

**1. Create empty project, download and import files from Unity Asset Store, then open Package Manager and download High Definition RP + Post Processing.**

Project Console



★ Favorites

- 🔍 All Materials
- 🔍 All Models
- 🔍 All Prefabs

Assets

- ▶ ArchViz Office
  - Scenes
- ▶ Packages

Assets



ArchViz Off...

Scenes

- Next Window Ctrl+Tab
- Previous Window Ctrl+Shift+Tab
- Layouts >
- Asset Store Ctrl+9
- Package Manager**
- Asset Management >
- TextMeshPro >
- General >
- Rendering >
- Animation >
- Audio >
- Sequencing >
- Analysis >
- 2D >
- AI >
- XR >
- UI >

Package Manager

+ All packages

Advanced

- ▶ Core RP Library 7.1.8
- Custom NUnit 1.0.0 ☒
- Google Resonance Audio 2.0.0
- Google VR Android 2.0.0
- Google VR iOS 2.0.1

- ▼ High Definition RP 7.1.8 ☐
- 7.3.1**
- 7.2.1
- 7.2.0

- ▶ High Definition RP Config 7.1.8
- ▶ In App Purchasing 2.0.6
- ▶ Lightweight RP 7.2.1
- Magic Leap XR Plugin 4.0.5
- ▶ Mathematics 1.1.0
- ▶ Mobile Notifications 1.0.3
- ▶ Multiplayer HLAPI 1.0.4
- ▶ Oculus Android 2.38.6
- Oculus Desktop 2.38.4
- ▶ Oculus XR Plugin 1.1.5

Last update Apr 14, 18:08

## High Definition RP

Version 7.3.1

### Name

*com.unity.render-pipelines.high-definition*

### Links

[View documentation](#)[View changelog](#)[View licenses](#)

### Author

Unity Technologies Inc.

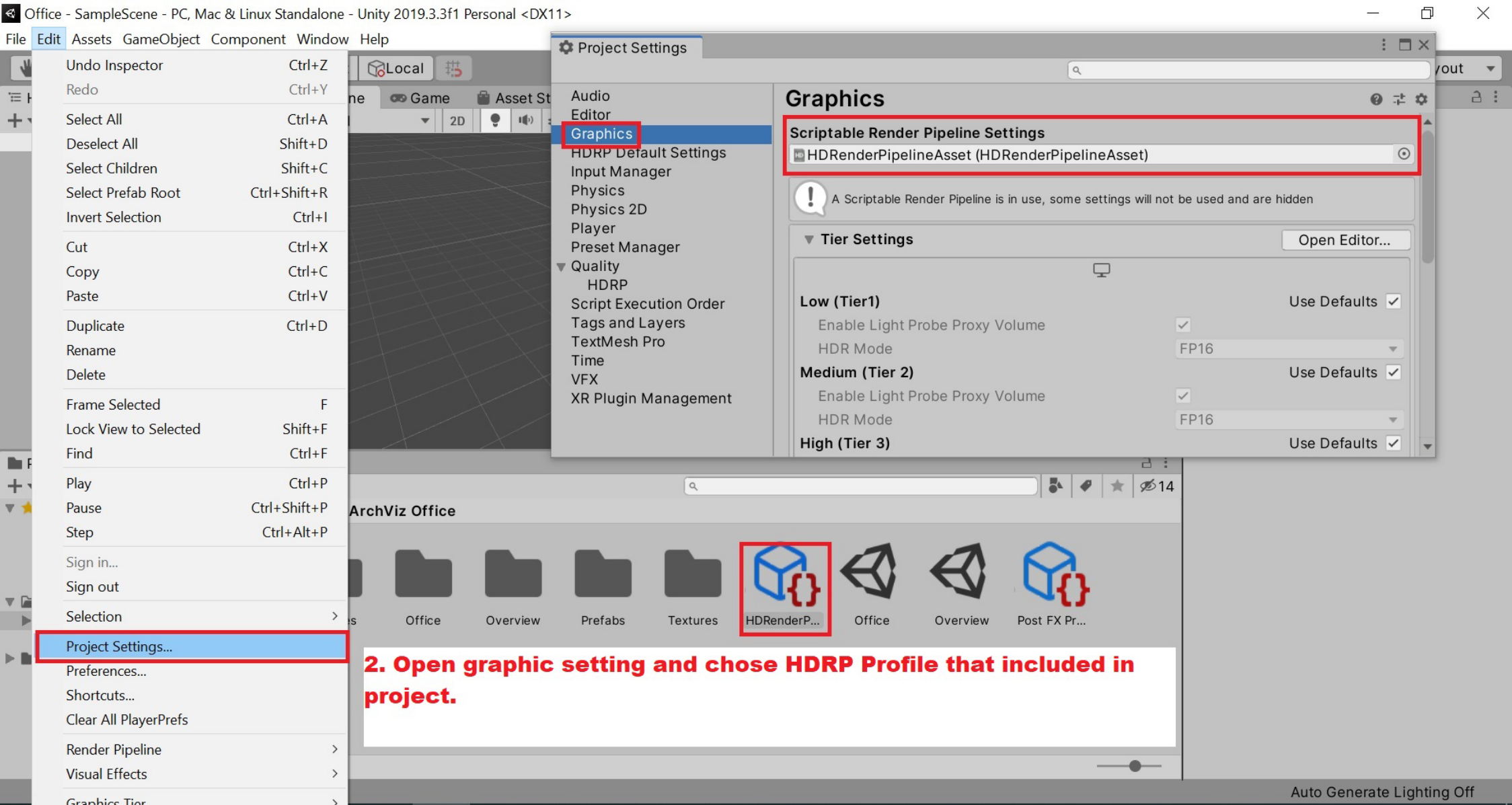
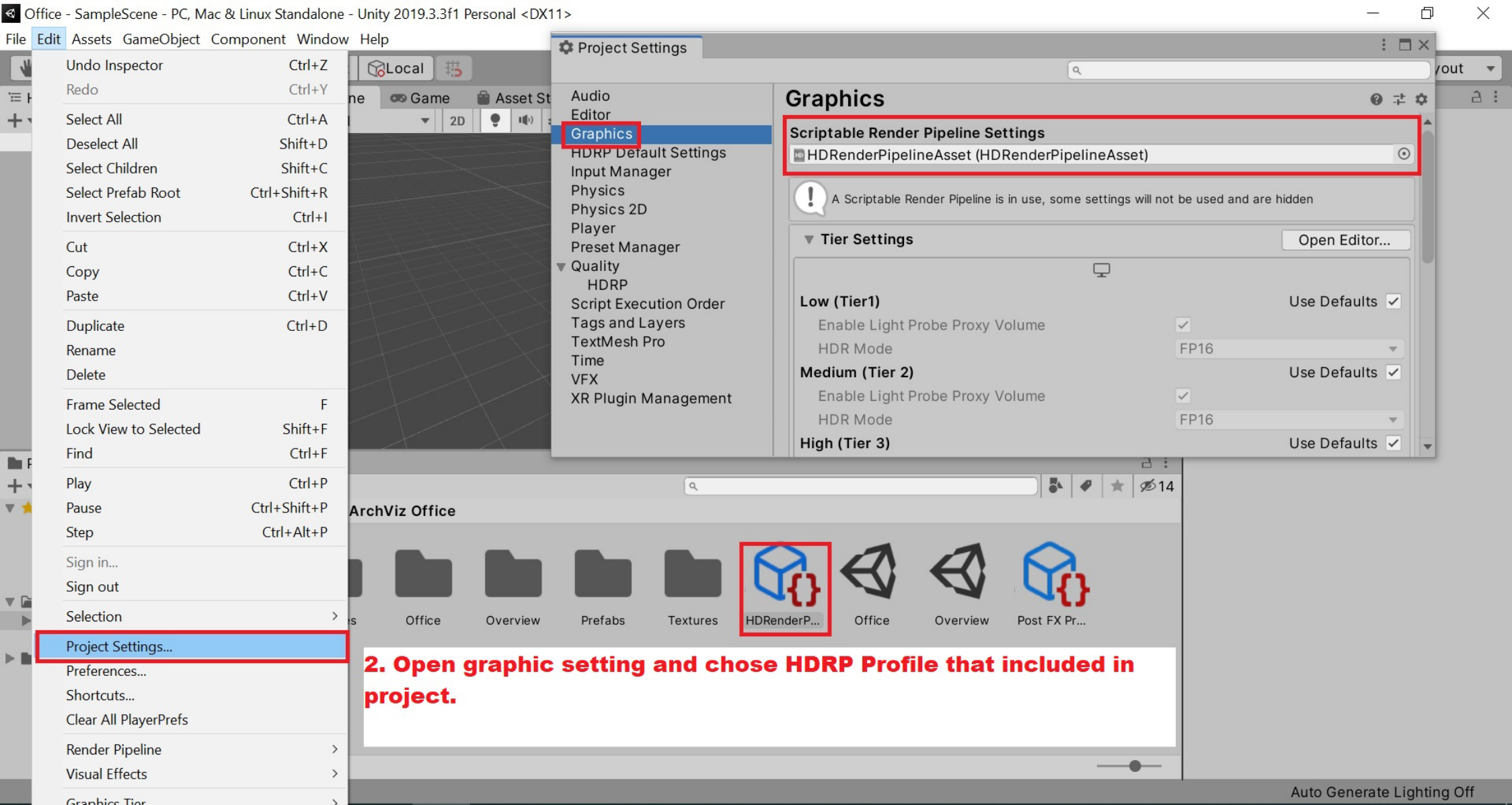
### Published Date

March 21, 2020

The High Definition Render Pipeline (HDRP) is a high-fidelity Scriptable Render Pipeline built by Unity to target modern (Compute Shader compatible) platforms. HDRP utilizes Physically-Based Lighting techniques, linear lighting, HDR lighting, and a configurable hybrid Tile/Cluster deferred/Forward lighting architecture and gives you the tools you need to create games, technical demos, animations, and more to a high graphical standard.

Installing

Remove





Hierarchy

+ All

▼ SampleScene

- Main Camera
- Directional Light

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- UI >
- Visual Effects >

Render Pipeline

HD Render Pipeline Wizard

Render Pipeline Debug

Look Dev

ArchViz Off... Scenes

**3. Open HD Render Pipeline Wizard and press "Fix All" to fix all settings issue, if warnings don't disappear after first click - click it one more time.**

HD Render Pipeline Wizard



You are using High-Definition Render Pipeline lastest 7.3.1 version.

[Install Configuration Editable Package](#)

## Default Path Settings

Default Resources Folder HDRPDefaultRe [Populate / Reset](#)

Default Scene Prefab None (Game Object)

Default DXR Scene Prefab None (Game Object)

## Configuration Checking

HDRP

HDRP + VR

HDRP + DXR

[Fix All](#)

Color space

[Fix](#)

Only linear color space supported!

Lightmap encoding

[Fix All Platforms](#)

Only high quality lightmap supported!

Shadows



Shadowmask mode

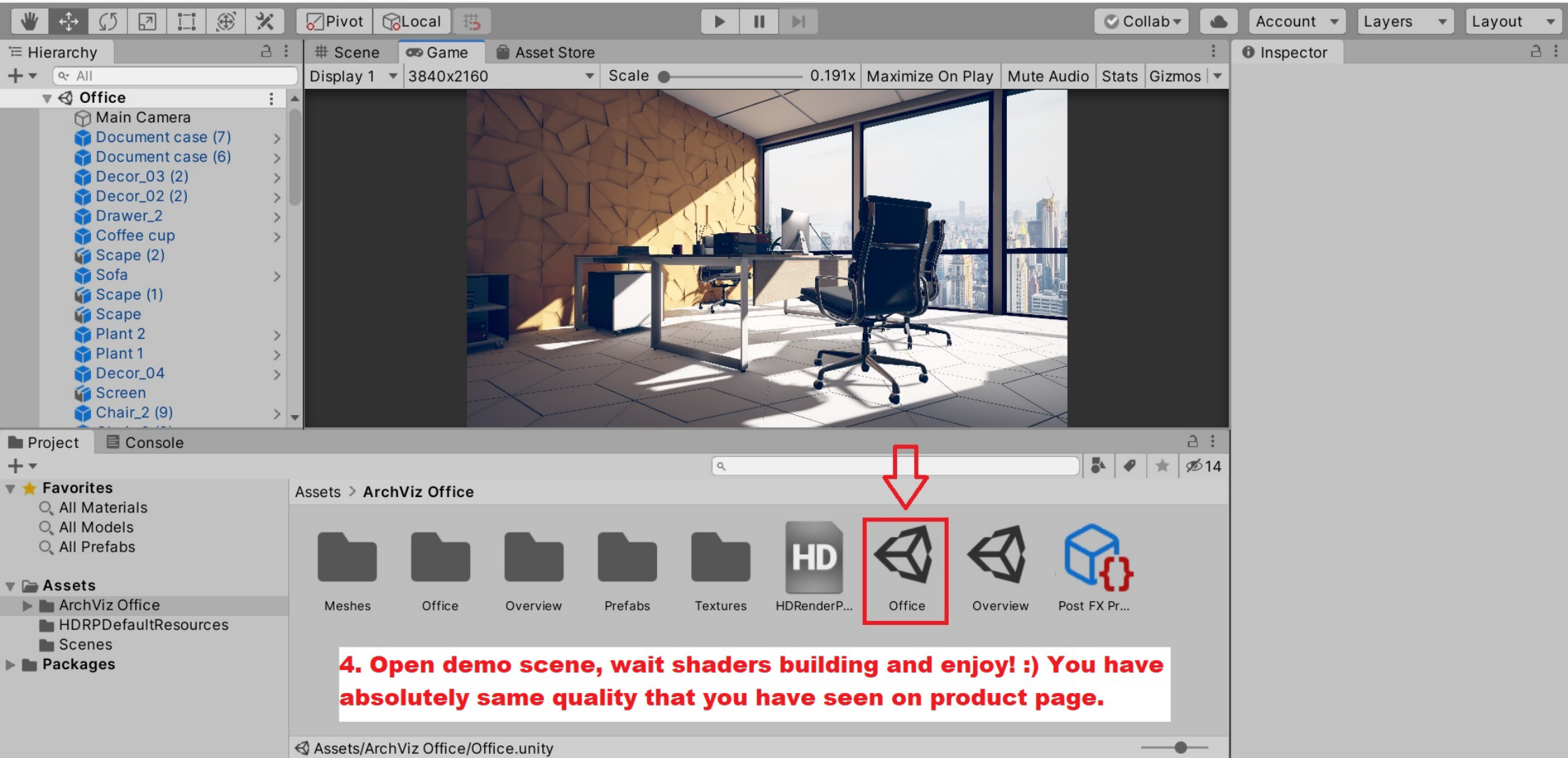


Asset configuration

[Fix All](#)

There are issues in the HDRP asset configuration.  
(see below)





**URP Version of this asset included in project folder as separate unitypackage. For using this create clear project, than go to "Assets/Import Package/Custom Package" and select this unitypackage from project folder. Setup sequence same as HDRP. URP project version ready for using on mobile devices, you need just setup controllers, menu etc..**

## Asset Labels

AssetBundle    None    None

Auto Generate Lighting Off