

Sci-Fi Creatures Cloning Room

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-SciFiCreaturesCloningRoom
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-SciFiCreaturesCloningRoom

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