

# Sci-Fi Creatures Cryo Capsules Room 1

V1.0

## **Versions History:**

1.0 – Initial version

## **Standard Render Pipeline (Built-In):**

1. Create empty “3D” project
2. Change Project Settings->Player->Color Space=Linear
3. Import “Post Processing” and “Shader Graph” from the Package Manager
4. Import product

## **Universal Render Pipeline:**

1. Create empty “3D (URP)” project
2. Import product
3. Convert All materials to URP (Window-> Render Pipeline Converter)
4. Import Upgrade-URP-SciFiCreaturesCryoCapsulesRoom1
5. Set checkbox “Depth Texture” and “Opaque Texture” to On, “Opaque Downsampling” to None in URP render pipeline asset (URP-HighFidelity)

## **HD Render Pipeline:**

1. Create empty “3D (HDRP)” project
2. Import product
3. Convert All materials to HDRP (Window ->Rendering HDRP Wizard)
4. Import Upgrade-HDRP-SciFiCreaturesCryoCapsulesRoom1

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