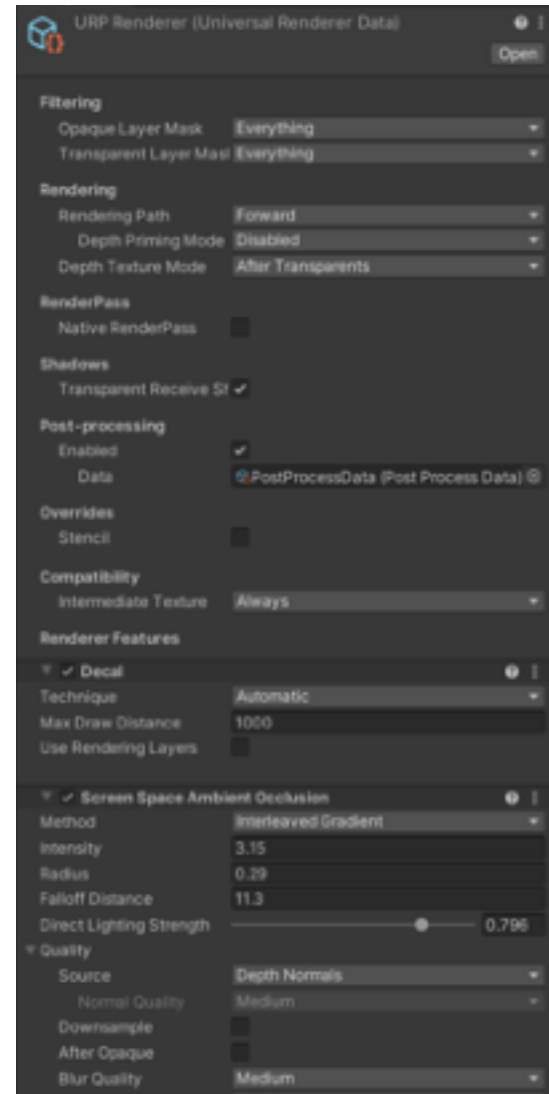


URP Asset



URP Asset

The global
“quality”
settings



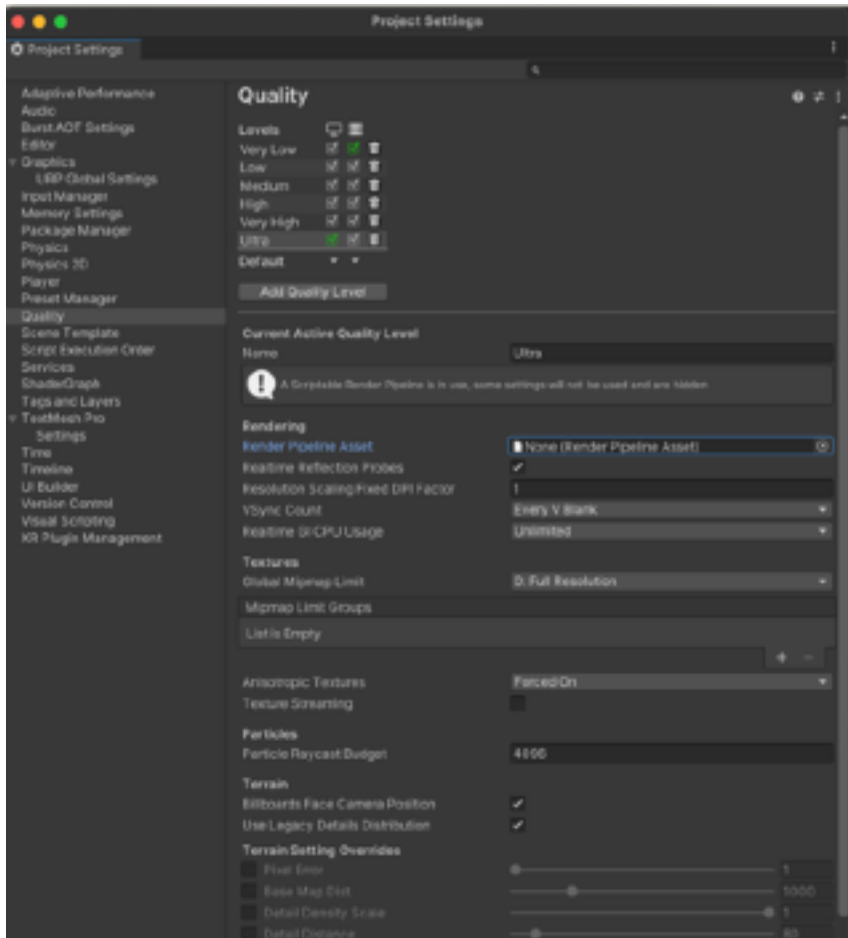
URP Renderer

The global
features and
capabilities



Quality Settings

Edit > Project Settings > Quality



Customisable quality settings for the player



```
public void SetQuality (int qualityIndex)
{
    QualitySettings.SetQualityLevel(qualityIndex);
}
```

