

Necropoly Light – Setup Guide

This guide explains how to set up the Necropoly Light package for different render pipelines in Unity.

It covers **Universal Render Pipeline (URP)** and **High Definition Render Pipeline (HDRP)**. Follow the steps carefully to achieve the intended visuals.

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1. Universal Render Pipeline (URP) Setup

Step 1 – Switch your project to URP

- In Unity Hub, create or convert your project with the Universal Render Pipeline template.
- If converting an existing project, go to Edit → Render Pipeline → Universal Render Pipeline → Upgrade Project Materials.

Step 2 – Apply URP presets

Import recommended settings from Necropoly_URP_Setup/URP_Presets/ to apply correct lighting and rendering defaults.

Step 3 – Use URP-ready assets

Replace prefabs/materials with those from:

- Necropoly_URP_Setup/Materials/
- Necropoly_URP_Setup/Prefabs/ (if included)

Step 4 – URP Sky setup

Skyboxes are available in Necropoly_URP_Setup/Sky/ (e.g., NecropolyFree_Skybox_URP, sky_2_URP, Sunless_BlueSky_01/02).

Assign them via Window → Rendering → Lighting → Environment → Skybox Material.

Step 5 – Example scene

Open Necropoly_URP_Setup/Scenes/ to preview the cemetery environment in URP.

2. High Definition Render Pipeline (HDRP) Setup

Step 1 – Switch your project to HDRP

- In Unity, go to Edit → Project Settings → Graphics.
- Assign HDRRenderPipelineAsset (found in Necropoly_HDRP/HDRP_Preset/) to Scriptable Render Pipeline Settings.

Step 2 – Apply HDRP global settings

Assign HDRRenderPipelineGlobalSettings if Unity prompts you. Use HDRPDefaultSettings and Sky and Fog Settings Profile for recommended defaults.

Step 3 – Use HDRP-ready assets

Replace prefabs/materials with those from:

- Necropoly_HDRP/Materials/
- Necropoly_HDRP/Prefabs/ (if included)

Step 4 – HDRP Sky setup

Assign skyboxes from Necropoly_HDRP/Sky/ (e.g., sky_1_HDRP, sky_2_HDRP) via Window → Rendering → Lighting → Environment.

Step 5 – Example scene

Open Necropoly_HDRP/Scenes/ to preview the cemetery environment in HDRP.

3. Tips & Troubleshooting

- When switching between pipelines (Standard ↔ URP ↔ HDRP), always use Edit → Render Pipeline → Upgrade Project Materials.
- If you see pink materials, make sure you imported the correct preset for your pipeline.
- Use the provided example scenes to quickly verify that everything is working.

Thank you for using Necropoly Light!

If you like this free version, check out the full Necropoly pack on the Asset Store.

4. Contact & Support

If you encounter any issues or have special requests (e.g., adding small features, adjustments), feel free to reach out:

- ■ Email: emaceart@gmail.com
- ■ Discord: <https://discord.gg/6xYrZu6k>