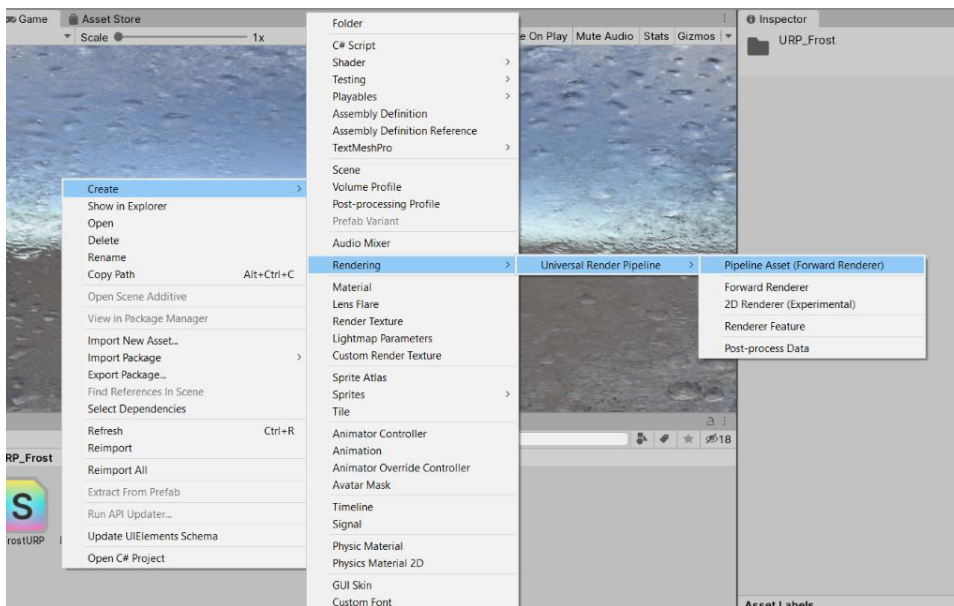


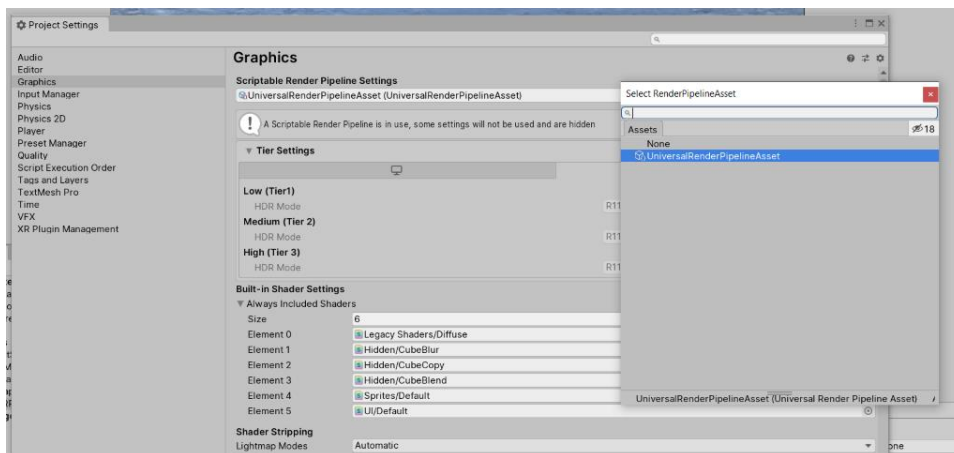
FAST SSAO URP

How to setup URP(if you have already configured urp for your scene skip this part):

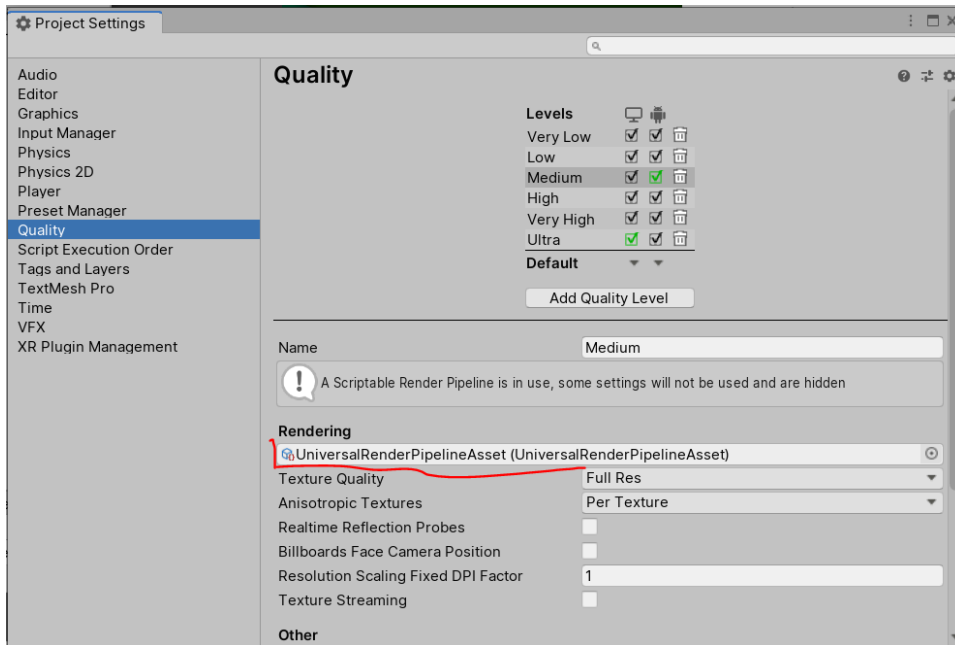
1. Firstly install the URP package to your project. Go to **Windows->Package Manager**. In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**



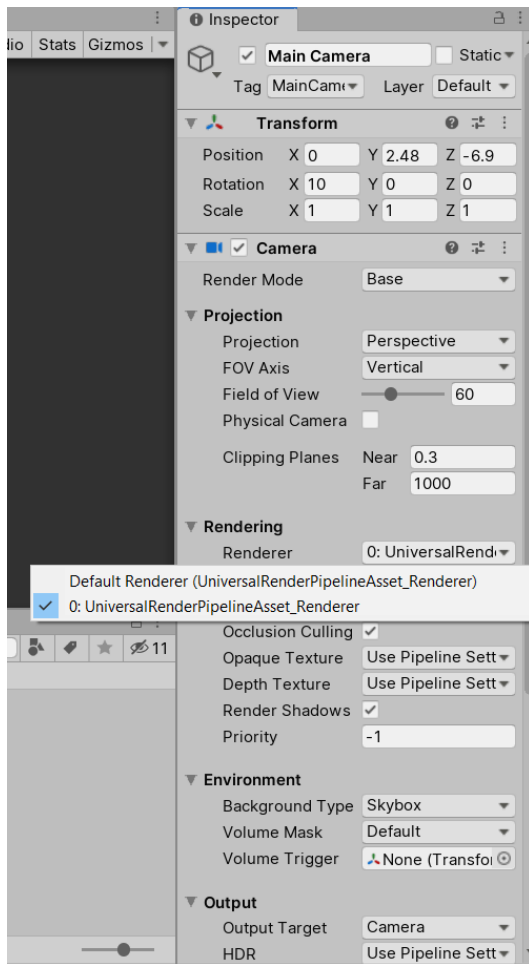
3. Go to **Edit->ProjectSettings->Graphics**. In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section



4. Go to **Edit->Project Settings->Quality**. In rendering section drag and drop the pipeline asset you created

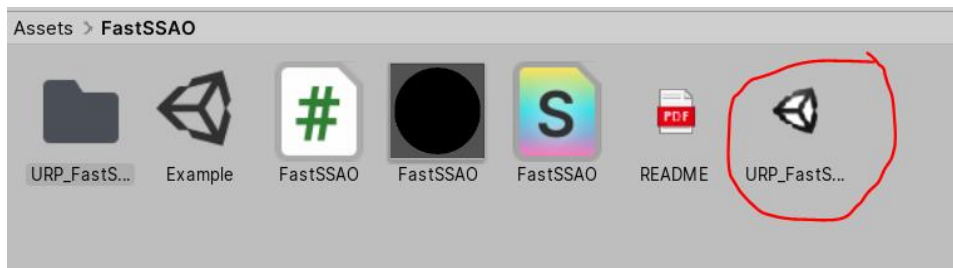


5. Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created

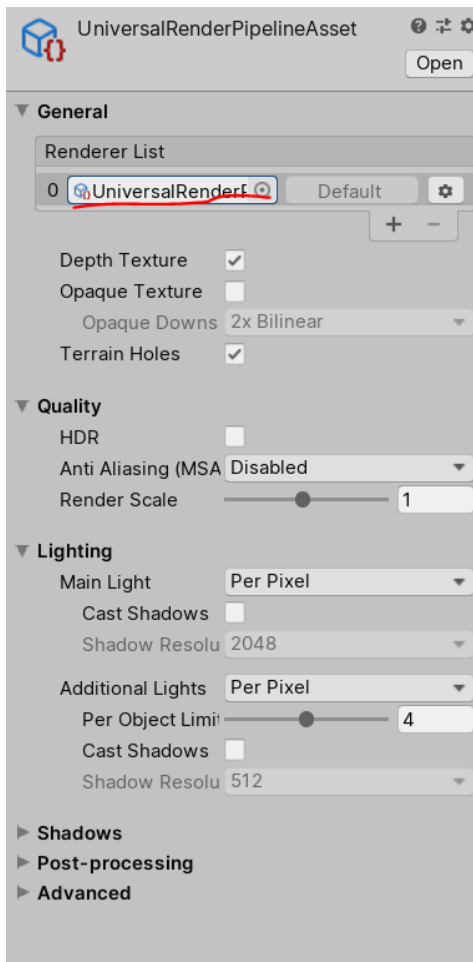


How to apply URP SSAO:

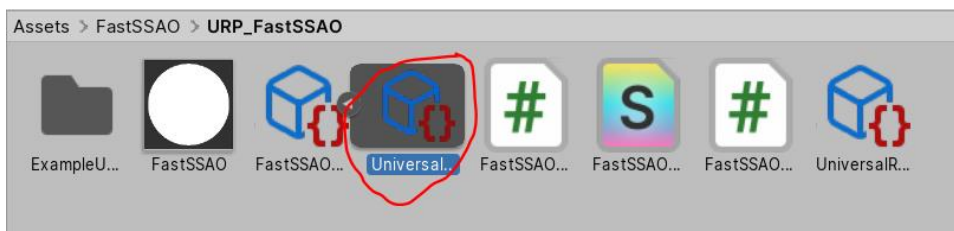
1. Firstly import the package URP_FastSSAO which is included in the asset

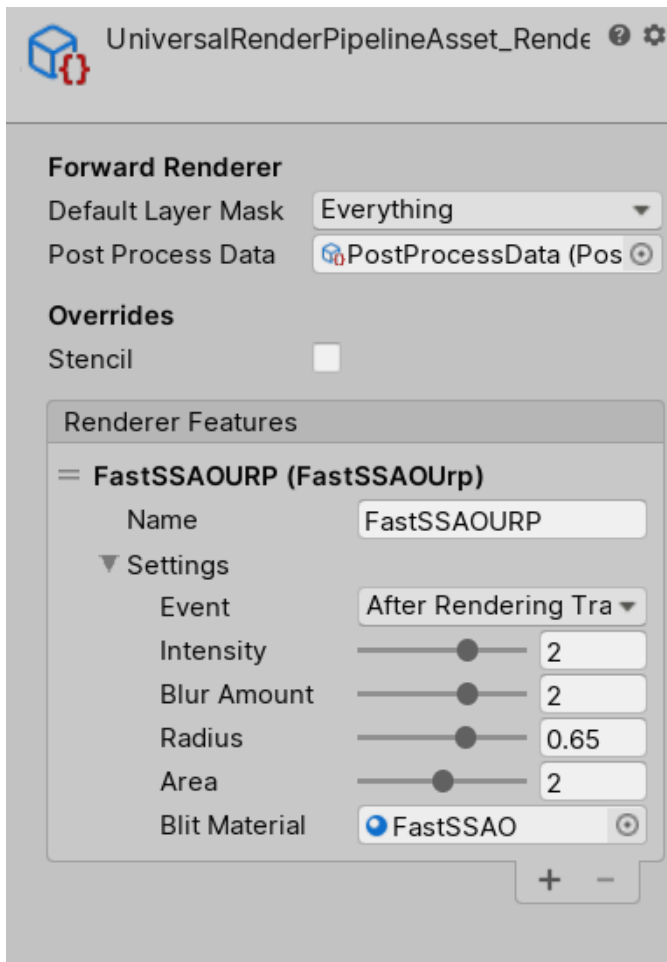


2. Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the FastSSAOURP. **ENABLE DEPTH TEXTURE**



3. That is pretty much it. To change the parameters go to the **URP_FastSSAO** folder. Find **FastSSAOUrp**, extend it and select the inner object. You will see in the inspector the parameters of it.





PARAMETERS

- **INTENSITY** – The intensity of the occlusion applied to the scene
- **BLUR AMOUNT** – The amount of blur applied to the tinted part of the effect
- **RADIUS** – The size of the ambient occlusion
- **AREA** – Amount of effect applied to the objects