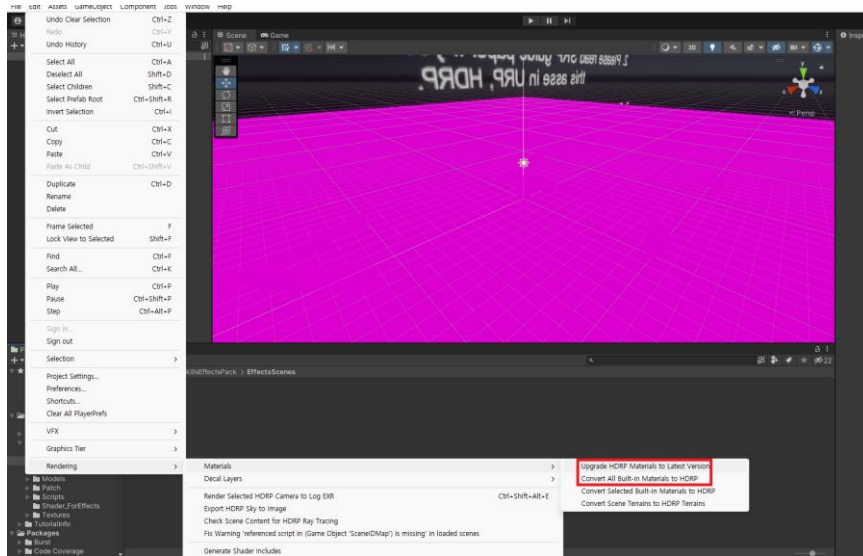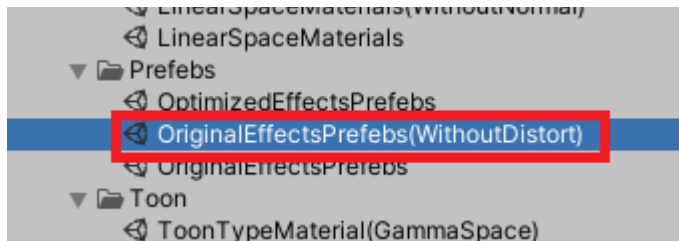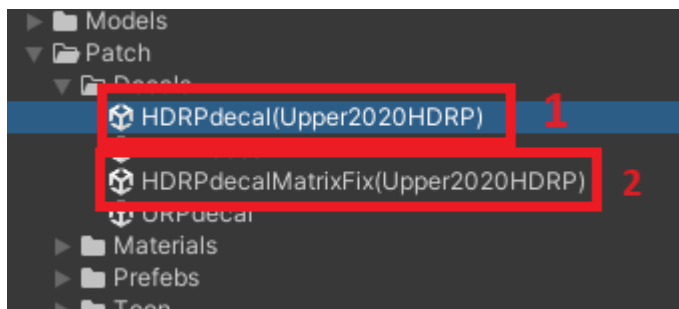# HDRP Guide Paper

(2021-2023 Version HDRP)

1. You need to chagne all materials. Please Click 'Upgrade HDRP Materials to Latest Version' and 'Convert All Built-in Materials to HDRP'
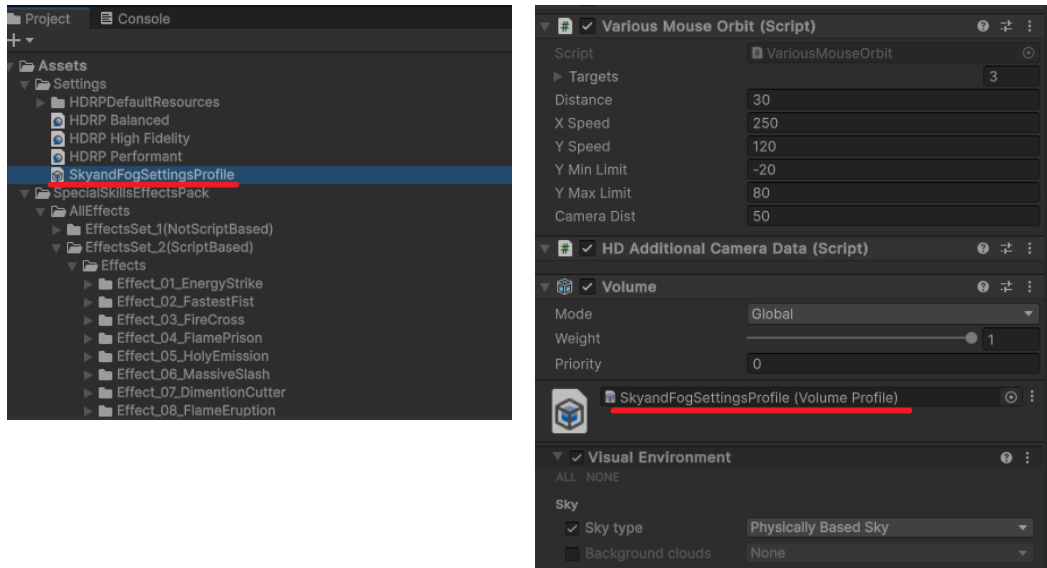

2. Patch 'OriginalEffectsPrefebs(WithoutDistort)' for remove Grabpass effects

3. Patch decals. Make sure patch order. 1. HDRPdecal(Upper2020HDRP) 2. HDRPdecalMatrixFix(Upper2020HDRP)
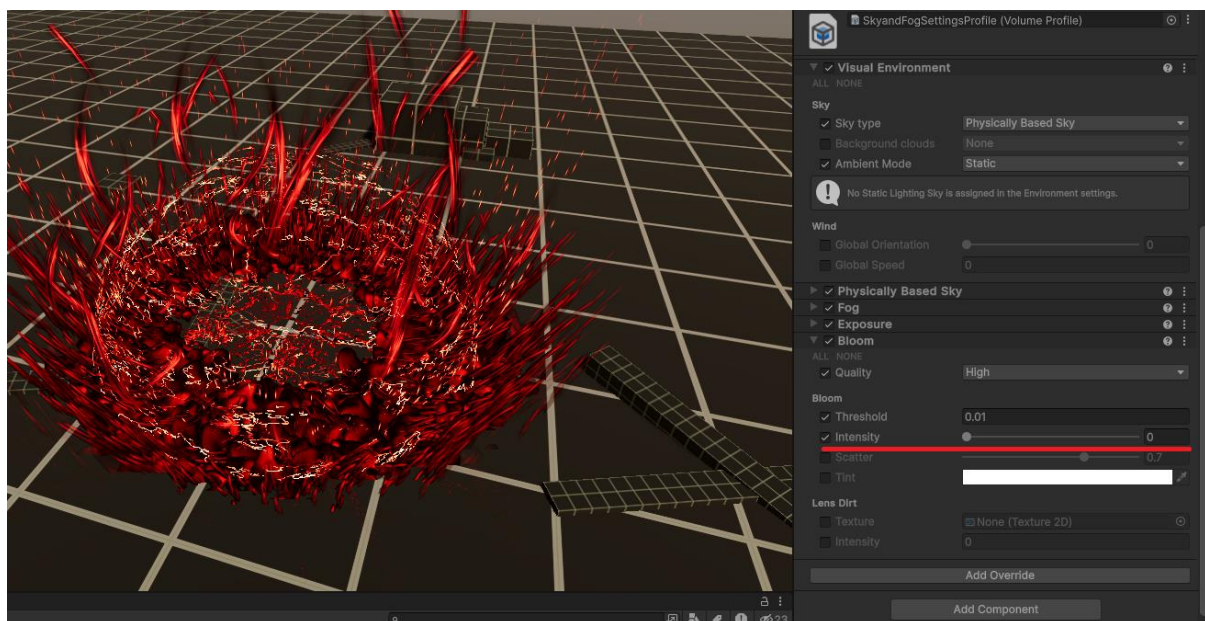
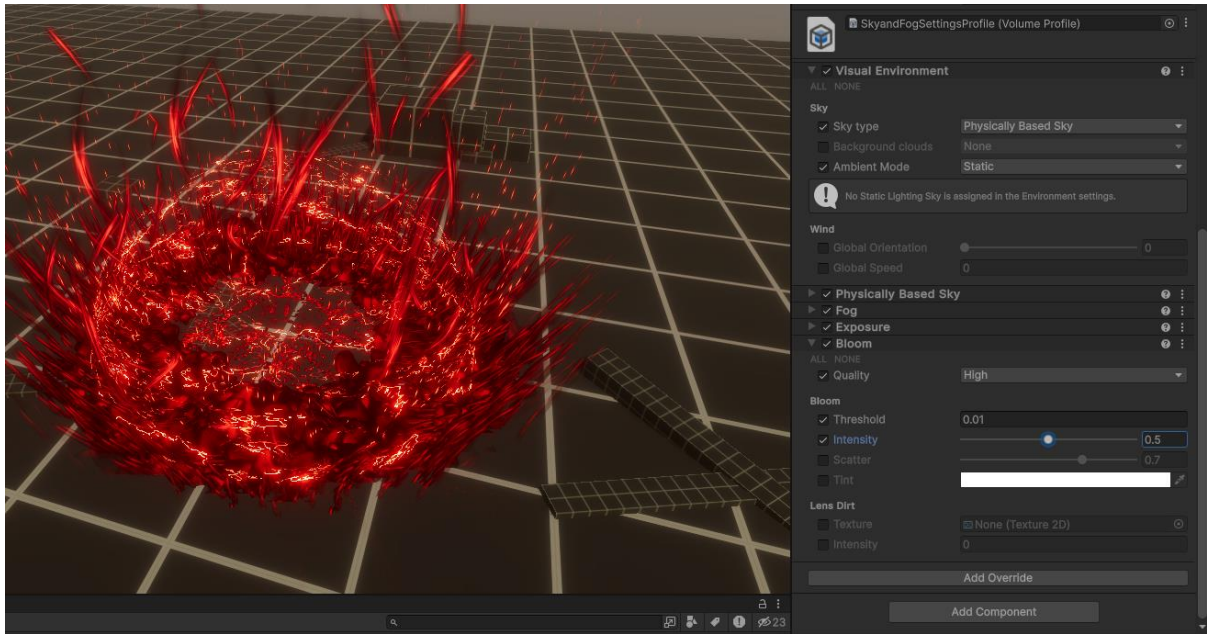4. Setup volume to camera and profile in demo camera.

Demoscene using HDRP preset volume profile (SkyandFogSettingsProfile), but if you have your own post processing, using them.

The Key post processing component is '**Bloom**'. Please setup bloom in your post processing profile.

Here is different look via **bloom intensity**

Follow 'BloomPostProcessingGuidePaper' If you want more detail way to setting post processing

5. If you successfully setup post process 'Bloom' component, You can see well displayed effects.