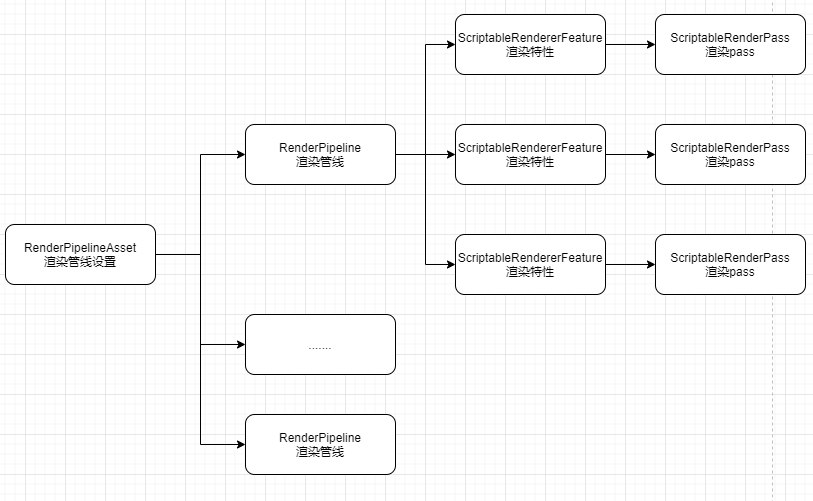
Urp源码分析



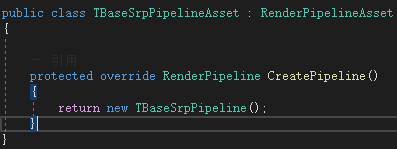
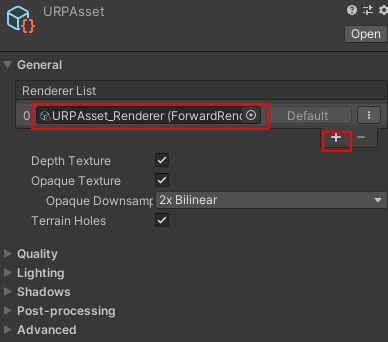
Asset/Create/Rendring/Universal Render pipeline/Pipeline Asset

创建出两个文件

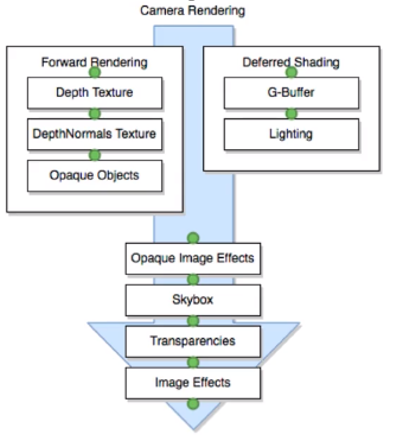
1 URPAsset

注意这里创建的URPAsset继承自RenderPipelineAsset

URPAsset中可以包含多个渲染管线，可以对比build in(包含前向，延迟两种)

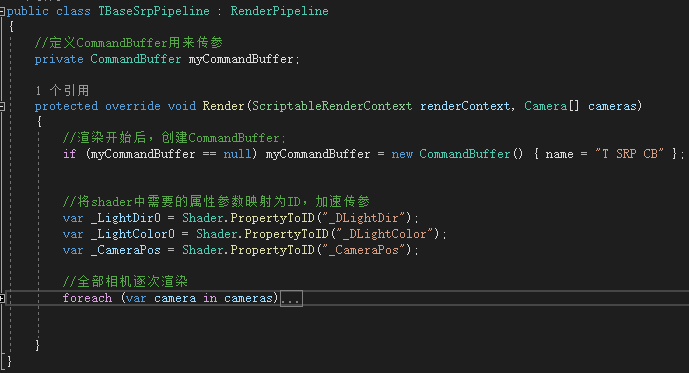
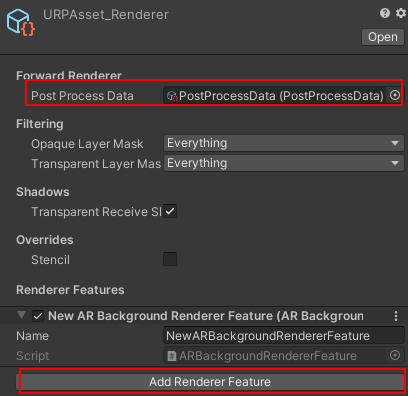


Srp之前的buildin渲染管线



2 URPAssetRender

Render就是一个渲染管线，里面可以包含多个Renderer Feature



URP对应的文件夹

1 asset Runtime/Data/UniversalRenderPipelineAsset.cs

2 render Runtime/UniversalRenderPipeline.cs

3 feature Runtime/RenderFeatures/

4 pass Runtime/Passes/