

Shadow Receiver URP

Tested in Unity 2021.3.0f1, 2022.1.9f1, 2022.2.11f1, 2023.1.0b7
Only works with the Universal Render Pipeline!

Transparent shadows, shadow cascades, and soft shadows only in paid version:
<https://u3d.as/2T4d>

Included shaders:

- *ShadowReceiverTransparent* uses transparency (best used for AR planes)
- *ShadowReceiverTransparentDoubleSided* uses transparency and is double sided
- *ShadowReceiverOpaque* uses an opaque shader with alpha cutout
- *ShadowReceiverOpaqueDoubleSided* uses an opaque shader with alpha cutout and is double sided

Note:

- Opaque shaders do NOT support soft shadows!
- To show Transparent shadows enable 'Transparent Receive Shadows' in URP Forward Renderer Asset

ShadowReceiver Shader Properties:

Shadow Color - 4 channel color of rendered shadow (alpha included as transparency)

How to use:

- Make new material (or go to included ShaderReceiver.mat material)
- Assign 'Shader Graph/ShadowReceiver' shader to material
- Set desired Shadow Color
- (Transparent shaders) If needed set alpha for transparent shadows (paid only)
- (recommended) When using this material on multiple objects enable GPU Instancing when you want to use Dynamic Batching
- Drag material onto desired object (for AR put this on the plane detection plane prefab)

How to use Lit shading:

- Open desired shader by double clicking
- In Graph Inspector set Material to Lit

How to use single precision:

- Current implementation used half precision for performance on mobile.
- If this is undesired open the preferred shader graph and change the precision on 'graph settings', and on each node to Single

