

Feature	Built-in	LWRP	Goal Release	Details
Camera				
HDR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
MSAA	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Physical Camera	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.2	https://docs.unity3d.com/Manual/PhysicalCameras.html
Dynamic Resolution	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		https://docs.unity3d.com/Manual/DynamicResolution.html
Multi Display	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Stacking	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.2	
Flare Layer	<input checked="" type="checkbox"/>	Deprecated		https://docs.unity3d.com/Manual/class-FlareLayer.html
Depth Texture	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		https://docs.unity3d.com/Packages/com.unity.render-pipelines.lightweight@5.2/manual/lwrp-asset.html
Depth + Normals Texture	<input checked="" type="checkbox"/>	Not Supported		
Color Texture	Not Supported	<input checked="" type="checkbox"/>		https://docs.unity3d.com/Packages/com.unity.render-pipelines.lightweight@5.2/manual/lwrp-asset.html
Motion Vectors	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	
Realtime Lights				
Light Types				
Directional	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		In LWRP only a single directional light is supported. This limit will be increased.
Spot	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Point	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Area	Not Supported	Not Supported		
Inner Spot Light Angle	Not Supported	<input type="checkbox"/>	2019.2	Exposes in light inspector to control both outer and inner spot light angle.
Shading	Multiple Passes	Single Pass		LWRP renders all lights in a single shader pass. This reduces both amount of drawcalls and overdraw compared to Built-in renderer.
Culling	Per-Object	Per-Object		
Per-Object	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Per-Layer	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Light Limits				
Directional Lights	Unlimited	1	2019.2	Increase limits of Directional lights above 1.
Per-Object	Unlimited	4	2019.3	Increase limits of Per-Object lights above 4.
Per-Camera	Unlimited	16	2019.2	Increase limits of visible Per-Camera lights above 16.
Attenuation	Legacy	InverseSquared		https://docs.unity3d.com/Manual/ProgressiveLightmapper-CustomFallOff.html
Vertex Lights	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Vertex Lights work differently than Built-in. Main Light is always rendered per-pixel. Additional per-object lights can be rendered per-pixel or per-vertex. https://docs.unity3d.com/Packages/com.unity.render-pipelines.lightweight@5.2/manual/lwrp-asset.html
SH Lights	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	Add support to baked remaining lights in SH. https://docs.unity3d.com/Manual/RenderTech-ForwardRendering.html
Realtime Shadows				
Light Types				
Directional	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Spot	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Point	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Add support to point light shadows
Area	Not Supported	Not Supported		
Shadow Projection				
Stable Fit	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Close Fit	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Support Close Fit shadow projection.
Shadow Cascades				
Number of Cascades	1, 2, or 4	1, 2, or 4	In Research	Expose option with 3 cascades and additional customization.
Control by Percentage	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Control by Distance	Not Supported	<input type="checkbox"/>	2019.2	Allow to controls shadow cascade partition by distance.
Shadow Resolve Type				
Lighting Pass	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		LWRP Resolves shadows while shading lights whenever shadow cascades are disabled.
Screen Space Pass	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		

	Constant clip space offset + normal bias.	Offsets shadowmap texels in the light direction + normal bias. This gives better shadow bias control given different shadow		
Shadow Bias				
Batching				
Static Batching (By Shader)	Not Supported	<input checked="" type="checkbox"/>		Caches materials and batches by shader. (SRP Batcher)
Static Batching (By Material)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		In LWRP batching fallback by material when the shader is not compatible with SRP Batcher.
Dynamic Batching	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Dynamic Batching (Shadows)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	We use SRP batcher we may not want to support this
GPU Instancing	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Color Space				
Linear	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Gamma	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
GI (Backing Back End)				
Enlighten	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Enlighten Realtime	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	Support Realtime GI
Progressive CPU	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Progressive GPU	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Mixed Lighting				
Subtractive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Baked Indirect	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.1	Add support for Baked Indirect Mixed Light Mode
Shadow Mask	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Add support for Shadow Mask Mixed Light Mode
Distance Shadow Mask	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Add support for Distance Shadow Mask Mixed Light Mode
GI (Light Probes)				
Blending	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Proxy Volume (LPPV)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	Add support for LPPV
Custom Provided	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Occlusion Probes	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.1	Add support Per-Object Occlusion Probes. One interpolated probe per object.
GI (Reflection Probes)				
Realtime	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Baked	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Sampling				
Simple	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Either Reflection Probe or Skybox
Blend Probes	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Add support for Blend Light Probes mode
Blend Probes and Skybox	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Add support for Blend Probe and Skybox Light Probes mode.
Box Projection	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Add support Box Projection
GI (Lightmap Modes)				
Non-Directional	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Directional	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
GI (Environment)				
Source				
Skybox	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Gradient	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Color	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Ambient Mode				
Realtime	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	Add support Realtime Ambient Mode
Baked	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Skybox				
Procedural	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
6 Sided	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Cubemap	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Panoramic	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Fog				
Linear	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		

Exponential	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Exponential Squared	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Visual Effects Components				
Halo	<input checked="" type="checkbox"/>	Deprecated		
Lens Flare	<input checked="" type="checkbox"/>	Deprecated		
Trail Renderer	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Billboard Renderer	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Projector	<input checked="" type="checkbox"/>	Deprecated		
Forward Decals	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	
Blob Shadows	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	
Shaders (General)				
Shader Graph	Not Supported	<input checked="" type="checkbox"/>		
Surface Shaders	<input checked="" type="checkbox"/>	Deprecated		
Camera Relative Rendering	Not Supported	<input type="checkbox"/>	In Research	
Builtin Lit Uber Shader				
Metallic Workflow	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Specular Workflow	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Surface Type and Blend Modes				
Opaque	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Faded (Alpha Blend)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Select Alpha with Transparent
Transparent	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Select Premultiply blend mode with Transparent
Cutout	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Additive	Not Supported	<input checked="" type="checkbox"/>		
Multiply	Not Supported	<input checked="" type="checkbox"/>		
Surface Inputs				
Albedo (Base Map)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Specular	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Metallic	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Smoothness	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Ambient Occlusion	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Normal Map	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Detail Map	<input checked="" type="checkbox"/>	Not Supported		Use Shadergraph
Detail Normal Map	<input checked="" type="checkbox"/>	Not Supported		Use Shadergraph
Heightmap	<input checked="" type="checkbox"/>	Not Supported		Use Shadergraph
Light Cookies	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	
Parallax Mapping	<input checked="" type="checkbox"/>	Not Supported		Use Shadergraph
Light Distance Fade	Not Supported	<input checked="" type="checkbox"/>	In Research	Add support for light distance fade so lights can be culled by distance and fade smoothly.
Shadow Distance Fade	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	Add support for shadow distance fade so shadows fade out to shadow distance smoothly.
Shadow Cascade Blending	Not Supported	<input type="checkbox"/>	In Research	Add support for shadow cascade blending so shadows fade out smoothly to the next cascade
GPU Instancing	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Double Sided GI	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Two Sided	Not Supported	<input checked="" type="checkbox"/>		
Order In Layer	Not Supported	<input type="checkbox"/>		2019.1 Expose selecting in the LWRP material's UI layer sorting.
Render Pipeline Hooks				
Camera.RenderWithShader	<input checked="" type="checkbox"/>	Deprecated		
Camera.AddCommandBuffer*/Camera.R	<input checked="" type="checkbox"/>	Deprecated		
Camera.Render	<input checked="" type="checkbox"/>	Deprecated		
Light.AddCommandBuffer*/LightRemove	<input checked="" type="checkbox"/>	Deprecated		
OnPreCull	<input checked="" type="checkbox"/>	Deprecated		
OnPreRender	<input checked="" type="checkbox"/>	Deprecated		
OnPostRender	<input checked="" type="checkbox"/>	Deprecated		
OnRenderImage	<input checked="" type="checkbox"/>	Deprecated		
OnRenderObject	<input checked="" type="checkbox"/>	Deprecated		
OnWillRenderObject	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
OnBecameVisible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
OnBecameInvisible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Camera Replacement Material	Not Supported	<input type="checkbox"/>	In Research	Expose option in the camera to override the material.

RenderPipeline.BeginFrameRendering	Not Supported	<input checked="" type="checkbox"/>		
RenderPipeline.EndFrameRendering	Not Supported	<input type="checkbox"/>	2019.1	
RenderPipeline.BeginCameraRendering	Not Supported	<input checked="" type="checkbox"/>		
RenderPipeline.EndCameraRendering	Not Supported	<input type="checkbox"/>	2019.1	
LightweightRenderPipeline.RenderSingle	Not Supported	<input checked="" type="checkbox"/>		Call this instead of Camera.Render
ScriptableRenderPass	Not Supported	<input checked="" type="checkbox"/>		ScriptableRenderPass can be injected in the renderer and a render context is provided with them. https://docs.unity3d.com/ScriptReference/Experimental.Rendering.ScriptableRenderContext.html This allows CommandBuffer execution but also much more flexibility.
Custom Renderers	Not Supported	<input type="checkbox"/>	2019.1	In LWRP, one can completely override the renderer. This works by receiving some rendering data and injecting your own render passes. This can be used to create a stylized renderer or a Forward+/Tile/Clustered for instance.
Post Processing				
Ambient Occlusion (MSVO)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	Add support for MSVO and LWRP.
Auto Exposure	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Bloom	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Chromatic Aberration	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Color Grading	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Depth of Field	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Grain	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Lens Distortion	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Motion Blur	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.3	
Screen Space Reflections	<input checked="" type="checkbox"/>	Not Supported		
Vignette	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Particles				
VFX Graph (GPU)	Not Supported	<input type="checkbox"/>	2019.1	
Particles System (CPU)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Shaders				
Physically Based	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Simple Lighting (Blinn-Phong)	Not Supported	<input checked="" type="checkbox"/>		
Unlit	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Soft Particles	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Distortion	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Flipbook Bleeding	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Terrain				
Shaders				
Physically Based	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Simple Lighting (Blinn-Phong)	<input checked="" type="checkbox"/>	<input type="checkbox"/>		In Research
Unlit	Not Supported	<input type="checkbox"/>		In Research
Speed Tree	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.2	
Vegetation	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Detail	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Wind Zone	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Number of Layers	Unlimited	4		
GPU Patch Generation	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Surface Mask	Not Supported	<input type="checkbox"/>	2019.1	
2D				
Sprite	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Tilemap	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		won't work with 2D lighting in 19.2
Sprite Shape	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		won't work with 2D lighting in 19.2
Pixel-Perfect	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.2	
2D Shape Lights	Not Supported	<input type="checkbox"/>	2019.2	
2D Point Lights with Normal Map	Not Supported	<input type="checkbox"/>	2019.2	
2D Point Lights with Shadows	Not Supported	<input type="checkbox"/>	2019.3	
UI (Canvas Renderer)				
Screen Space - Overlay	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Screen Space - Camera	<input checked="" type="checkbox"/>	<input type="checkbox"/>	2019.2	
World Space	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Text Mesh Pro	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		

VR				
Multipass	<input checked="" type="checkbox"/>	<input type="checkbox"/>		2019.2
Single Pass	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Single Pass Instanced	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Post-Processing	<input type="checkbox"/>	<input type="checkbox"/>		
Oculus Rift	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
OpenVR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Steam VR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
PSVR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
WMR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
GearVR	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	
Cardboard	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	
Oculus Go	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	
Daydream	<input checked="" type="checkbox"/>	<input type="checkbox"/>	In Research	
AR	<input type="checkbox"/>	<input type="checkbox"/>		
AR Toolkit	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
Debug				
Scene view modes	<input checked="" type="checkbox"/>	<input type="checkbox"/>		2019.3
Docs				