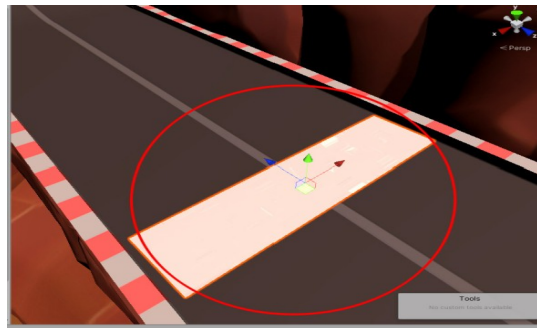# Minicar Race Creator

Convert to URP

1 Follow the instructions on this page

https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@7.1/manual/InstallURPIntoAProject.html

2 Follow the instructions on this page

https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@7.1/manual/upgrading-your-shaders.html

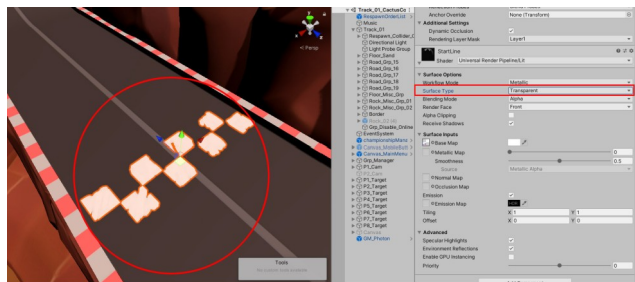**3** We need to add transparency for some materials

For example **starting line** transparency is not activate

4 Select material
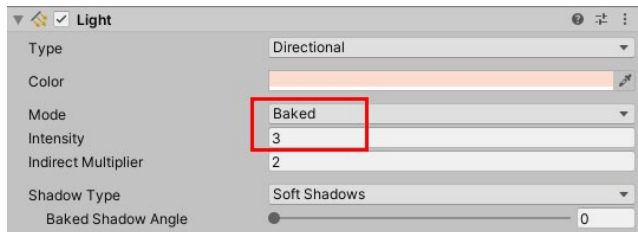**5** Set **Surface Type** to **Transparent**

If there is the problem with other materials proceed in the same way

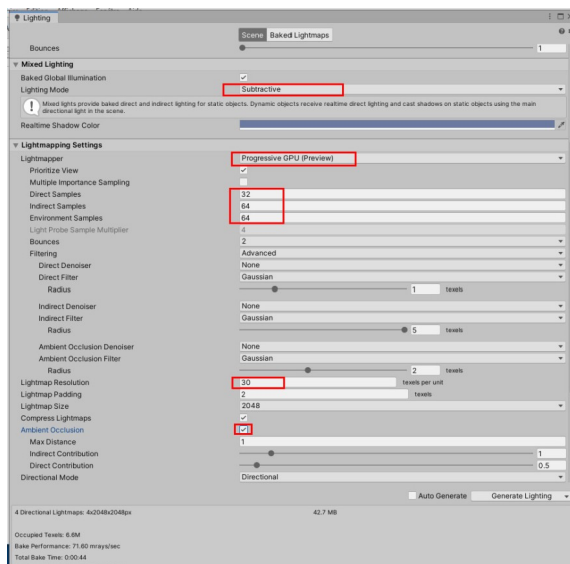## Mobile Platform Set Up

For each track scene: do step 1 to 5:

1 In hierarchy select **Directional Light**

2 Set **Mode** to **Baked**

  Set **intensity** to **3**
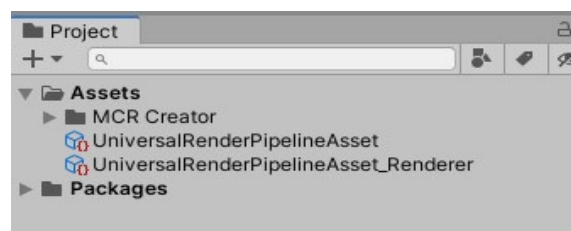

3 In lighting tab use the followings parameters
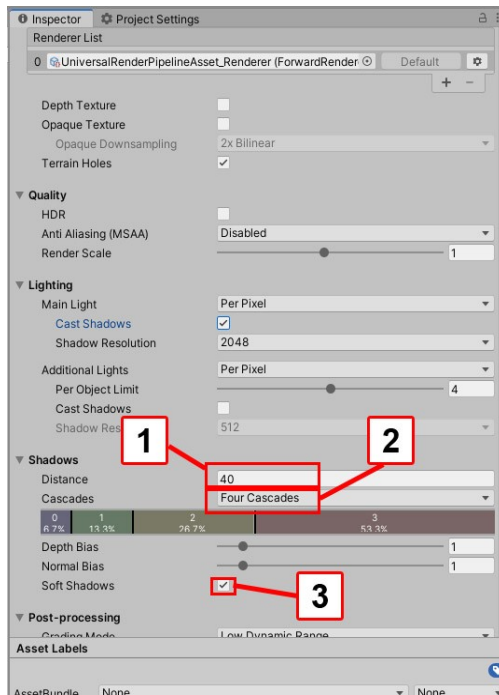
4 Calculate lightmaps

5 Save scene

Desktop Platform Set Up

1 In Project tab select
UniversalRenderPipelineAsset

2 In Inspector tab :

-Set **Shadow / Distance** to **40** (spot 1)

-Set **Cascades** to Four Cascades (spot 2)
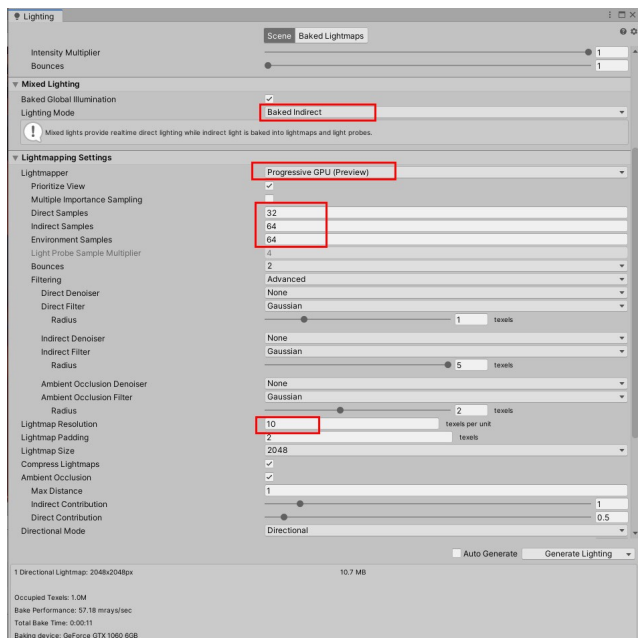
- Check box **Soft Shadows**   (spot 3)

For each track scene: do step 3 to 7:

3 In hierarchy select **Directional Light**
4 Set **intensity** to **3**

5 In lighting tab use the followings parameters

6 Calculate lightmaps

 7 Save scene