







Rendering Debugger

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Reset

Frequently Used

Rendering

Material

Lighting

Volume

▼ Rendering Debug



Map Overlays

None



Map Size

50

HDR



MSAA



TAA Debug Mode

None



Post-processing

Auto



Additional Wireframe Modes

None



Overdraw Mode

✓ None

Opaque

Transparent

All

▼ Material Filters

Material Override

Vertex Attribute

▼ Lighting Debug Modes



Lighting Debug Mode

None



HDR Debug Mode

None



Lighting Features

Nothing

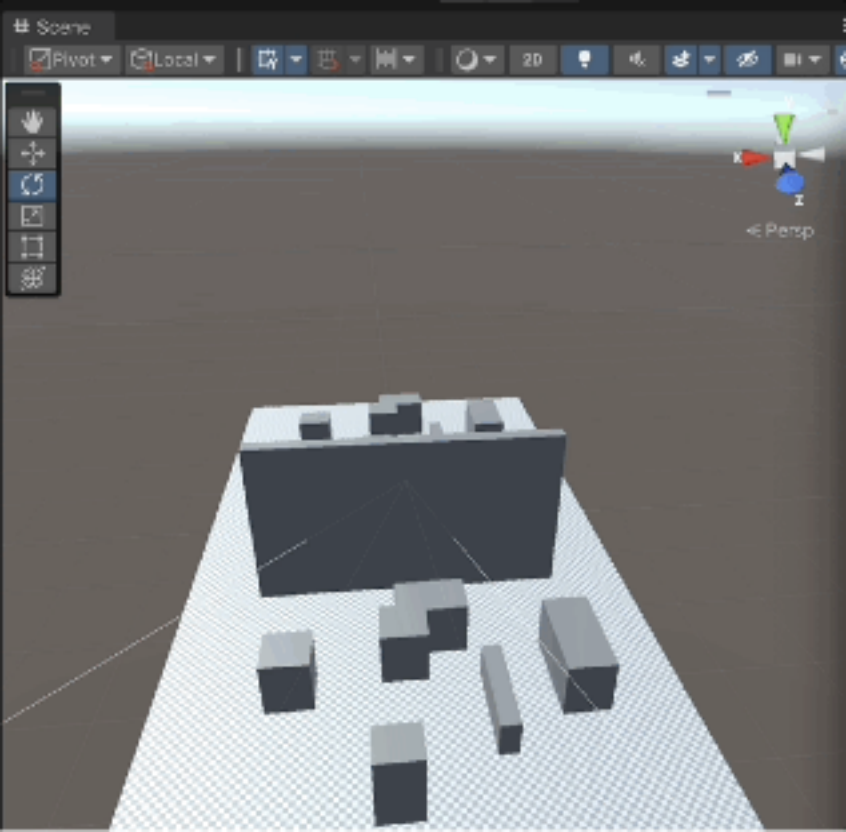


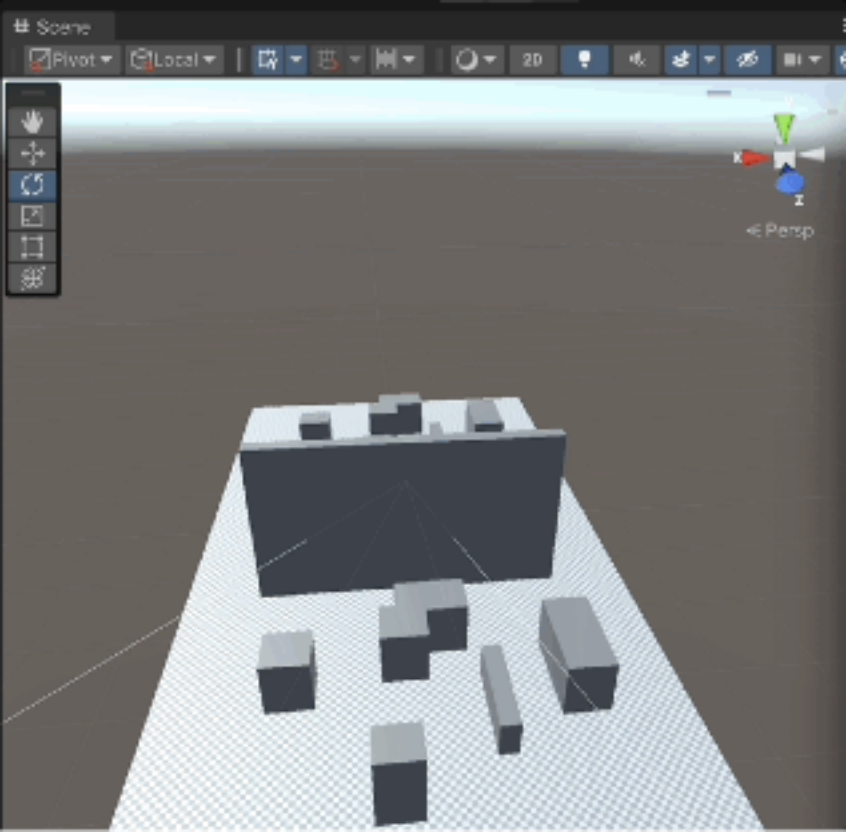


Example: overriding for overriding objects



Wind > Analysis > Rendering Debugger





Scene

Pivot

Local

Grid

Grid

Grid

Circle

2D

Light

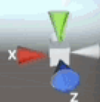
Image

Image

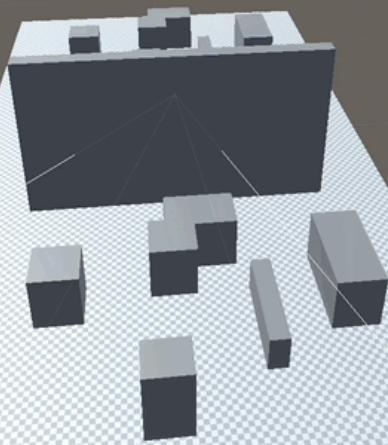
Image

Image

Image



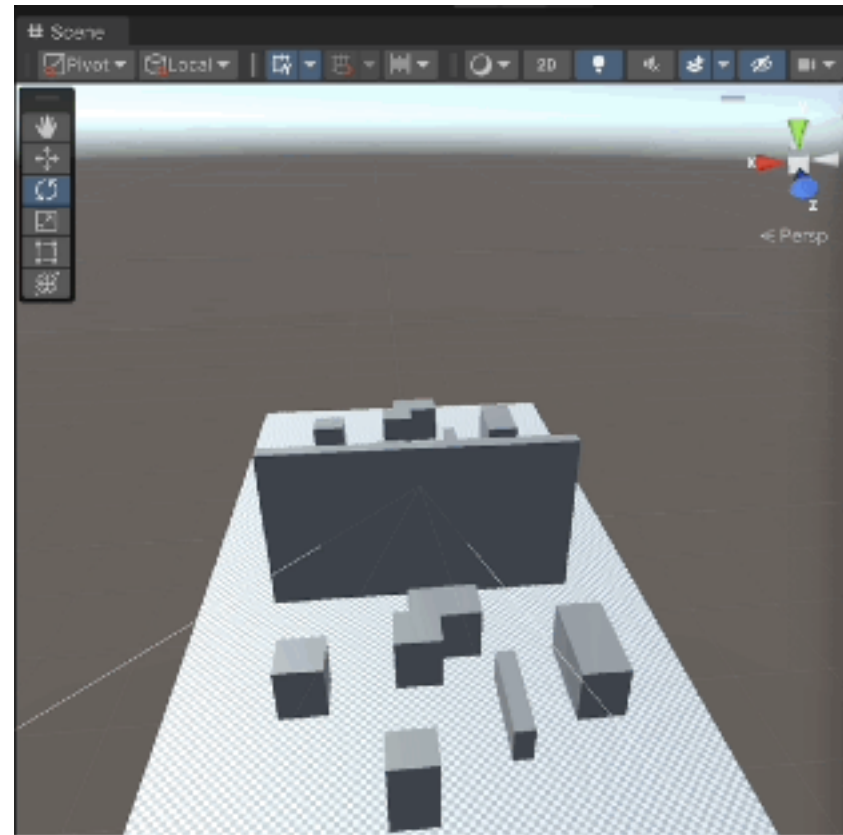
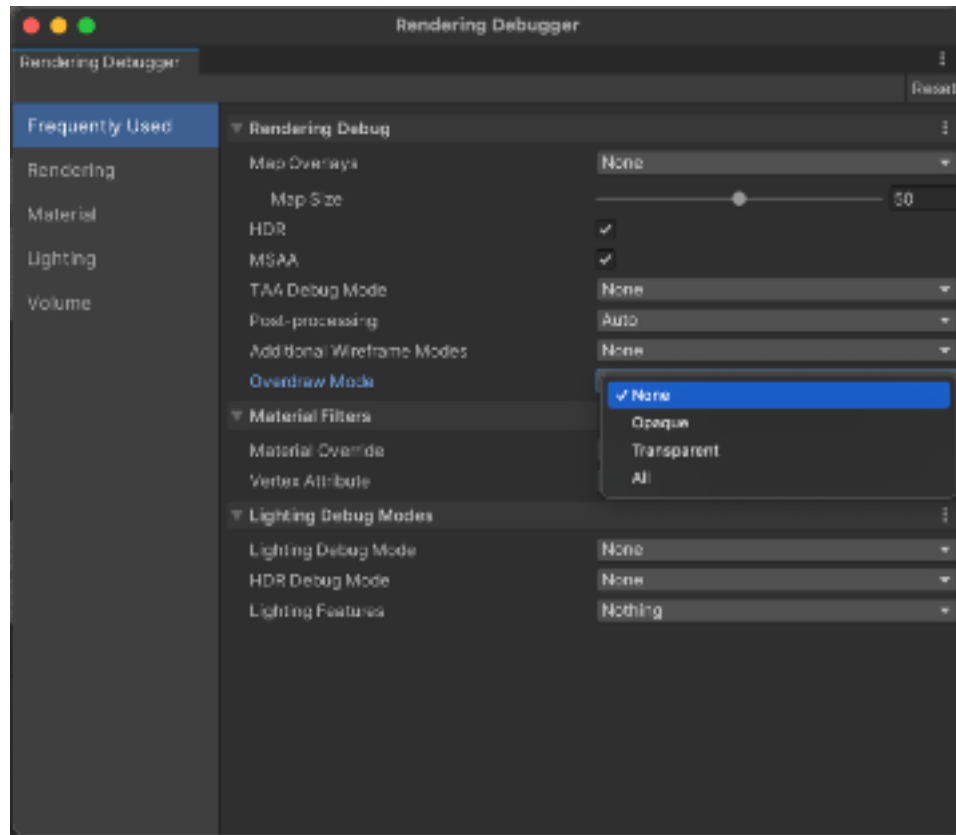
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Rendering Debugger

Window > Analysis > Rendering Debugger

Example: Overdraw for overlapping objects

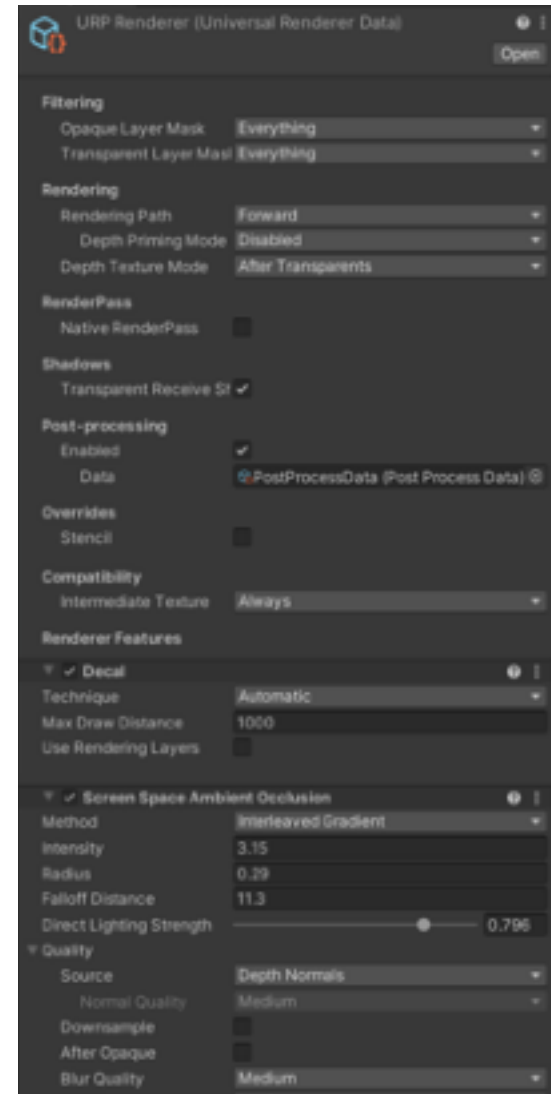


URP Asset



URP Asset

The global
“quality”
settings



URP Renderer

The global
features and
capabilities

