

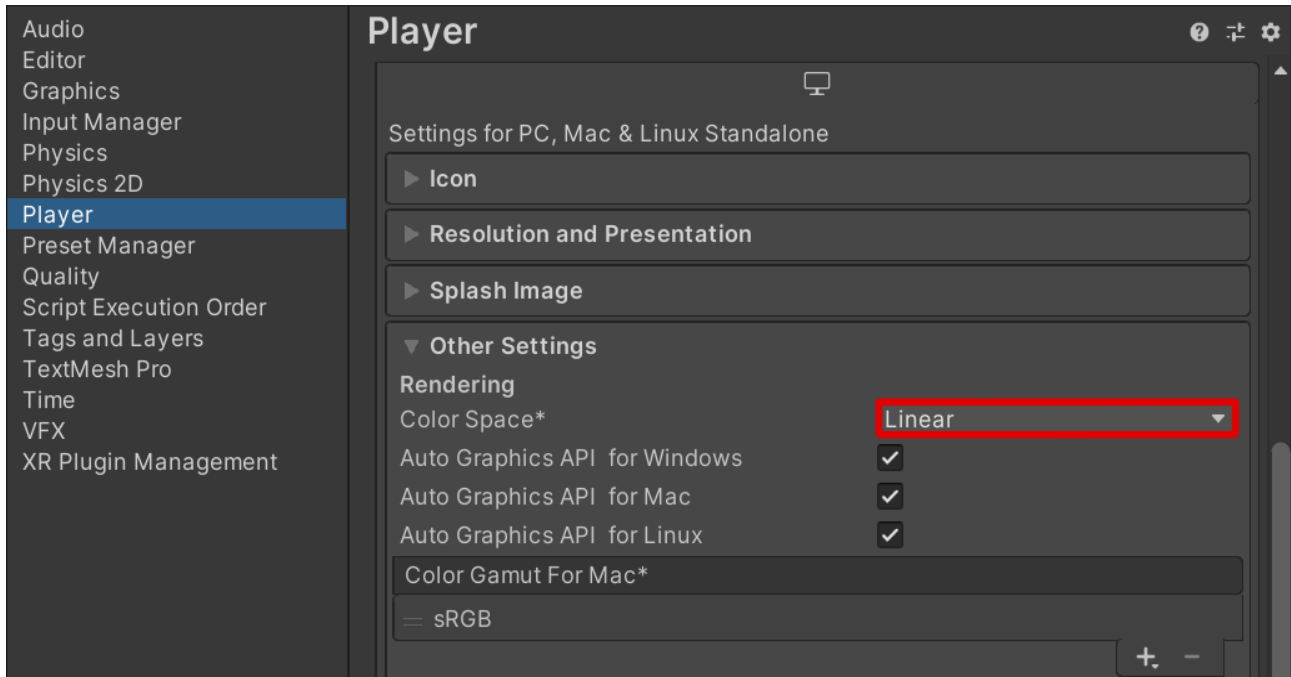
Modern Supermarket

Standard / Built-in setup

To achieve the same lighting setup as the screenshots seen on the Asset Store :

Make sure your project Rendering Settings are set to **Linear**.

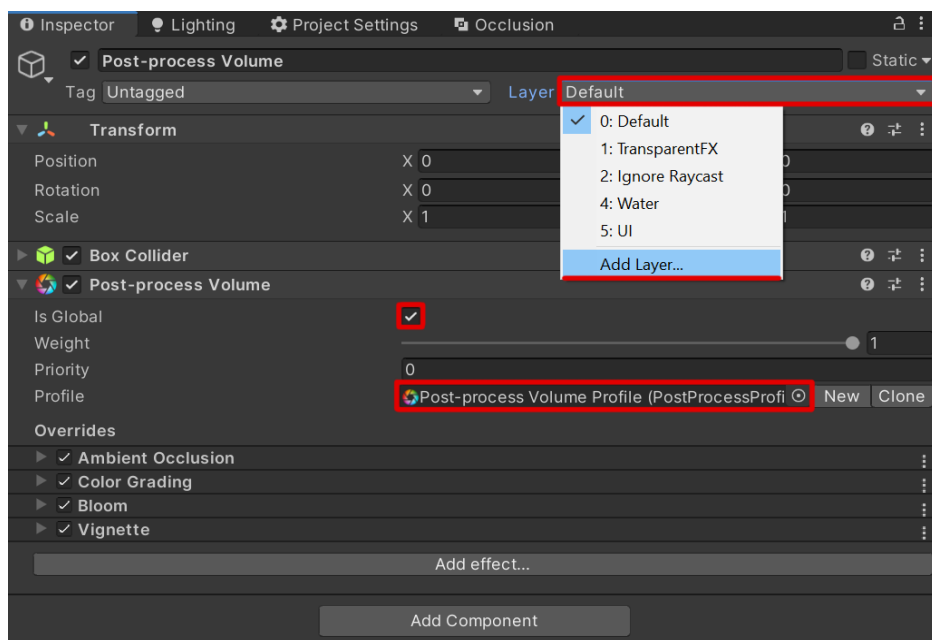
Rendering Settings are located in **Edit > Project Settings > Player**



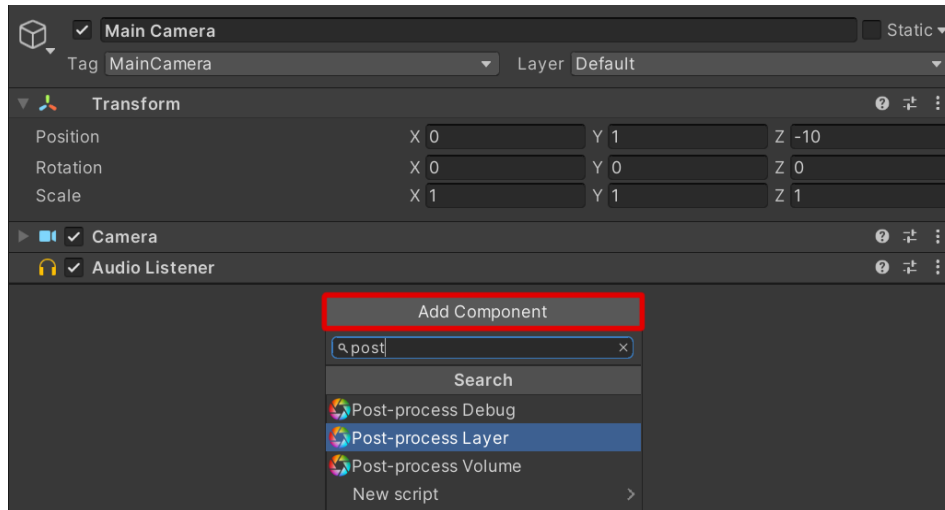
install the **Post-Processing** plugin via the Download Manager, located in **Window > Package Manager**

When installed, create a **Game Object > 3D Object > Post-Process Volume**.

On the created Volume, assign the **Post-Process Profile** located in **ModernStore > Settings > Standard**
Create a custom Layer for the Post-Process Volume by clicking on the Default Layer and **Add Layer...**
Give any name to the new Layer, and go back to the Volume to assign it. Check **Is Global**.



Now add a **Post-Process Layer** component to the scene **Camera** :



Assign the **Layer** you just created to the component, and choose an **Anti-Aliasing** method.

URP setup

Packages that replaces shaders and materials are located in **ModernStore > Settings**
Simply open the **Standard** or **URP** package after switching Render Pipeline.

Assign the provided **Global Volume Profile** located in **ModernStore > Settings > URP**
to the Global Volume in the scenes.

Make sure you have **Opaque Textures** and **HDR** checked in your Render Pipeline settings.

Shaders

All custom shaders are editable with **Amplify Shader Editor**.

Custom/Glass

A refractive transparent shader with a Thickness parameter for glass density.

Custom/Label

A transparent cutout shader with a higher renderqueue than Glass to avoid a distorted duplication

Custom/Liquid

A refractive transparent shader with a lower renderqueue than Glass to have it's own refraction
Has a blend between two colors masked by fresnel

Standard (Masked color)

Same as the Standard PBR Shader with a mask for color variations

Standard (Tessellation)

A transparent cutout shader with parallax/tessellation/displacement support

Third-Party

The reflections in the screenshots are done with a free open-source plugin available on GitHub :

<https://github.com/Xerxes1138/StochasticScreenSpaceReflection>

This plugin is under MIT license.

Simply add a **StochasticScreenSpaceReflection** component to your **Camera**.

Its effects are only shown in **Play Mode**.

Can be quite heavy, old hardware may not be suitable for it.

Standard / Built-in only, this post-process is not compatible with **HDRP**, **URP**, or **VR** development.

Thank you ♥

If you have any questions, or simply want to say hello, feel free to contact us at contact@bk-prod.fr

We also have a **7 questions** survey over here :

<https://forms.gle/5Am8UN3NFq7Qq5ar5>

Every bit helps, your feedback is extremely valuable to us !

Enjoy your pack !

Andragor Inc.

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