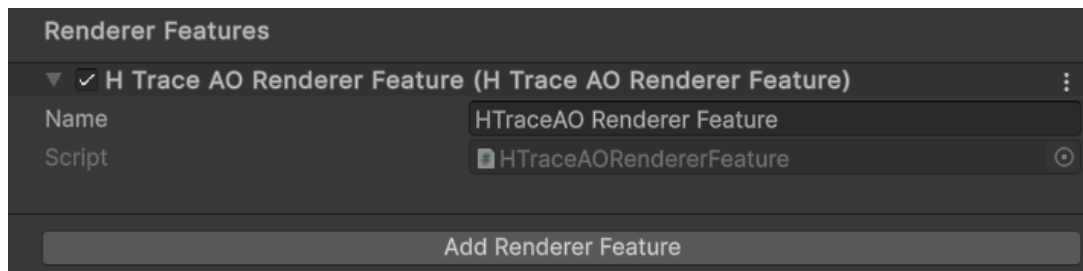# HTrace: Ambient Occlusion
Quick-start manual

This is a short manual that helps you to get started with HTrace: Ambient Occlusion. If you have any questions, bug reports or suggestions - feel free to reach out to us via [Discord](#).

You can find full documentation here: [Online Documentation](#).
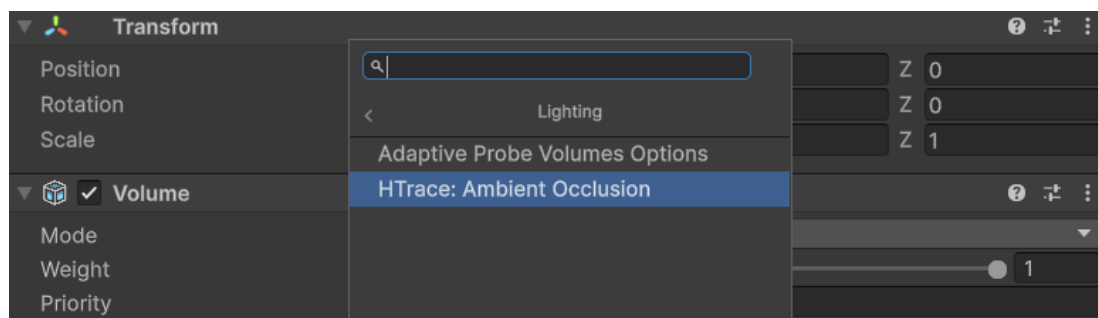
Adding HTrace AO to Your Scene [URP] :

1a. Go to **URP Render Data** and in the **Renderer Features** section add **HTrace AO Renderer Feature**:

1b. Alternatively, this can be done via **Window → HTrace → Add HTrace Renderer Feature to active RenderData** button:

2a. Go to your scene **Volume** and add **HTrace: Ambient Occlusion** override:

2b. Alternatively, you can tweak HTrace settings globally through the **Project Settings → Graphics → URP → HTrace Ambient Occlusion.**
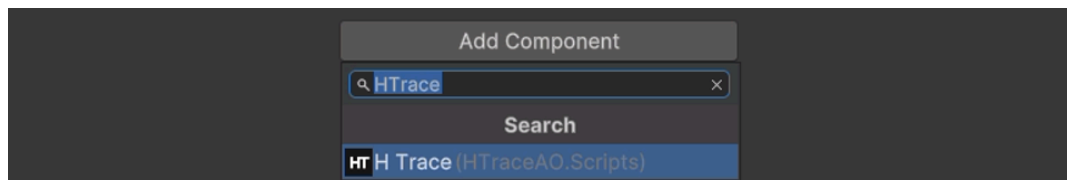
3. Enable [Depth Priming Mode](#) if **Forward** rendering path is used. In most Unity versions priming mode is disabled by default.

Adding HTrace AO to Your Scene [HDRP / BIRP] :

1a. Right Click to open a dropdown menu and find the **Rendering** category. Then select **HTrace Ambient Occlusion:**

1b. Alternatively, you can add **HTrace script** to any empty game object:

Important Notes:

- In the **HDRP** and **URP** pipelines, Unity does not write object motion vectors in the **Scene View**. As a result, moving objects may fail to accumulate correct ambient occlusion. **Game View** is unaffected by this.

- In the **BIRP** pipeline, ambient occlusion output is disabled in the Scene view. Use the Game view to inspect the effect's appearance.