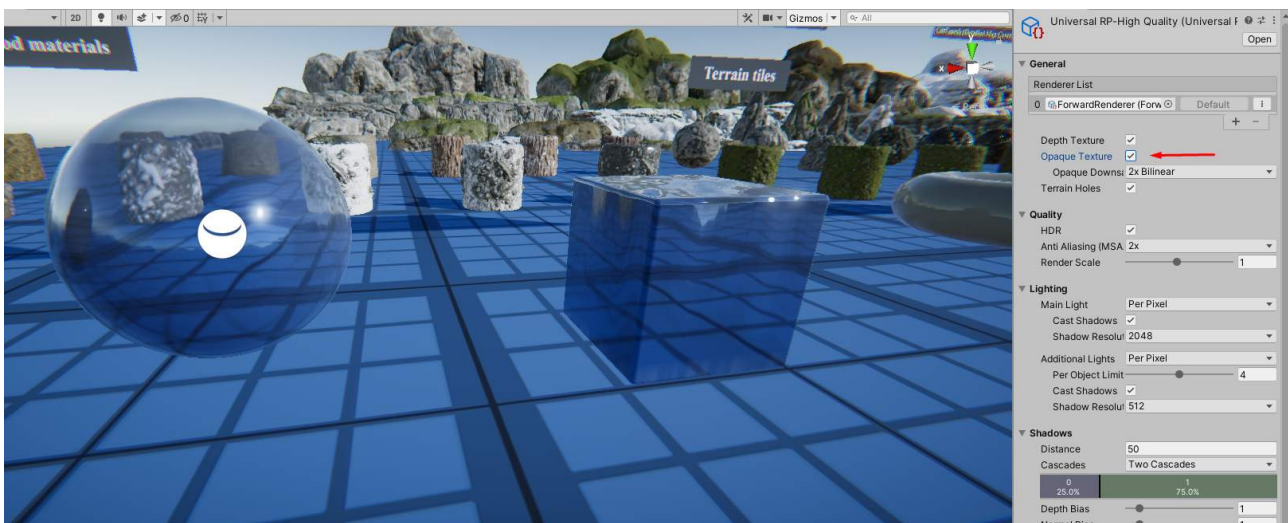
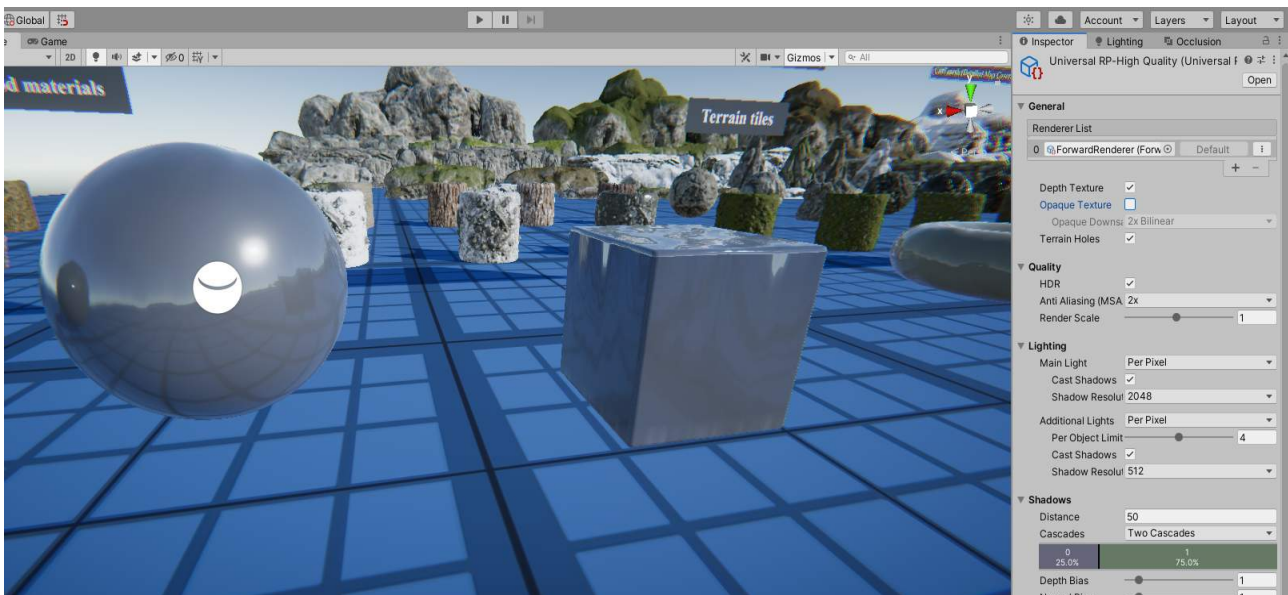


Modular Dungeon Catacombs - Mobile - URP

URP Installation notes

Hi there and welcome to the Modular Dungeon Catacombs - Mobile URP instructions guide!

Nothing important to mention here except that transparent materials might be opaque by default. To enable transparency go into the “Profile Settings_URP” folder -> “UniversalRP-HighQuality.asset”, and enable it.



What's new?

- *This pack is now fully PBR and up to date. URP and HDRP supported!*

** Complete cosmetic change, remade textures.*

** Reduce file size and optimized textures*

** Updated Amplify shaders (fixed bugs)*

** Low poly and well optimized with performance in mind.*

** New "Toby foliage shaders" (TFS - basic version for Built-in/URP and full version for HDRP)*

- *Grass Foliage shader*

(Custom Amplify shader for grass): Physically-based lighting with translucency, simple wind, includes color variation, vertex Ao, and distance depth fade, supports mesh with custom normals. Wind and other parameters can be controlled globally through the (upcoming) wind script.

- *Tree bark and leaf shader (includes custom billboard shader)*

(Custom Amplify shader for trees): Physically-based lighting with translucency, branch bending, wind, and leaf fluttering, supports trees with custom normals on leaves, includes color variation and vertex Ao. Wind and other parameters can be controlled globally through the (upcoming) wind script.

(At the moment the wind is controlled directly through the shader so you will have to match both values of the bark and leaves together.)

URP limitations

Since this is a mobile-friendly pipeline, there will be several limitations to the TFS shaders and others for performance reasons.

Optimization tips and tricks

- Remove reflection probes from the scene, it drags performance down in large environments.
- Turn off expensive post-processing effects, shadow quality, etc.
- Turn off shadow casting on grass.
- Make sure "anisotropic texture" is "forced on" to get a sharper looking image quality.

Quality

- Low
- Medium
- High

Default

Add Quality Level

Current Active Quality Level

Name



A Scriptable Render Pipeline is in use, some settings will not be used and are hidden

Rendering

Render Pipeline Asset

Realtime Reflection Probes

Resolution Scaling Fixed DPI Factor

VSync Count

Textures

Texture Quality

Anisotropic Textures

Texture Streaming

Particles

Particle Raycast Budget

Terrain

Billboards Face Camera Position

Shadows

Shadowmask Mode

Async Asset Upload

Time Slice

Buffer Size

Persistent Buffer

Level of Detail

LOD Bias

Maximum LOD Level

Meshes

Skin Weights