

Modular Dungeon Catacombs - Mobile - HDRP

HDRP setup notes

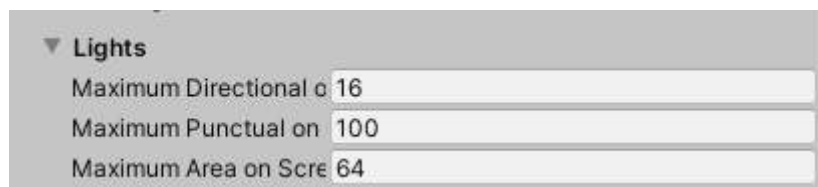
Hi there, and welcome to the Modular Dungeon Catacombs – Mobile, HDRP instructions guide!

HDRP bugs and glitches

Shadows

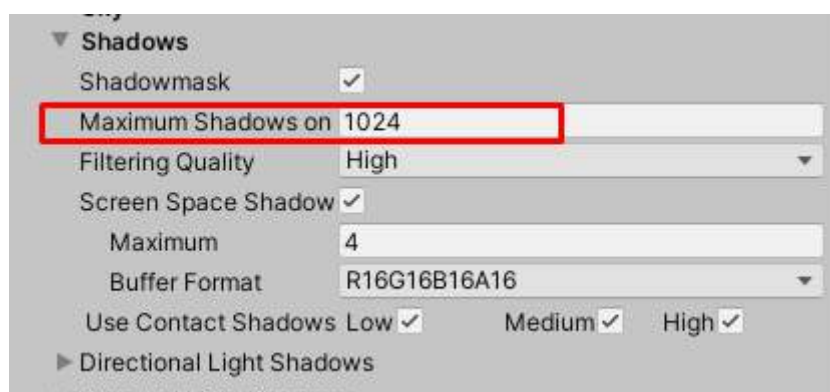
This pipeline might have some small issues here and there but hopefully nothing too major. You might notice shadow mask glitching in an interior scene with many lights. That is because you need to make some changes to your “HDRRenderPipelineAsset”.

If you're working with many point lights in an interior environment, there might be some settings you need to adjust. You can set the maximum number of lights that can be rendered on-screen at once but a better solution would be to set up your light render distance in the “Lighting explorer”, you can do the same for shadows.

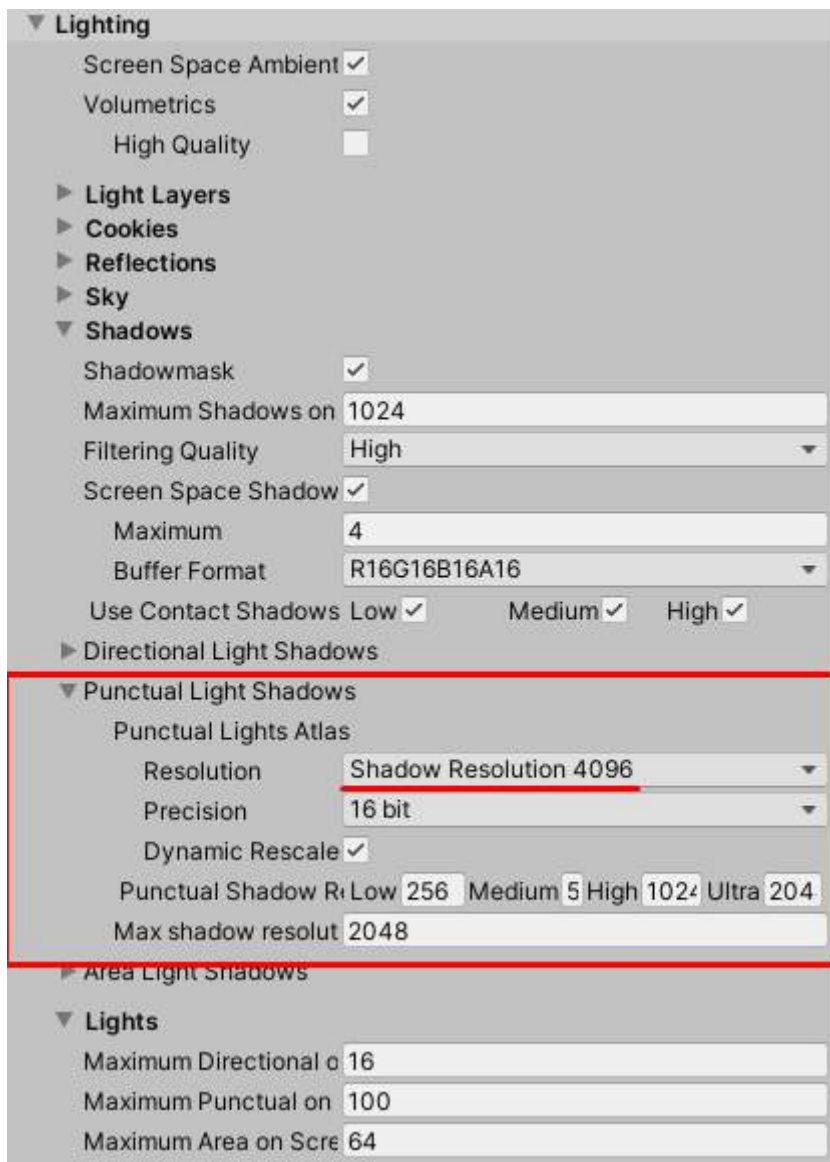


Contact Shadows	Contact Shadows Val	Shadows Resolution	Shadows Resolution \	Affect Diffuse	Affect Specular	Fade Distance	Shadow Fade Distance	Light Layer	Prefab
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme
Custom	<input type="checkbox"/>	Custom	64	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	FlameLight(O
Custom	<input type="checkbox"/>	Low	256	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	55	10000	Light Layer default	WallTorchSme

Next, set up your maximum shadow number to a higher value, 1000 will make your fps run better.



Keep your shadow resolution as high as possible by default, this will prevent artifacts and shadow glitching if the shadow map is too low.



Diffusion profiles

Each time you create a new project you will need to manually apply a diffusion profile to your foliage materials, this will fix the green glow on your foliage. If you click on any foliage material, you might notice the profile might already be assigned but it's pending you to click a "fix" button. Click it!

Other notes

HDRP is a very modular pipeline so it's going to be up to you how it will look and behave. Go wild!