**Install/Upgrade**”.



If prompted about the new **Input System** choose “**Yes**” (unity will restart and you will have to reimport the package again).

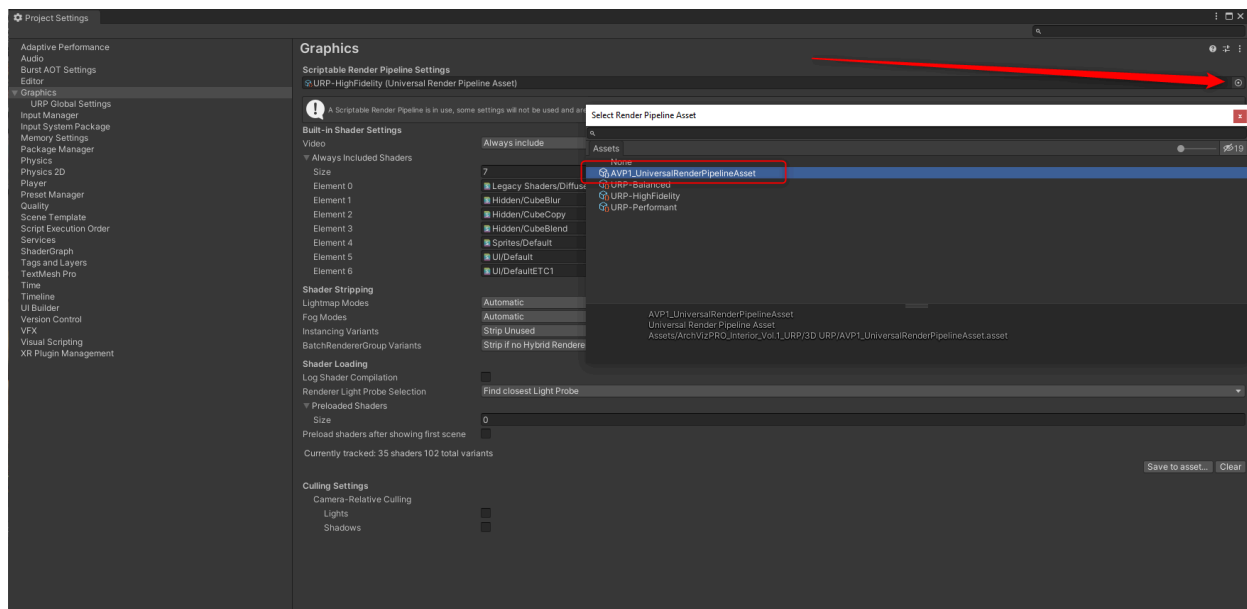


3) Open Assets\ArchVizPRO_Interior_Vol.1_URP\3D SCENE\ArchVizPRO_Interior_Vol.1_URP.

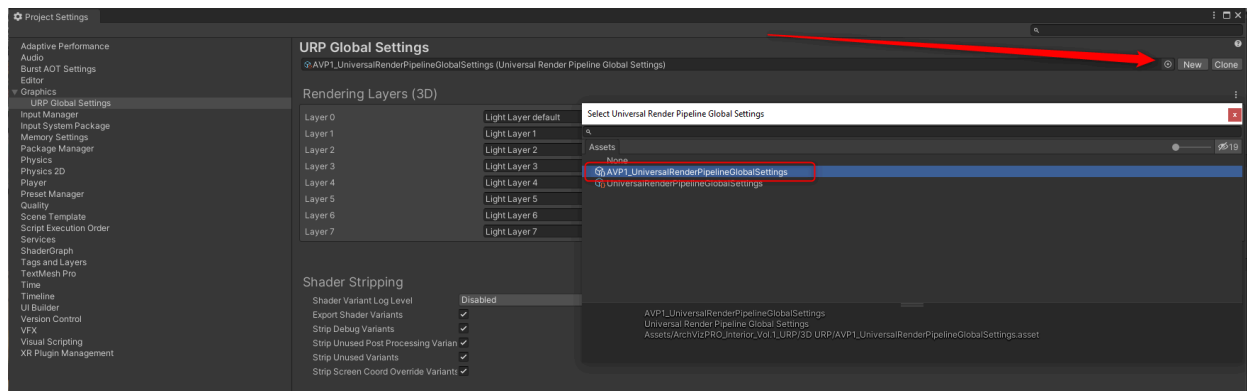


4) Go to **Edit/Project Settings/Graphics** and assign the **AVPI_UniversalRenderPipelineAsset** in Scriptable Render Pipeline Settings.

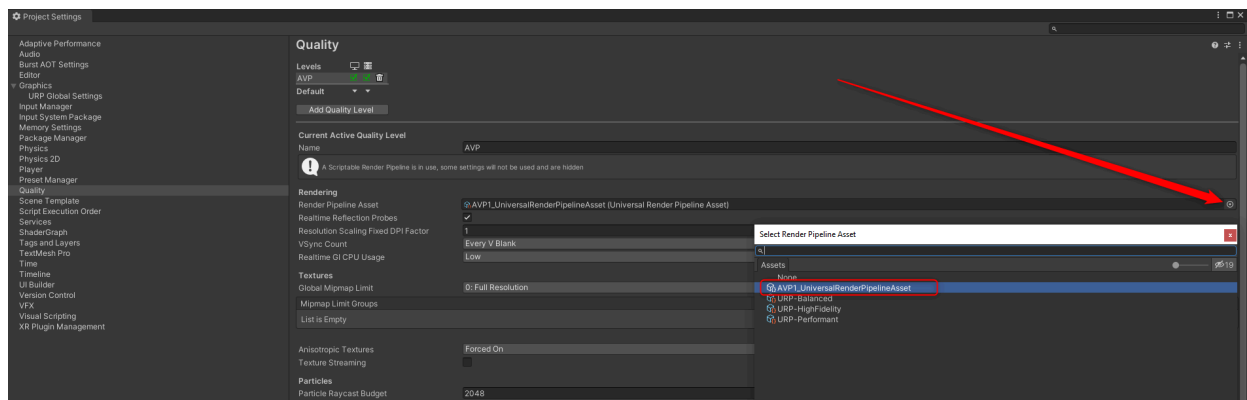
Wait until “Compiling Shader” has finished.



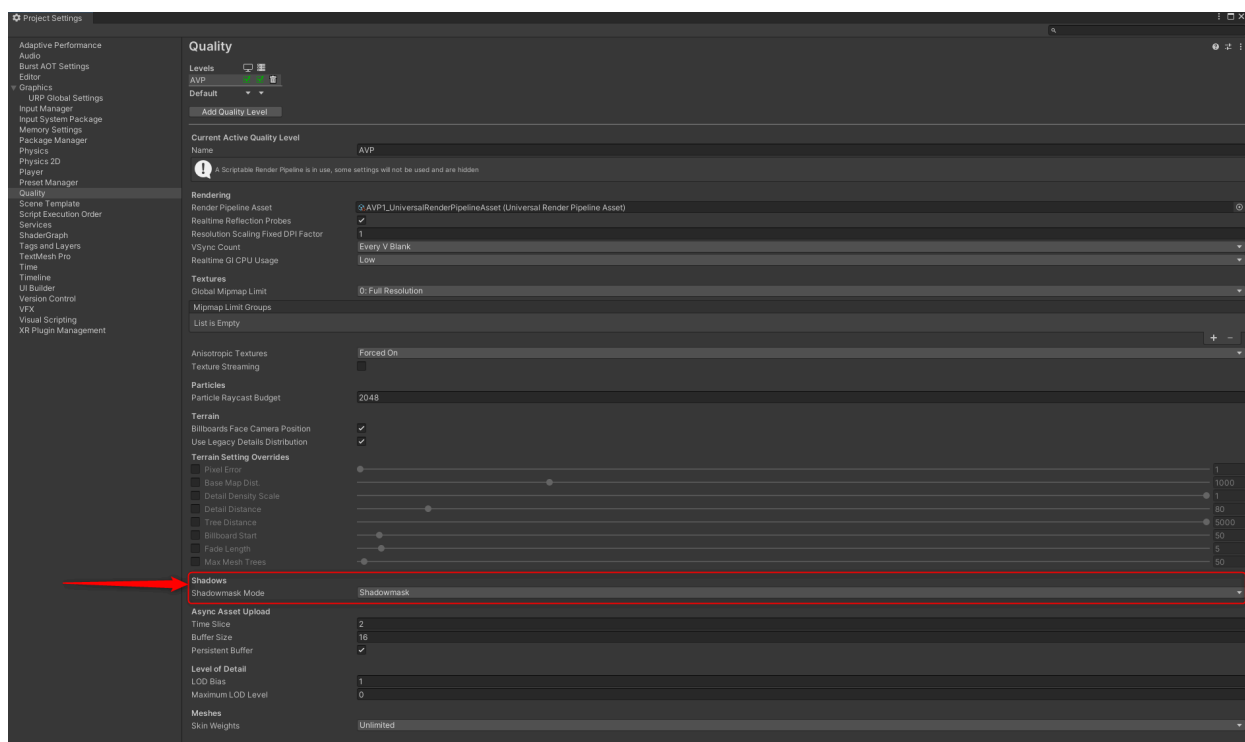
5) Go to Edit/Project Settings/Graphics/**HDRP Global Settings/** and assign the **AVP1_UniversalRenderPipelineGlobalSettings** in Rendering.



6) Go to Edit/Project Settings/**Quality** and assign the **AVP1_UniversalRenderPipelineAsset** in Rendering.

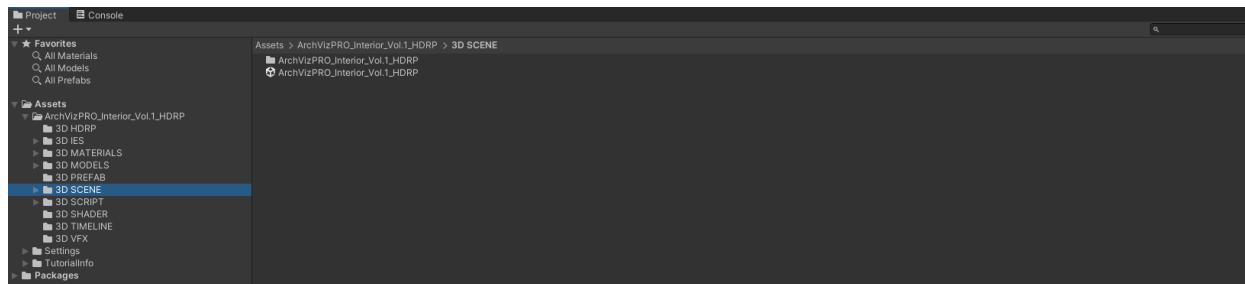


IMPORTANT: Change Shadowmask Mode from “Distance Shadowmask” to “Shadowmask”



Scenes Overview

Scene is located at Assets\ArchVizPRO_Interior_Vol.1_HDRP\3D SCENE\ArchVizPRO_Interior_Vol.1_HDRP



Key **ESC**: Open/Close Menu

Key **1**: First-Person Mode (Default)

Key **2**: Orbit Mode

Key **3**: Cinematic

Key **4**: Cinematic VR

Key **WASD**: Move the character

Key **Z**: Crouch

Key **Shift**: Sprint

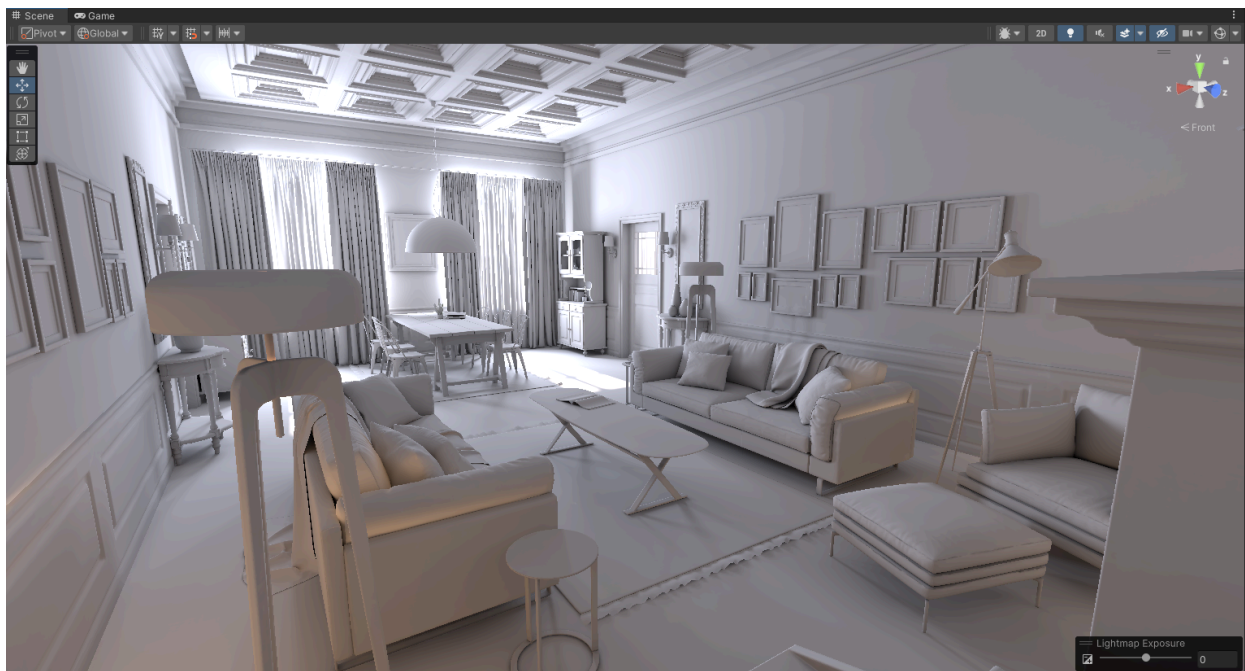
Key **Right Mouse Button**: Zoom

Mouse: Look

Progressive Lightmapper

ArchVizPRO_Interior_Vol.1 uses [Progressive GPU](#) as the main baking engine.

It's tested to work with a GTX 2060 (12Gb VRAM) and it takes less than 1 hour to bake.

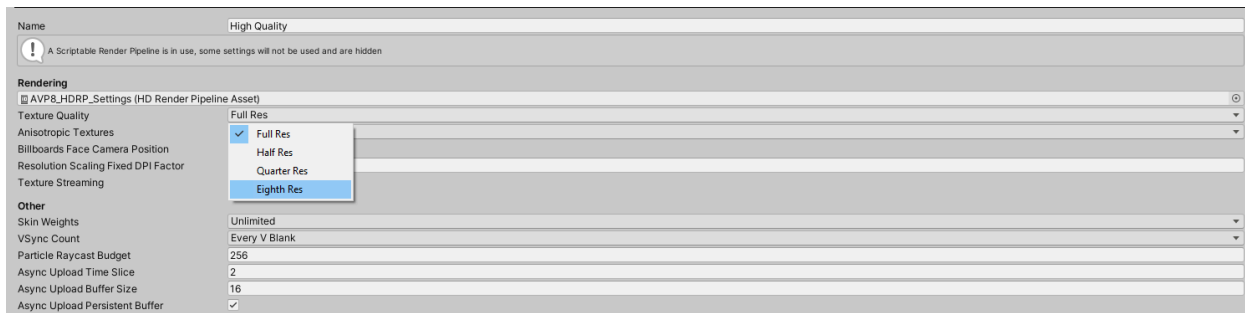


LOW RAM:

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

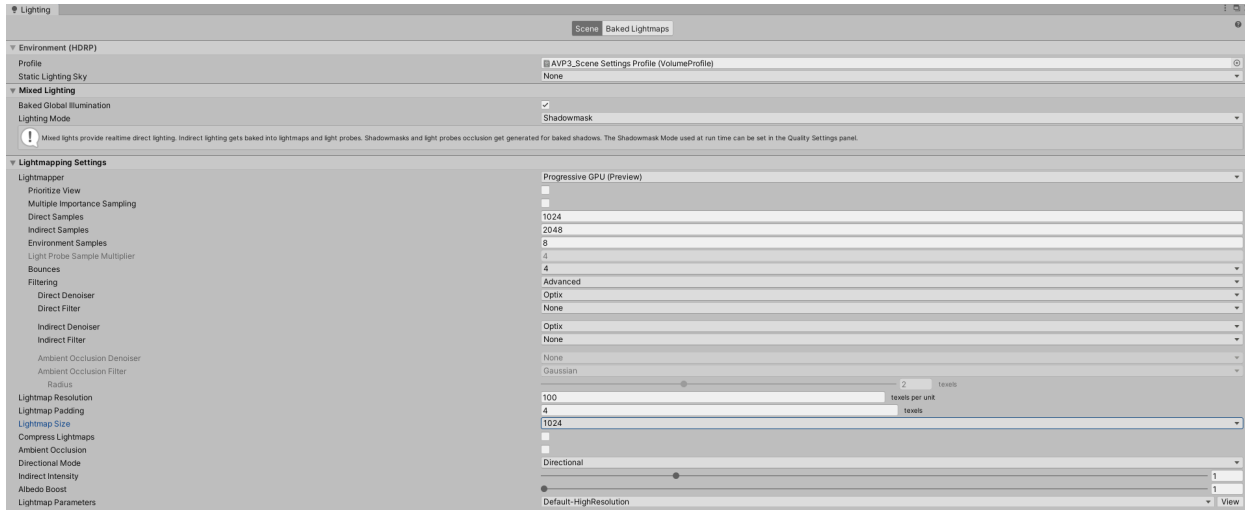


Once the bake is finished bring back textures to Full Res.

FAQ

1) Progressive GPU fallback to CPU.

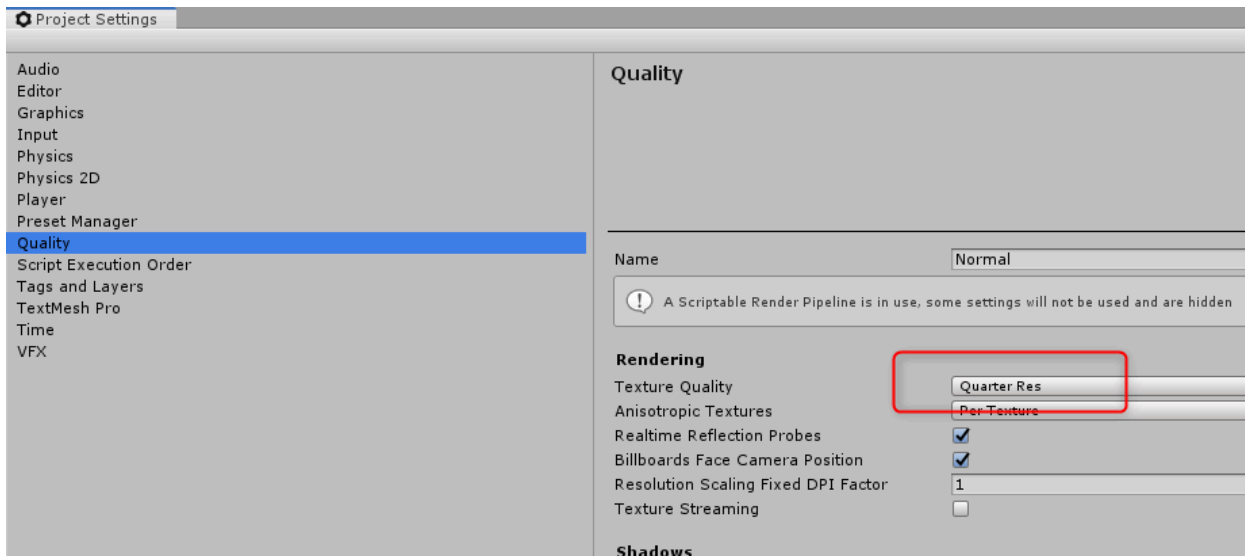
To bake the lightmaps at the current Lighting Settings you need at least 8 Gb of Vram.



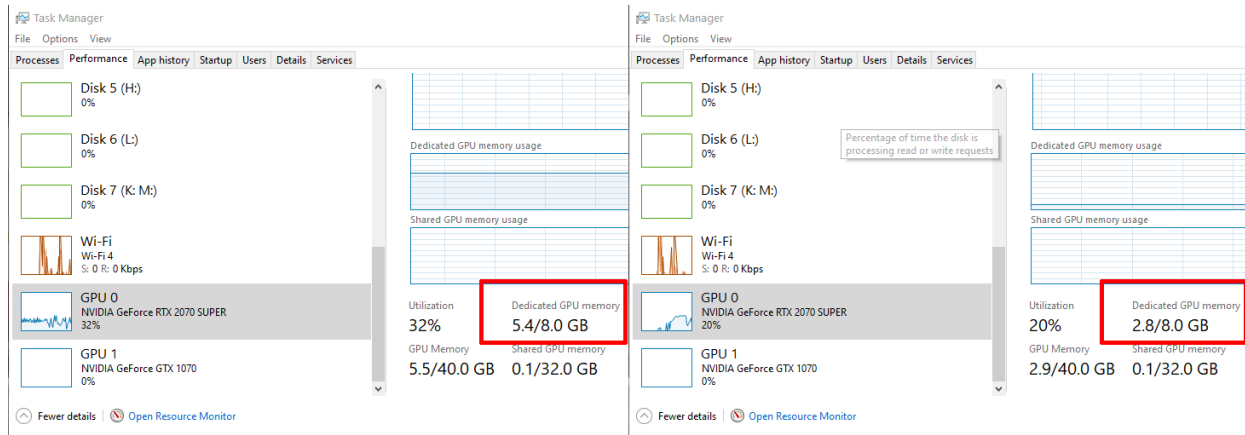
With a GTX 1070, 8 GB baking times are around 50 minutes at 120 Lightmap Resolution.

If you have **less than 8 GB of VRAM** available you have to:

- Go to Project/Settings and change **Texture Quality = Quarter Res.**



- Save, restart and reopen the project.



Texture Quality = Full Res

Texture Quality = Quarter Res

With Quarter Res we have earned **2.6 GB** of available VRAM!

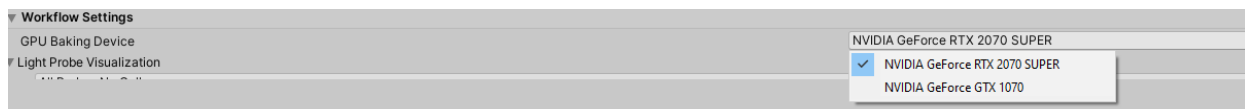
- Once the bake is finished bring back textures to Full Res
- if Lightmap Size is 2048 and still fall back to CPU, try to use 1024 or 512.

2) I have 2 video cards, can Progressive GPU take advantage of them?

If you have at least two GPUs, you can specify one GPU for rendering the Scene and another for baking lighting. This might be desirable in cases where there is insufficient VRAM available for the default GPU to both render your scene and bake it using the Progressive GPU Lightmapper.

To change which GPU Unity uses for baking:

1. Open the **Lighting** window (menu: **Window > Rendering > Lighting**).
2. Navigate to the **Workflow Settings** section.
3. Use the **GPU Baking Device** drop-down menu to select a GPU.



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