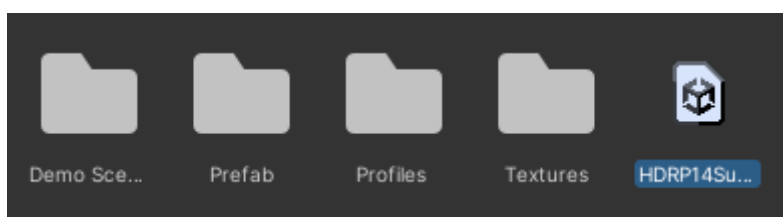


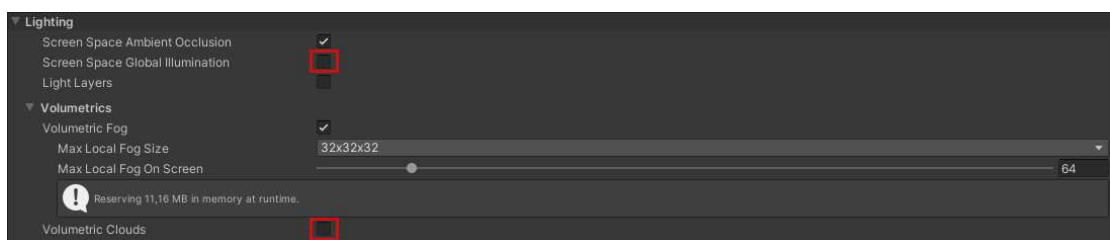
INSTRUCTION

Quick Start:

- 1) Import „Drag & Drop Volumes” package in to your HDRP Project.
- 2) If you don't need Demo Scene disable it in the import window.
- 3) If you are using HDRP 14+ install the „HDRP14SupportPack”, which is in the "Drag&Drop Volumes" folder.



- 4) To enable **Volumetric Clouds** and **SSGI** select **Edit>Project Settings>Quality>HDRP>Lighting** and enable SSGI and Volumetric Clouds



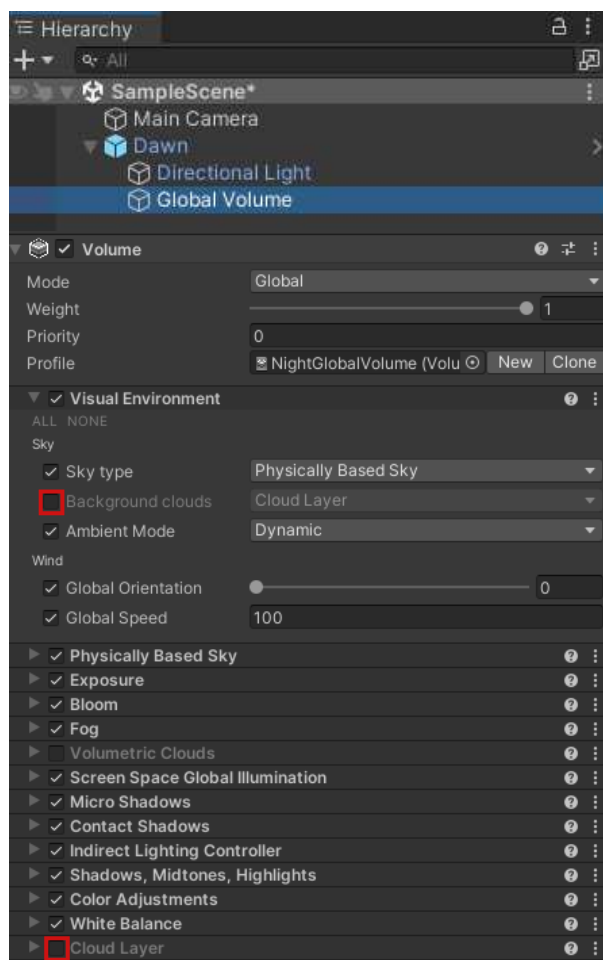
- 5) In the Hierarchy window, remove or disable Directional Light.



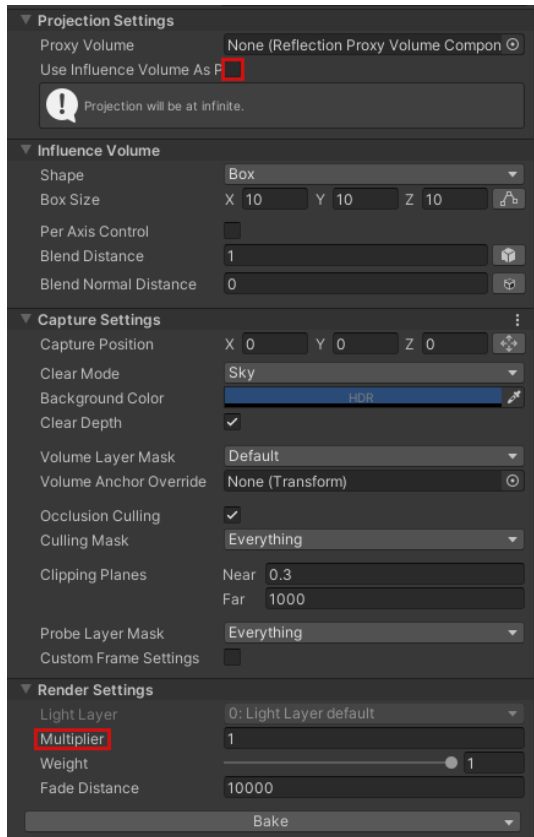
- 6) Move one of the prefabs to the scene.



- 7) If you don't want to use Volumetric Clouds In the Global Volume you can enable the Cloud Layer.



- 8) Add Reflection Probe to the scene, enable the „Use Influence Volume...”, bake it, and then set the Multiplier depending on the selected Prefab.



Prefab Name	Dawn	Day	Dusk	Night	Fog
Multiplier Value	1	2	3	3	1

- 9) In the **Prefab>LocalFog** folder you will also find example of fog settings for the specific lighting variants.

10) Ready:)

Demo Scene:

If you are using HDRP 14+ before open Demo Scene install HDRP14SupportPack

- 1) Open the selected Demo scene.
- 2) To enable Volumetric Clouds and SSGI select **Edit>Project Settings>Quality>HDRP>Lighting** and enable SSGI and Volumetric Clouds.

Issues:

- In HDRP 12+, if the vegetation colors in the Demo Scene are not displayed correctly, go to the **DemoScene>Art>Details>Materials**, then select any material, and in the Diffiusion Profile tab, click "Fix"
- If any demo scene is opening as too bright, please reopen it, Unity sometimes has trouble with reloading Volumetric Clouds.

Support:

If you have any questions, feel free to write: support@twistedimage.pl

Third-party assets:

Nature models (Plants, Bush, Fern, Rocks) are taken from [Unity HDRP sample scene](#).

Nature models (Meadow Grass, Pines, Pine Backdrop) are taken from Unity [Book of the Dead](#) demo.

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