

# MicroSplat

## HDRP Documentation



## Overview

SRP pipeline do not support Surface Shaders, unity's abstraction making it easier to write shaders, and require full vertex and fragment shaders individually customized for each SRP. Shader's must be entirely rewritten for each render pipeline, and sometimes each version of a render pipeline. This package adds support for HDRP in the version specified by your module.

Note that only LTS versions of Unity are supported when using SRPs, this is because Unity is constantly breaking things in the tech releases, and provides no documentation on it's shader pipeline, so upgrading the shaders requires diffing tens of thousands of lines of shader code, making it impossible to keep compatibility working with alpha, beta or tech releases. These adapters may work fine in any of these releases, or may not.

# Directions



Once installed, a new option will appear at the top of the material allowing you to select which render loop you want to compile the shader for. If it does not, try selecting the Core-HDRP package in the packages folder, right click, and select Reimport. Note that your shader will appear pink if it is compiled for a render loop which is not active in your project, or not compiled for the active render loop. See Unity's documentation on the HDRP for details of how to setup the HDRP.