

Shadow Receiver URP

Tested in Unity 2020.3.36f1, Unity 2021.3.5f1, and 2022.1.9f1
Only works with the Universal Render Pipeline!

Works with 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
- (Free version) If you are having issues with shadows make sure cascade count is at 1 in URP settings!

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)
- 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

