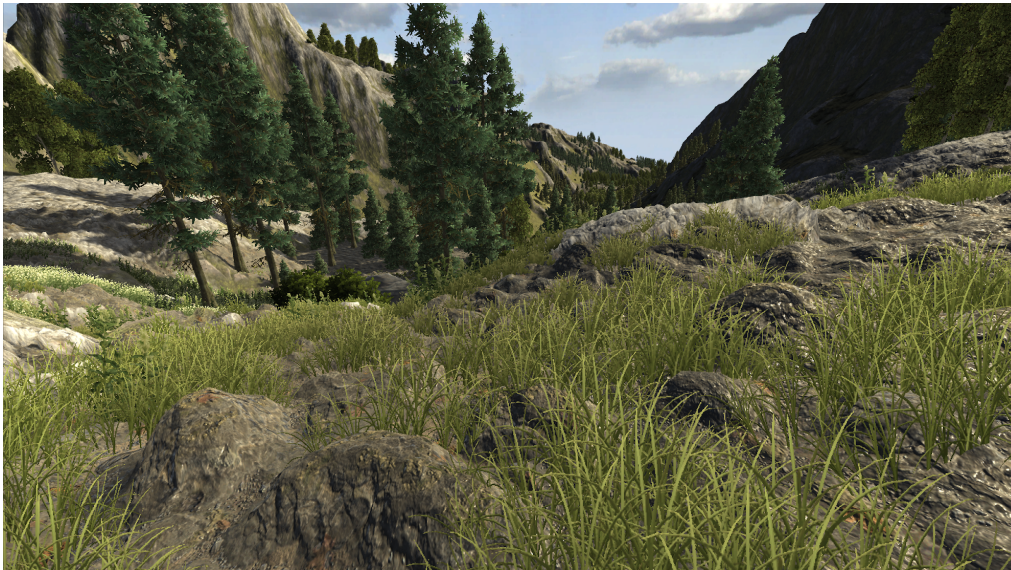


MicroSplat

URP Documentation



Overview

In Unity 2018.1 the new Scriptable Render Pipeline (SRP) system was introduced. An SRP is a way to script the rendering of Unity, rendering the scene exactly how you want it. Included with the 2018.1 release is the Lightweight Pipeline, designed for speed and efficiency over high end rendering features. Then they announced that pipeline as production ready, and immediately canceled it and launched the Universal Render Pipeline, or URP.

SRP pipeline do not support Surface Shaders, unity's abstraction making it easier to write shaders, and require full vertex and fragment shaders individually customized for each SRP. Shaders written for one pipeline and not compatible with another, and are often not compatible with another version of the same pipeline either.

This package adds support for the Universal Render Pipeline, and currently supports all MicroSplat features.

Directions

Render Loop

HDRP2020 ▼

Once installed, a new option will appear on the material allowing you to select which render loop you want to compile the shader for. If it does not, reimport the Core-URP* package by selecting, right clicking, and selecting Reimport. Note that your shader will appear pink or not draw at all if it is compiled for a render loop which is not active in your project, or compiles for a different render loop than the active one. See Unity's documentation on the URP for details of how to setup your project for URP.