

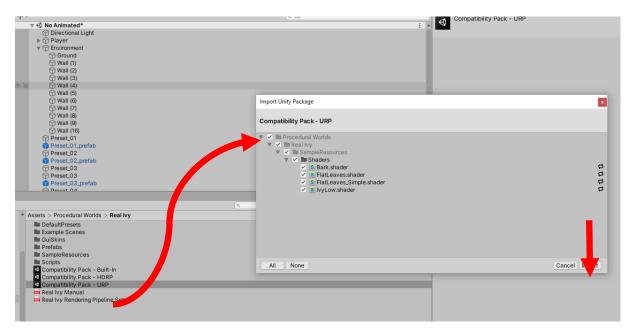
Rendering Pipeline Setup Instructions

Real Ivy currently supports Unity's built in rendering pipeline, the High Definition Rendering Pipeline and the Universal Rendering Pipeline (URP).

Please Note: URP Support has been tested in HDRP and URP **Version 7.1.8**. Future SRP versions might make the shaders incompatible again until we release an update with adapted shaders.

The package is pre-configured for the built-in rendering pipeline after installation. If you plan to stay in built-in rendering no further steps are needed.

Activating HDRP or URP support is very simple: Make sure you have the Rendering Pipeline installed and activated. Then just double click and import the correct "Compatibility Pack" package from the Real Ivy Installation directory that matches your chosen rendering pipeline:



This will switch out the ivy shaders with rendering pipeline compatible variants. All your existing and newly created ivy plants should now render using these shaders and should be displayed correctly.

The ground and walls of the example scenes make use of the unity standard shader, these can be updated by running the project material upgrade command from the Edit > Render Pipeline menu.

If you should decide to revert to built-in rendering, you can revert this process by importing the "Compatibility Pack – Built-In" unitypackage. This pack contains the original built-in rendering pipeline shaders.

Tip: The plants generated by Real Ivy use regular meshes and materials – you can also replace the shaders in the materials with unity standard shaders or any other suitable vegetation shader.