

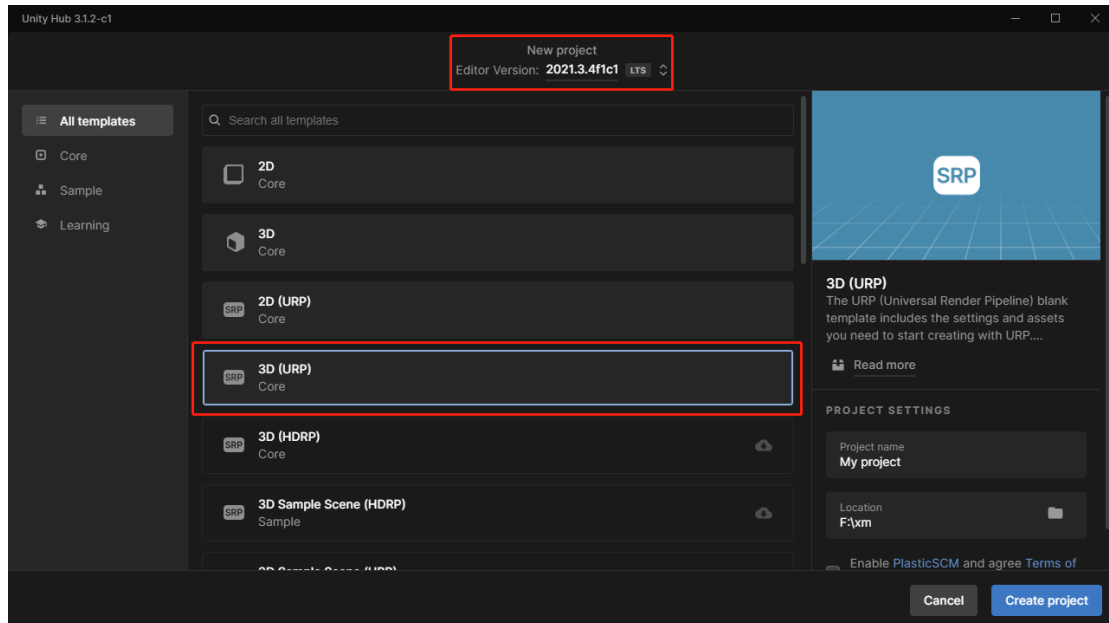


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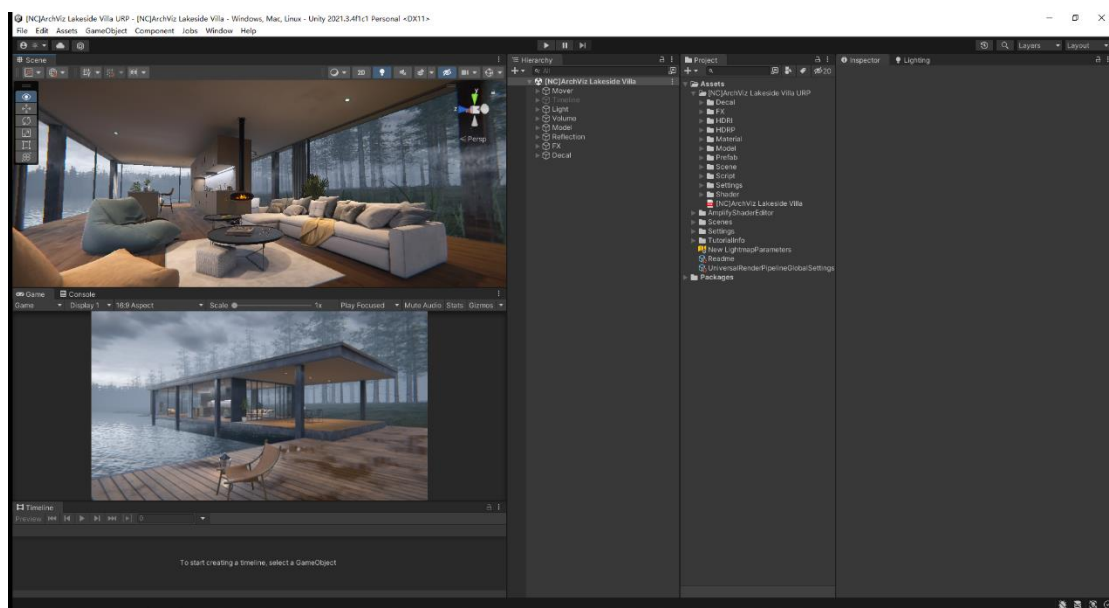
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# Quick Project Setup

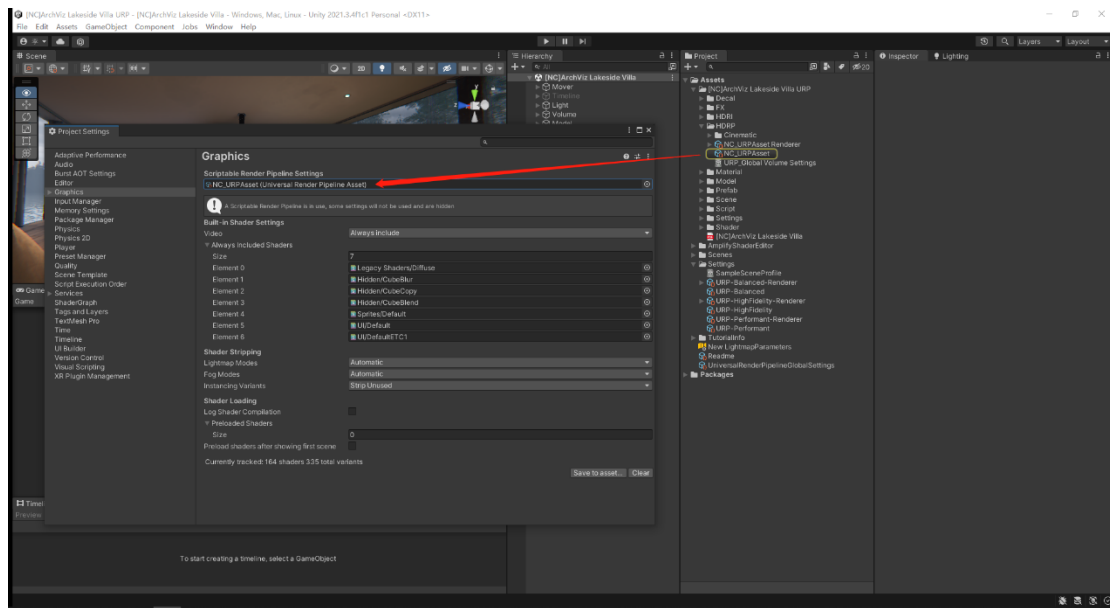
1. Open Unity Hub and create a new Unity 2021.3.4f1c1 (or higher) project with an URP Template



2. Download and import [NC]ArchViz Lakeside Villa URP from Asset Store  
If prompt about Unity Package Manager dependencies chose "Install/Upgrade"
3. Open Assets\ [NC]ArchViz Lakeside Villa URP \Scene\[NC]ArchViz Lakeside Villa. You should see the scene as in the next screenshot.

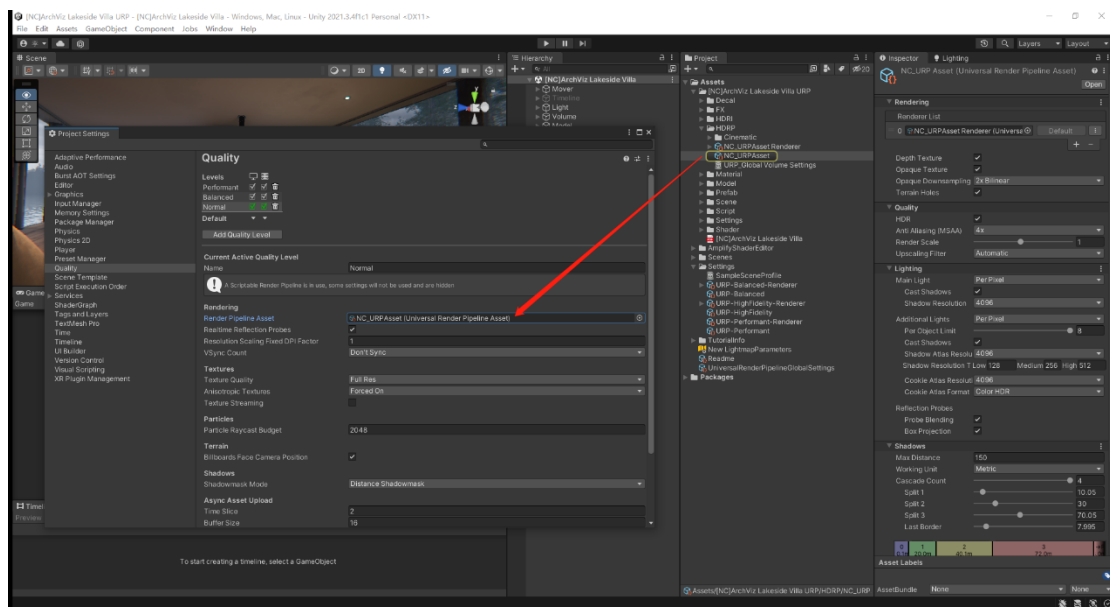


- Go to Edit/Project Settings/Graphics and assign the NC\_URPAsset in Scriptable Render Pipeline Settings

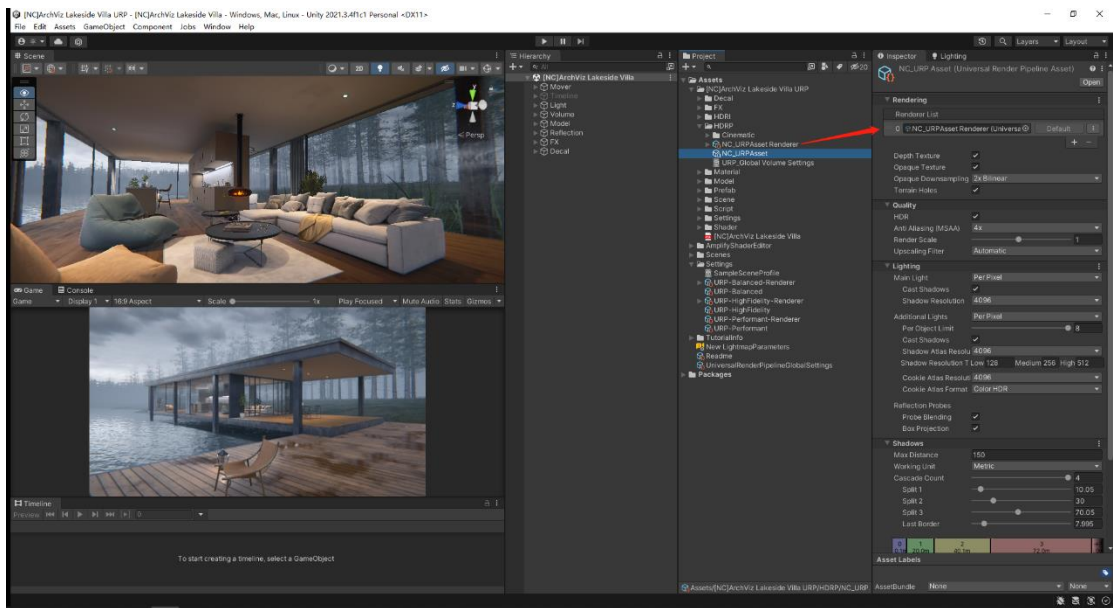


Wait until “Compiling Shader” has finished

- Go to Edit/Project Settings/ Quality and assign the NC\_URPAsset in Rendering

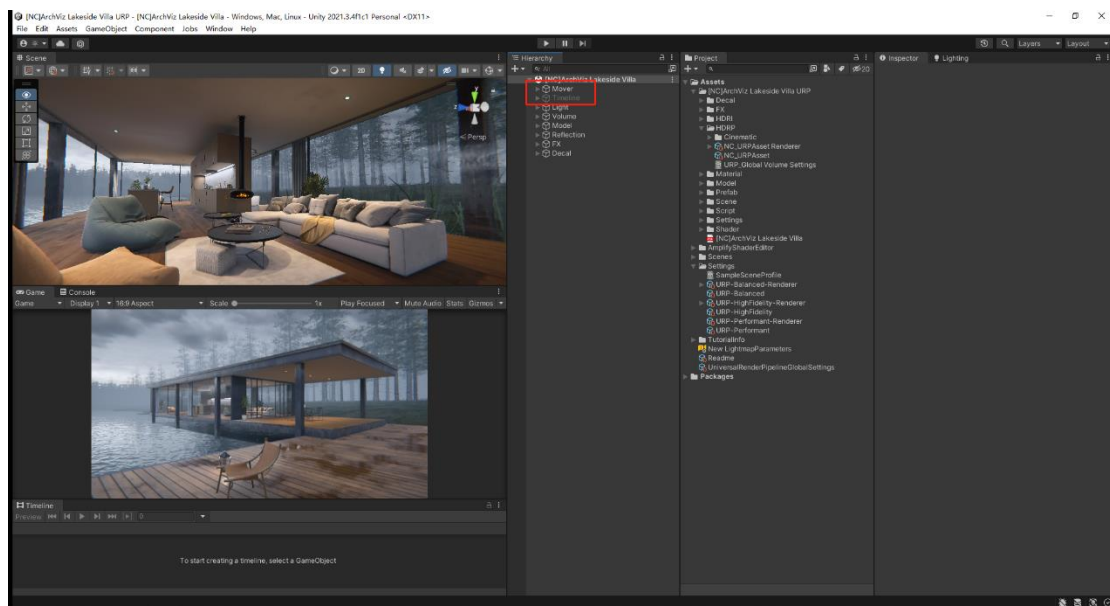


- Go to NC\_URPAsset and assign the NC\_URPAsset Renderer in Renderer List



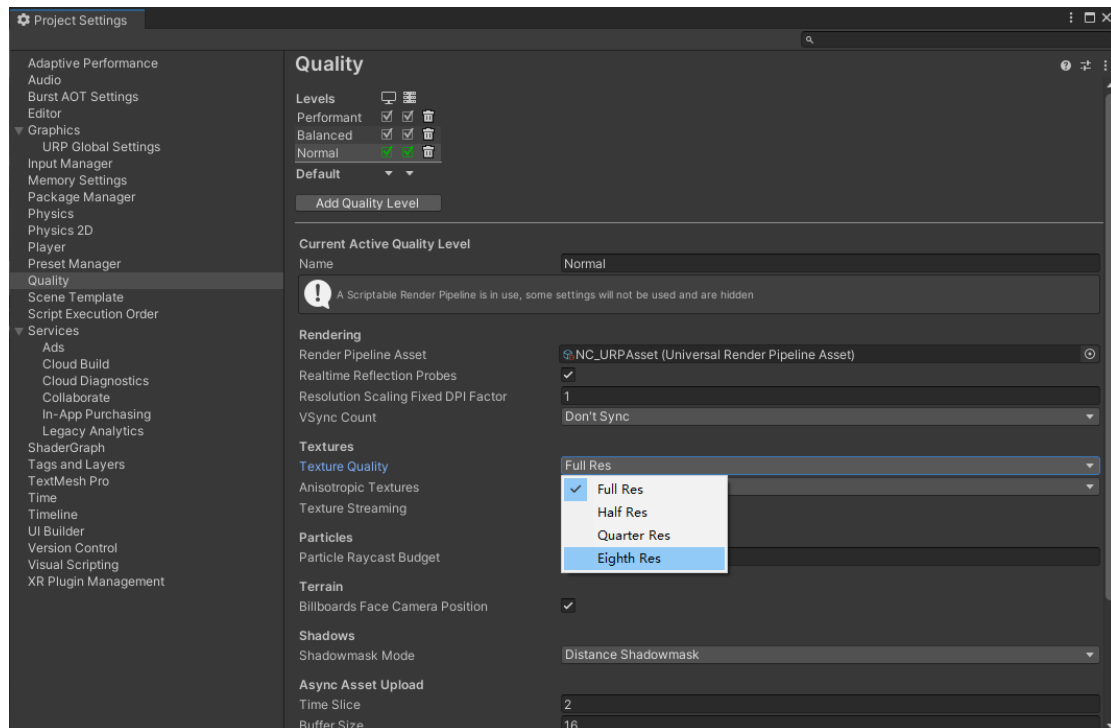
## Scenes Overview

1. Scenes are located at Assets\[NC]ArchViz Lakeside Villa URP \Scene
2. There are two different kinds of controller during Play/Build mode
  - FreeCamera
  - Timeline



## Progressive Lightmapper

1. [NC]ArchViz Lakeside Villa URP use Progressive GPU as main baking engine  
It's tested to work with a GTX2070Super (8Gb VRAM) and it takes around 30 minutes to bake
2. LOW RAM  
With a minor amount of VRAM decrease Lightmap Size and Lightmap Resolution, or you will fallback to Progressive CPU  
To increase available VRAM, a trick is to set in Project Settings/Quality  
Texture Quality = Quarter Res



Once the bake is finished bring back textures to Full Res

## Shader Graph

1. All custom shaders are made in Shader Graph.  
They are located in Assets\ [NC]ArchViz Lakeside Villa URP\Shader\
  - URPCustomLit: Custom Standard shader
  - Vegetation: A Simple vertex Offset shader

- URPRain\_Flow: A Rain is falling on the window
- URPRain\_Ripples: A Rain drops
- URPRain\_RipplesMix: A Rain drops with vertex coloring
- URPFire: A Burning flame
- URPLive Fire wood: A Burning firewood
- URPFabric: A Flannel
- URPFabric\_Parallax: A Flannel with parallax
- URPWater: A Simple water shader
- URPDecal: A Simple Decal shader

## Contacts

For any asset related issue please contact me at: [314521063@qq.com](mailto:314521063@qq.com)

If you are interested in our services, write at: [314521063@qq.com](mailto:314521063@qq.com)