Lights Receiver URP
Documentation

Tested in Unity Unity 2021.3 LTS, 2022.3LTS, 2023.1
Linear color space is recommended for the best quality.
Only works with the Universal Render Pipeline!

Included shaders

- LightsReceiver: Shader used to visualize lights, with options to enable and disable features
- LightsReceiverNoSpecular: Shader used to only visualize the diffuse of the lights, which is better for performance
- Light Receiver subgraph: Subgraph used to receive lighting information for new shaders
- Light Receiver No Specular subgraph: subgraph to receive only diffuse from the lights, which is more performant
- CustomLighting shader library: Used for custom light receiving with PBR estimated lights

LightReceiver properties

Transparency: Increase the transparency of the received lighting (e.g. to show the AR background)
UseMainLight: Enable or disable the main light specular reflection
*Specular:* Change specular color (white will take the light's color)
Smoothness: Change the specular smoothness value

LightReceiverNoSpecular properties

Transparency: Increase the transparency of the received lighting (e.g. to show the AR background)

How to use

1. (Forward rendering) To render additional lights, make sure the *Per Object Limit* of additional lights in your URP Asset is set to the number of lights used.
   Forward+ rendering can use many lights by default.
2. Make new material (or use included LightReceiver.mat material, then skip to step X)
3. Assign Lights Receiver URP/LightReceiver shader
4. Set the desired properties
5. Add the material to the desired object (usually AR plane prefab for AR)
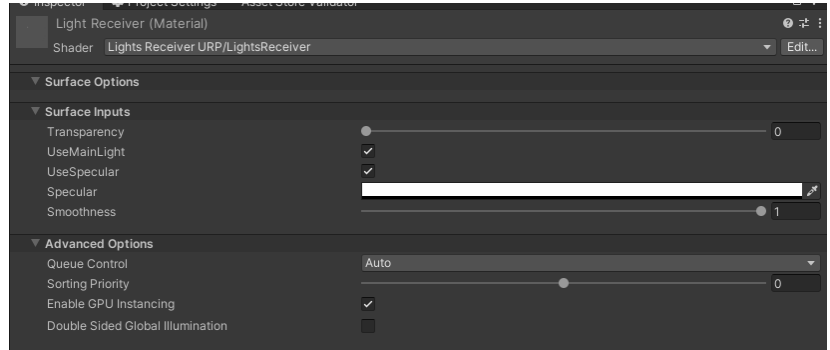
How to use single precision

If the shader were placed at very big positions single precision might be needed. This will perform a bit worse, but would fix graphical inaccuracies.

1. Open LightsReceiver shader
2. Go to Graph Settings at the top right
3. Set precision mode to Single