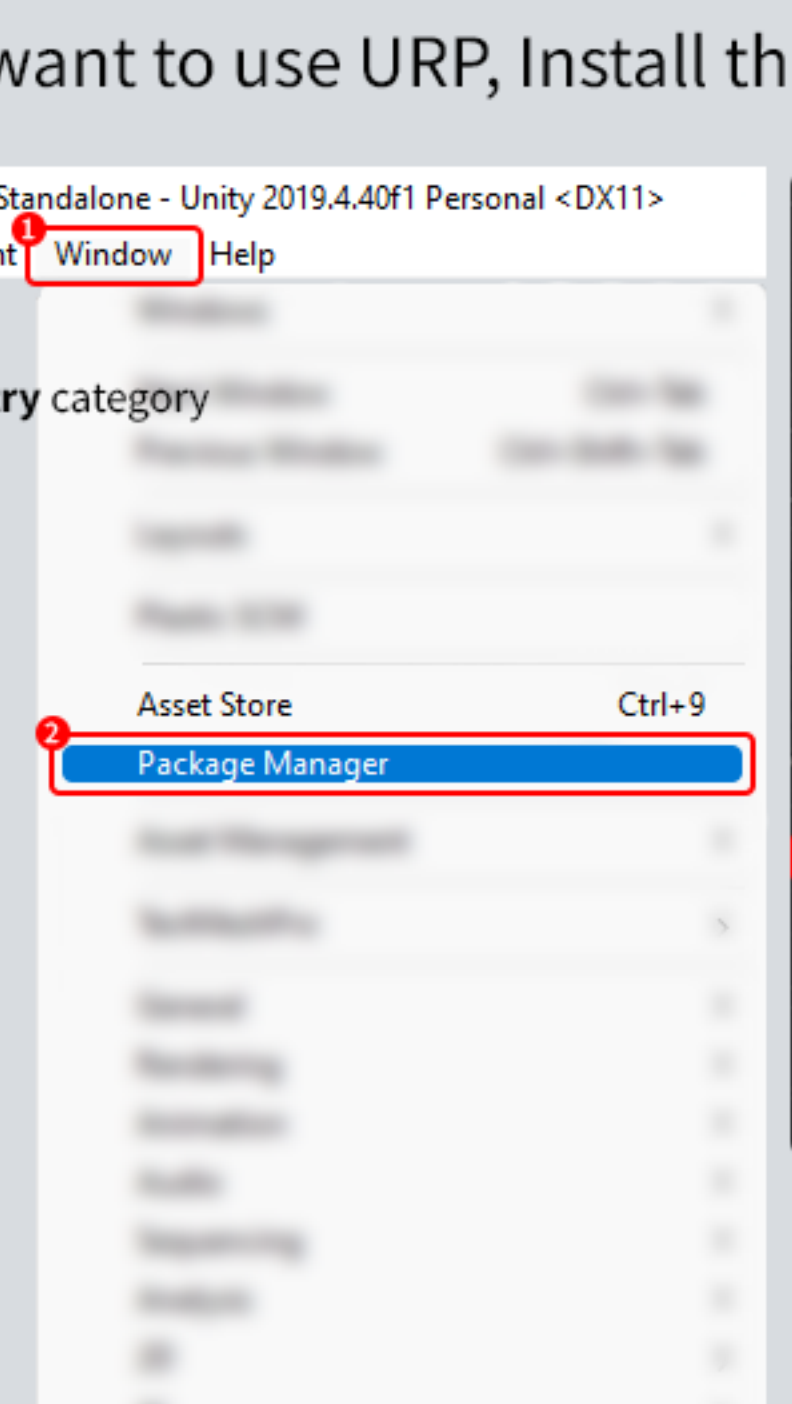
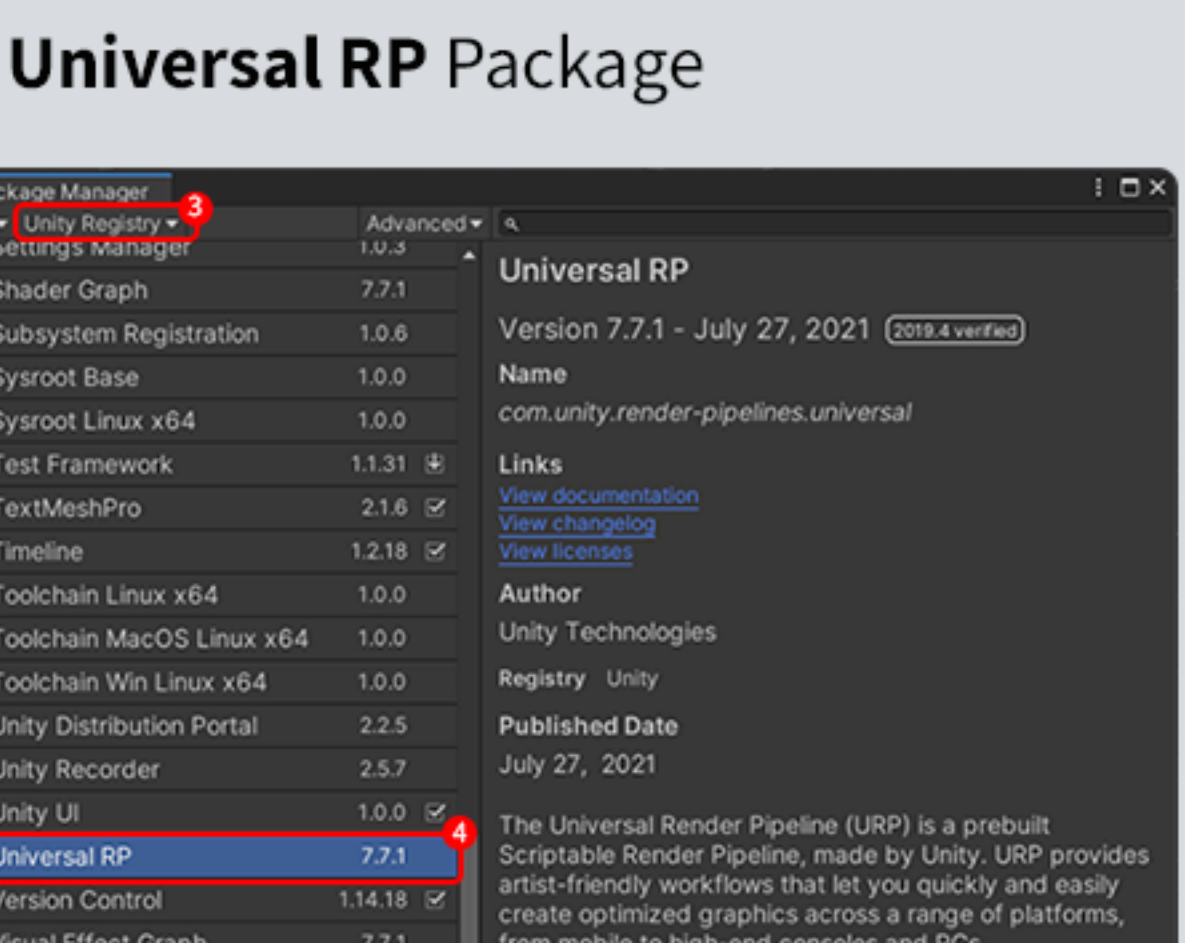
Instructions

How to use Built-in, URP, HDRP, and the Shader Graph

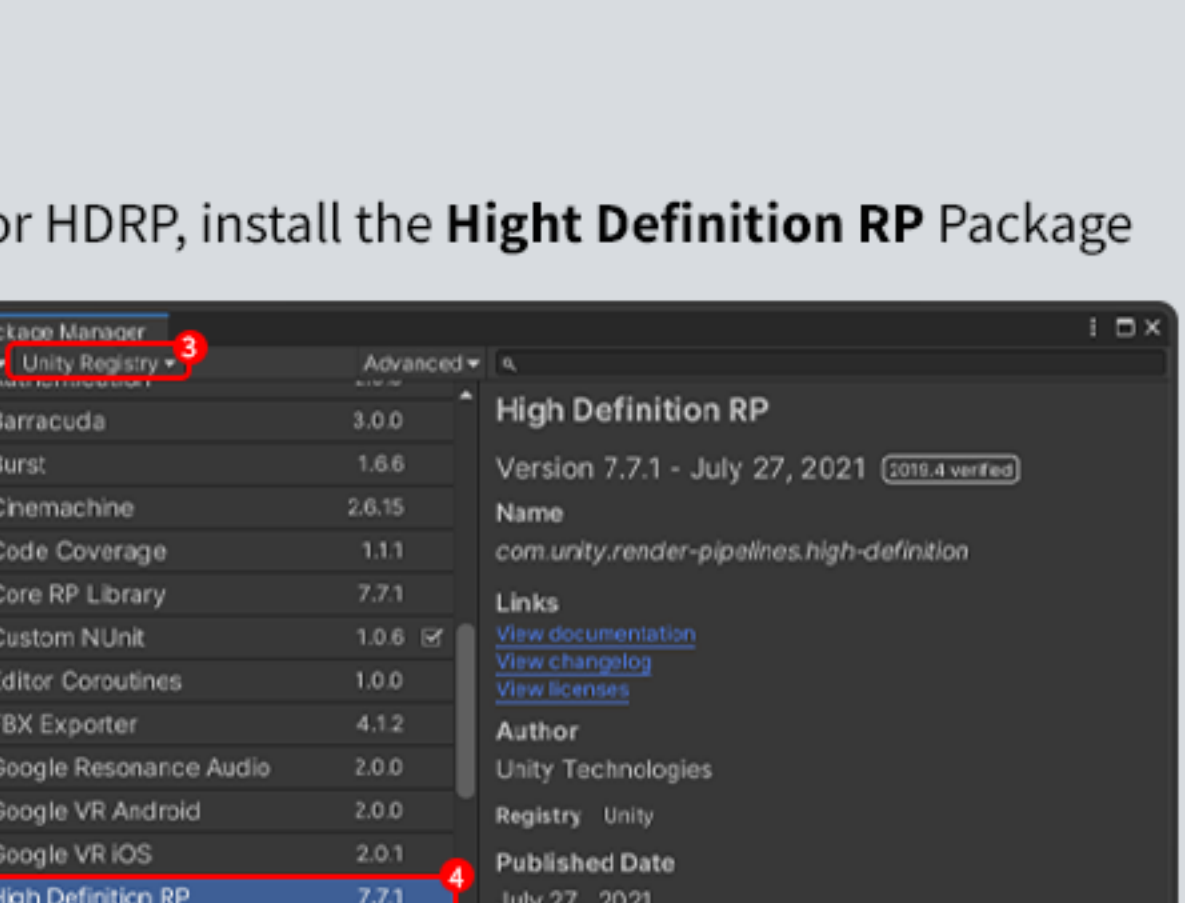
If you want to use URP, Install the **Universal RP** Package

Go to **Window > Package Manager**
Make sure you are in the **Unity Registry** category
Select **Universal RP** and install it

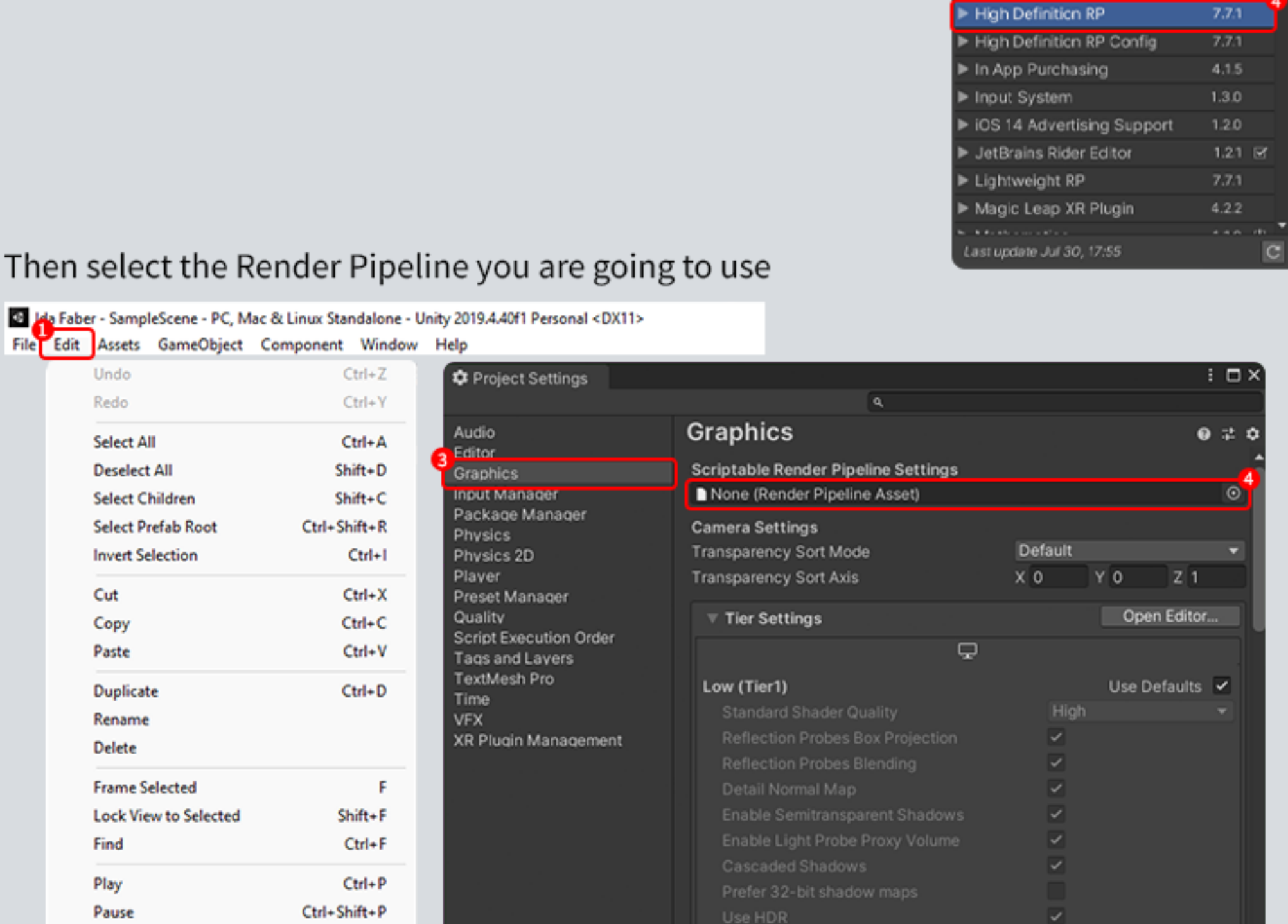




For HDRP, install the **Hight Definition RP** Package



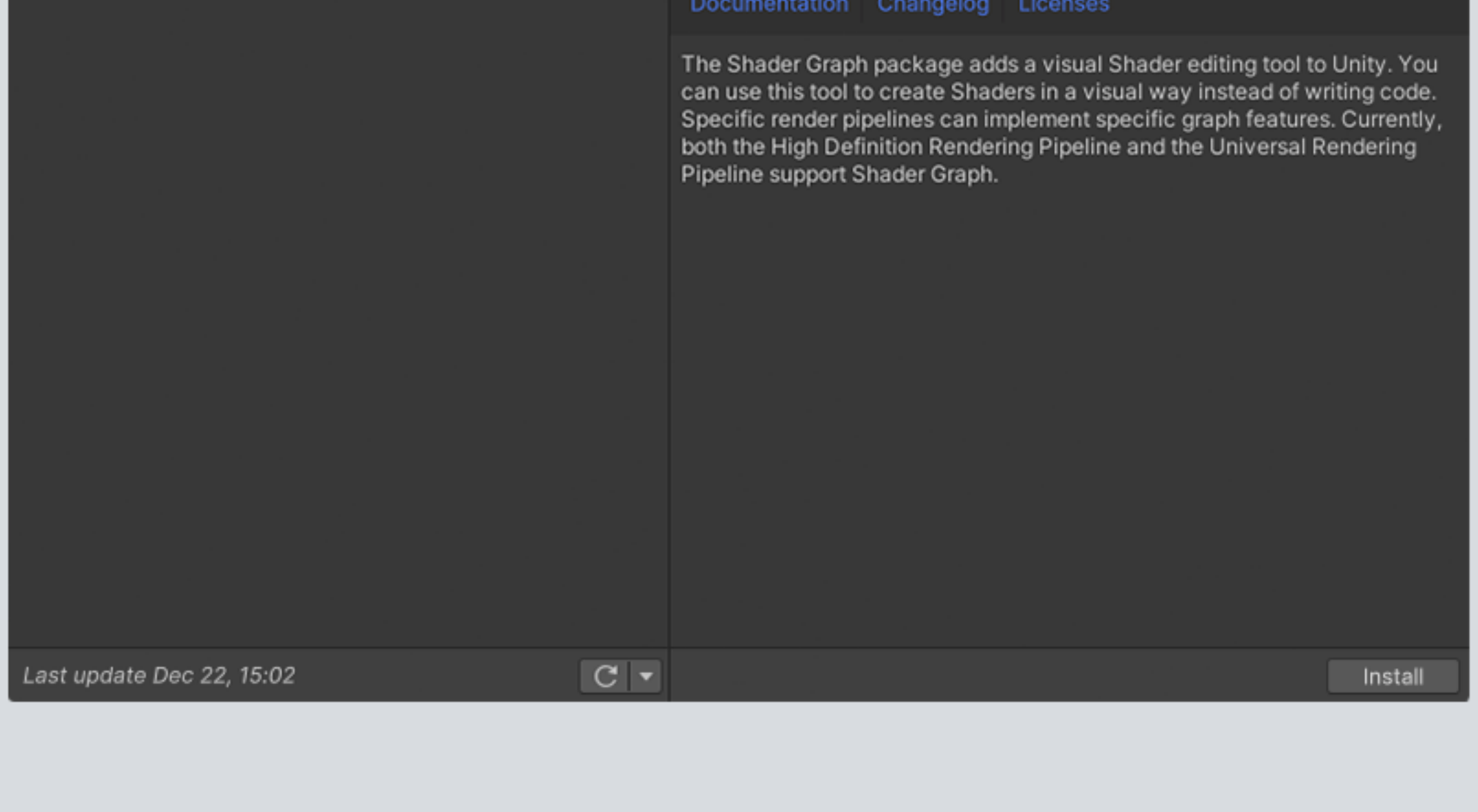
Then select the Render Pipeline you are going to use



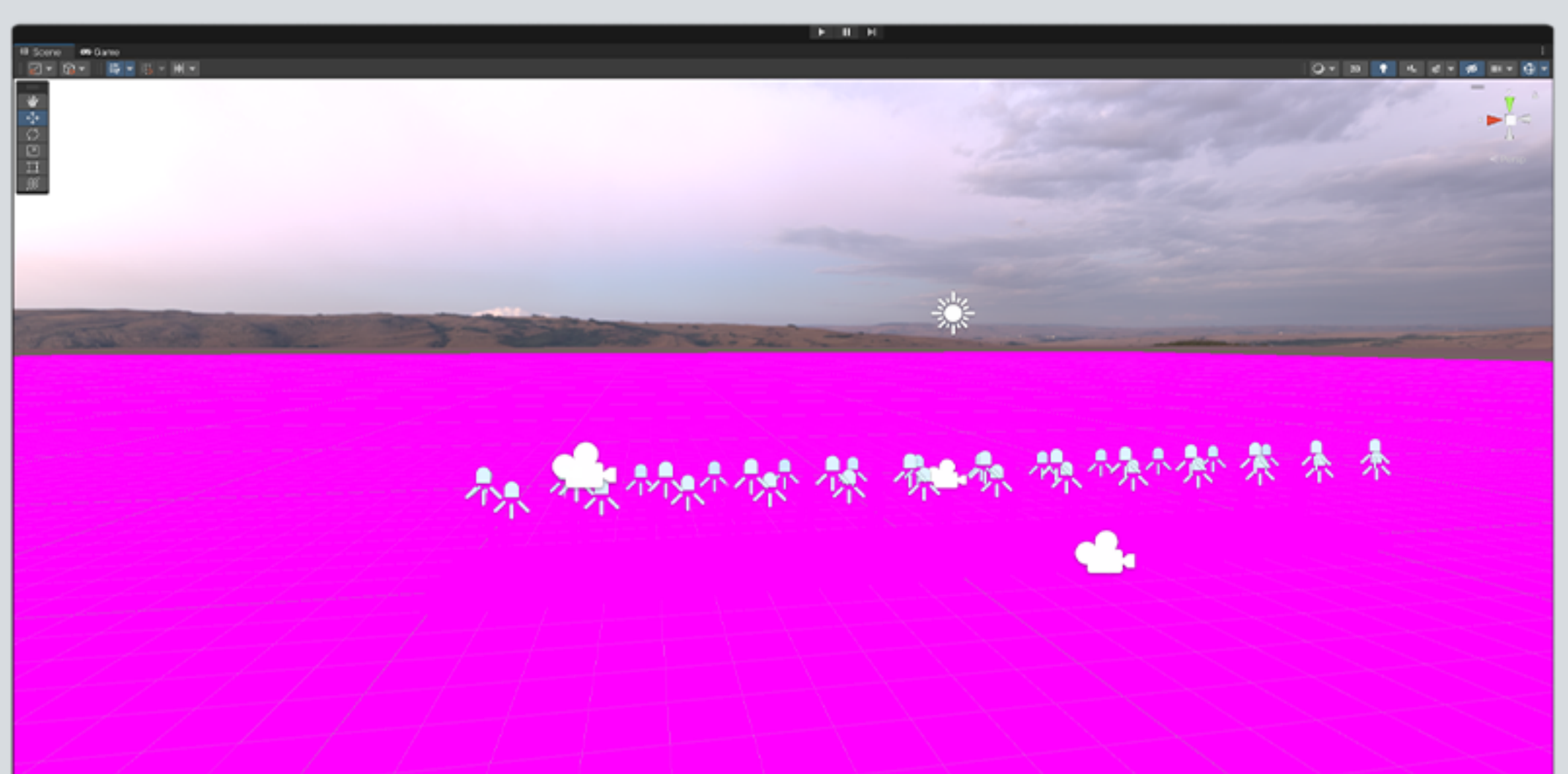
Important! In case there are no assets found, you can drag and drop them manually from Ida Faber/Shaders/URPDefaultResources/UniversalRenderPipelineAsset into the 4 dropdown menu

If you want to use Built-In, Install the **Shader Graph** Package

The URP and HDRP packages automatically do that for you



Otherwise the advanced materials won't work and the scene will be pink



Well done

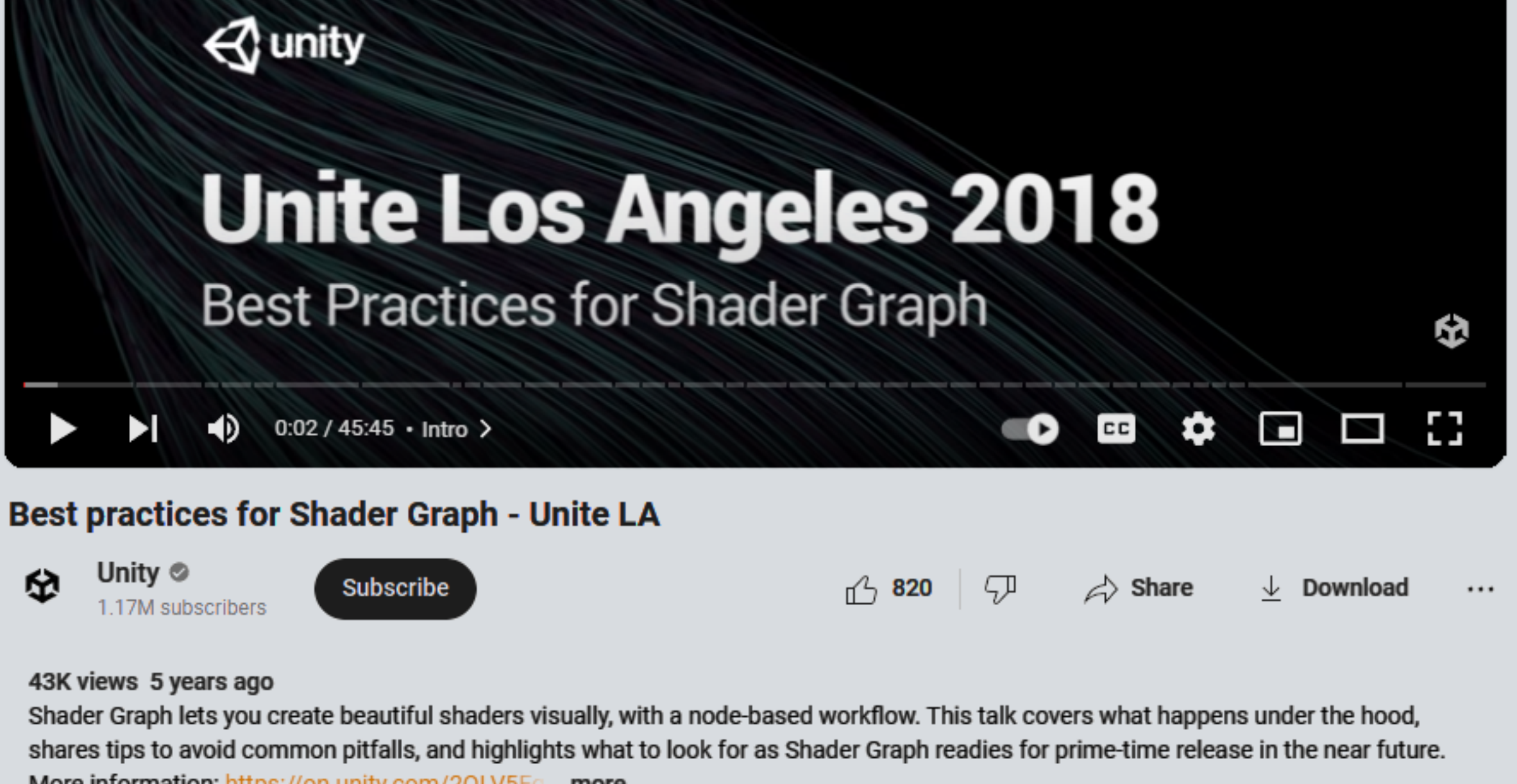
Important Note

Regarding the Shader Graph

While this shader is designed to be robust, its performance has not been extensively tested in all production environments. It may exhibit higher resource usage under certain conditions. In this case, It is suggested to limit the functionality.

It is primarly focused to be a versatile tool in prototyping.
While these parameters allow you to change everything in runtime, in the final build, it is advised to reduce the parameter count and use more of constants.

More about it here:
https://youtu.be/Y6WfgFI5H90



Best practices for Shader Graph - Unite LA

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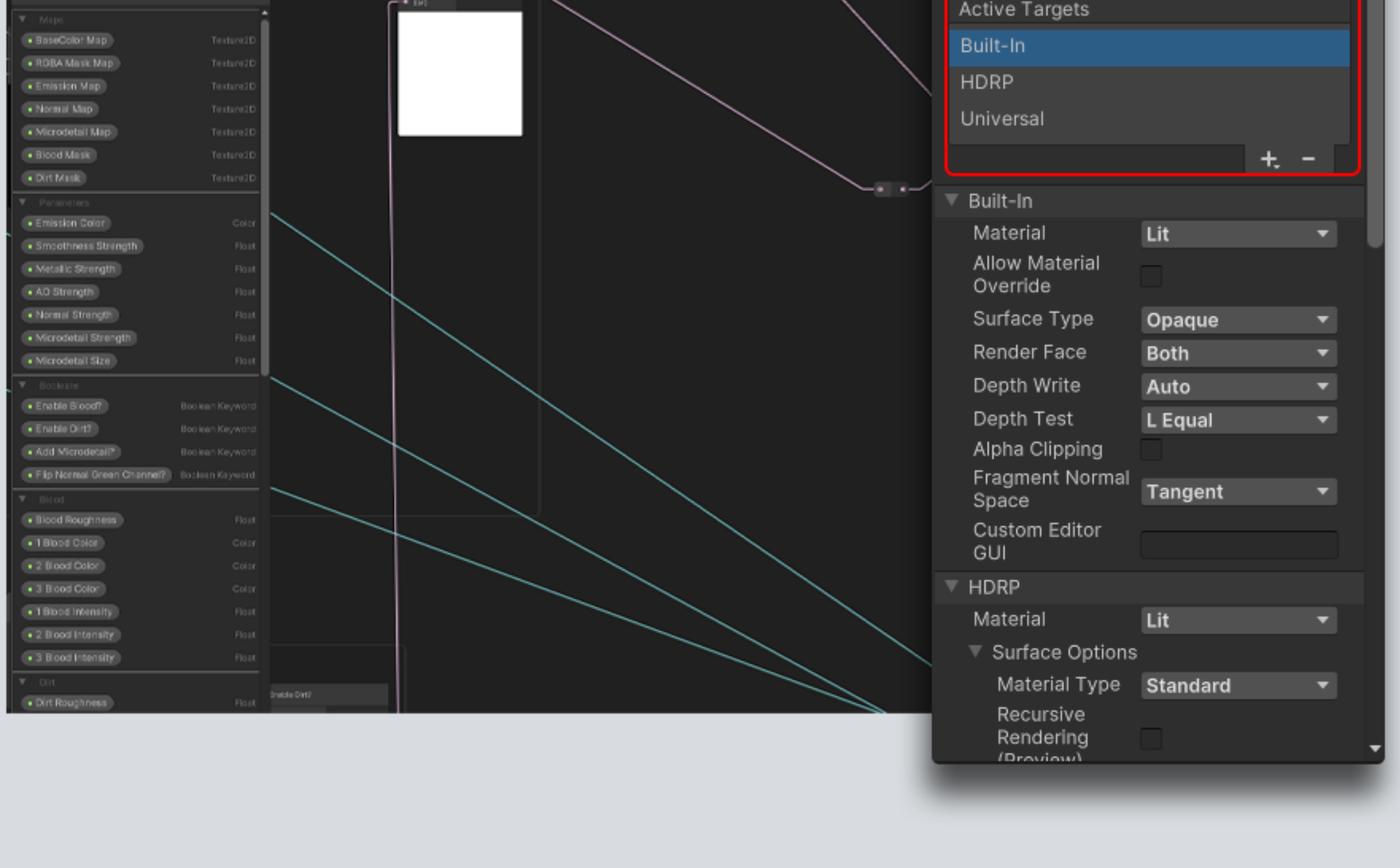
43K views 5 years ago
Shader Graph lets you create beautiful shaders visually, with a node-based workflow. This talk covers what happens under the hood, shares tips to avoid common pitfalls, and highlights what to look for as Shader Graph readies for prime-time release in the near future.
More information: https://on.unity.com/2QLV5F ...more

I highly suggest leaving only one Render Pipeline as Active Target



I can still recommend the features included in the Shader Graph, as it makes a huge difference in the look of the models

Well done