

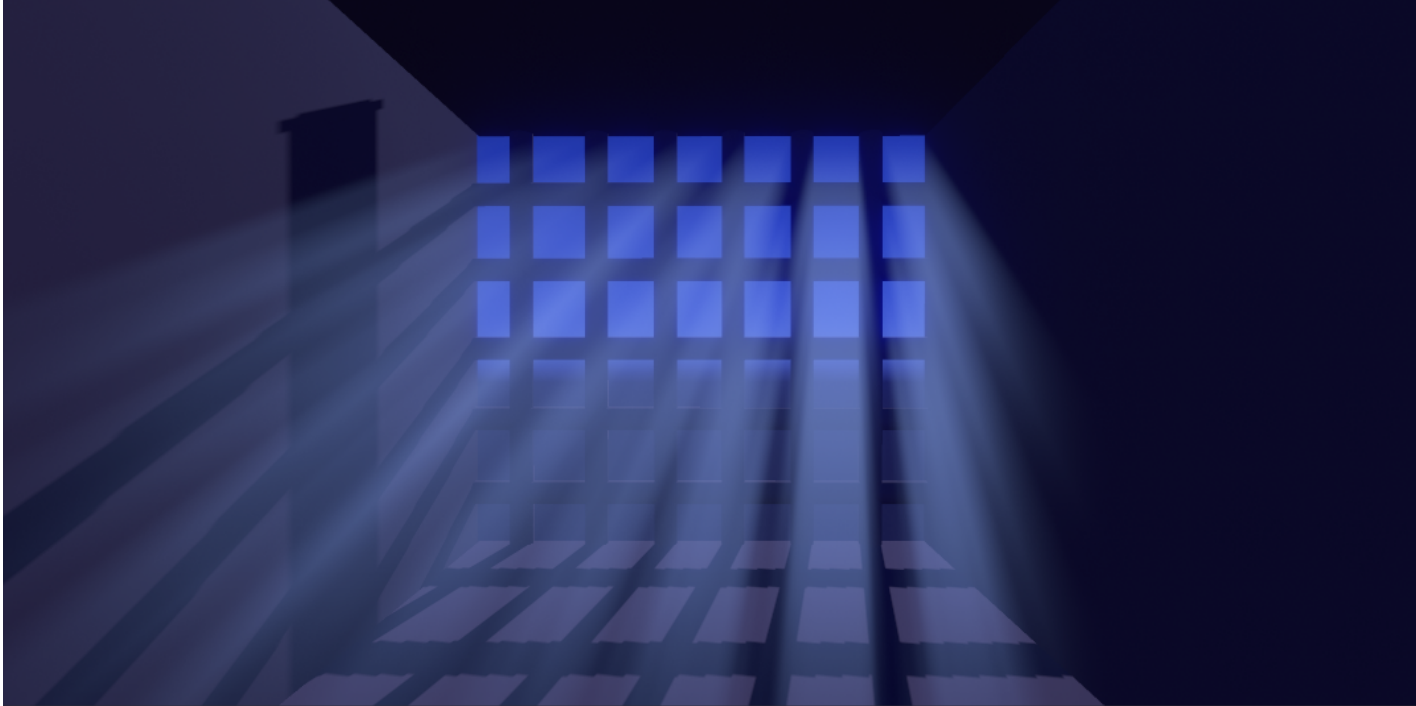
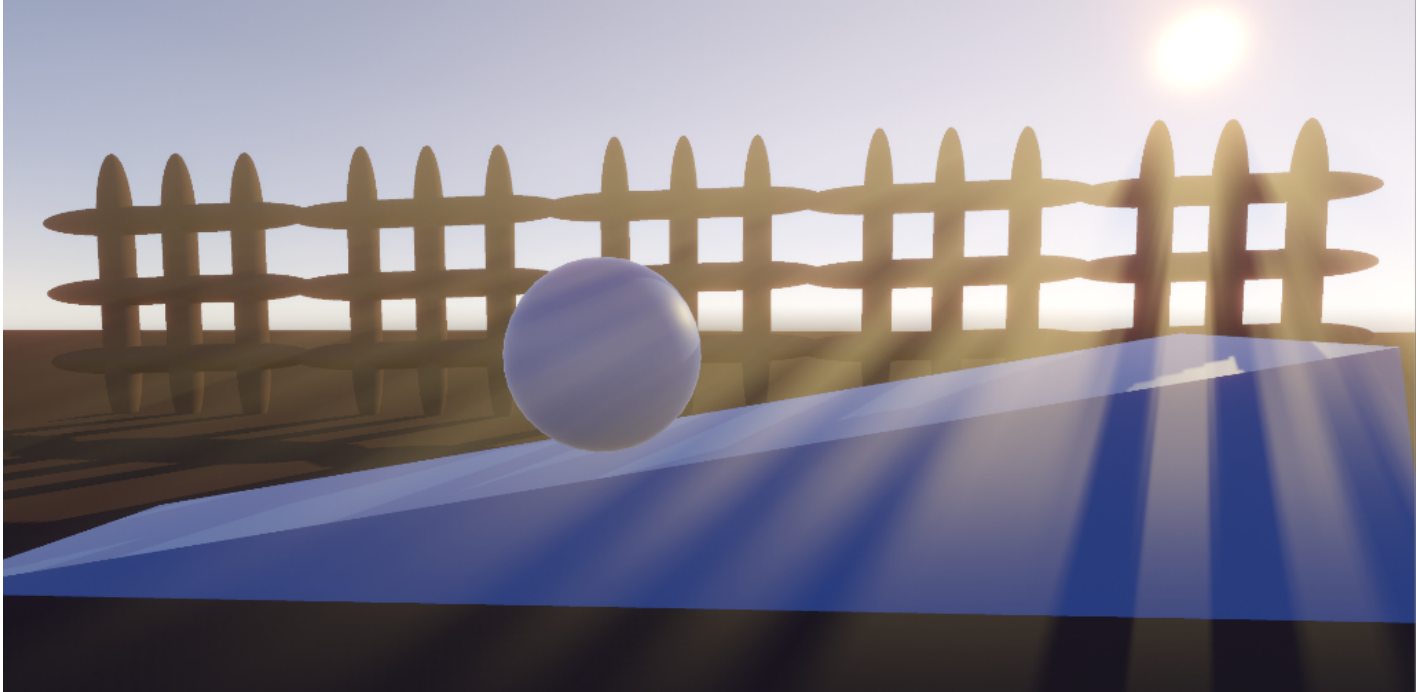
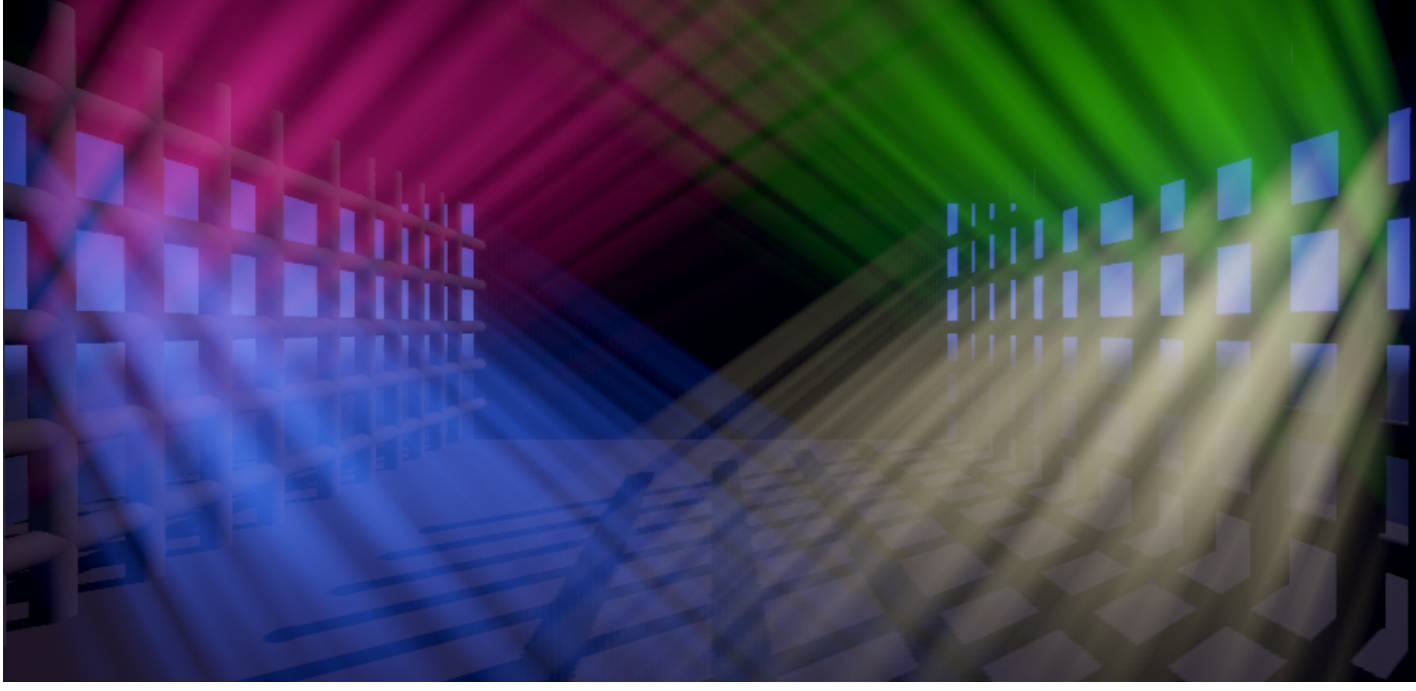


My Assets

LWRP/URP Volumetric Lighting

Posted by Bad Fat Dog on March 10, 2020

LWRP/URP Volumetric Lighting



LWRP/URP Volumetric Lighting is the LWRP/URP version of [Fast Volumetric Lighting](#).

[Youtube](#)

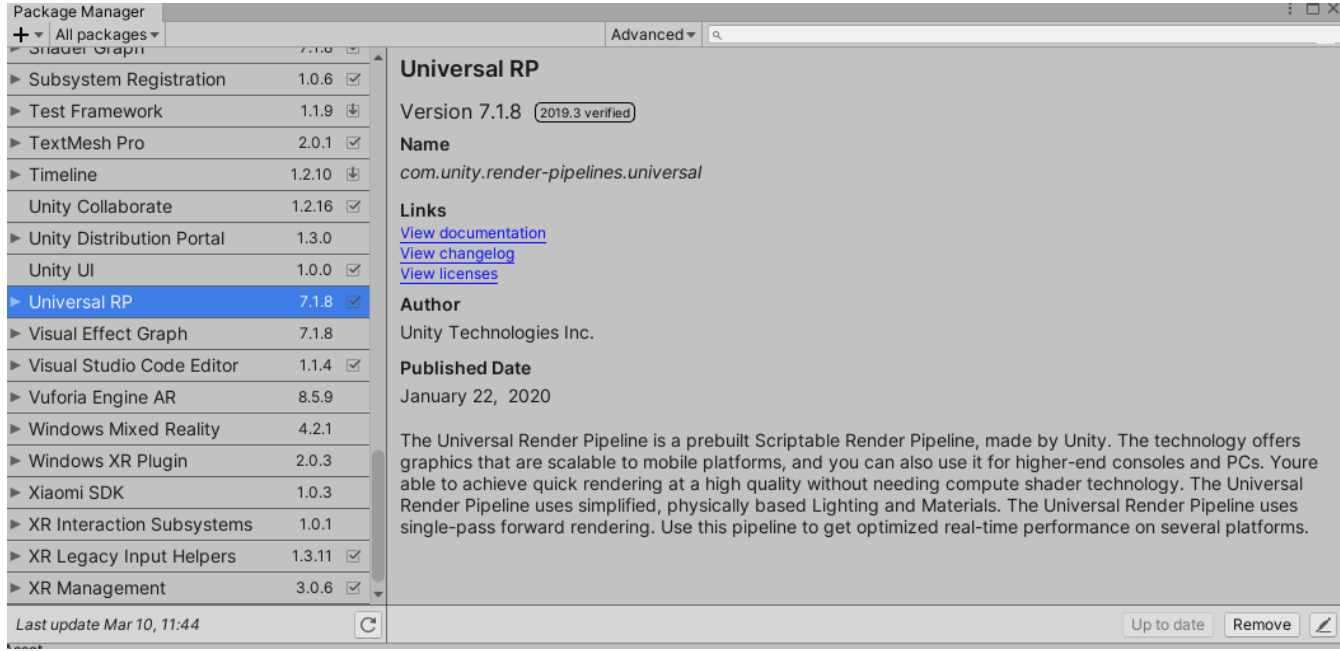
Fast Volumetric Lighting is a fast and high quality volumetric lighting implementation based on Radial Blur.

Features

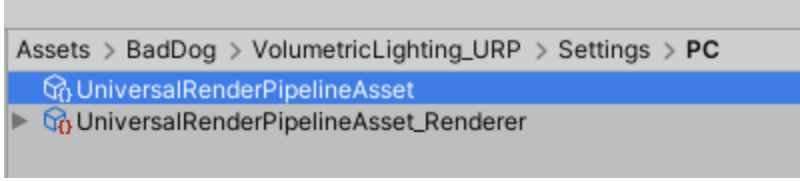
- Multi light casting.
- Dynamic.
- Customized lighting parameters and quality parameters.
- Optimized for mobile, really fast.
- Debuggable.
- Support HDR.
- PC && mobile examples supplied.
- Indoor && outdoor examples supplied.
- One light && multi light examples supplied.

How to use?

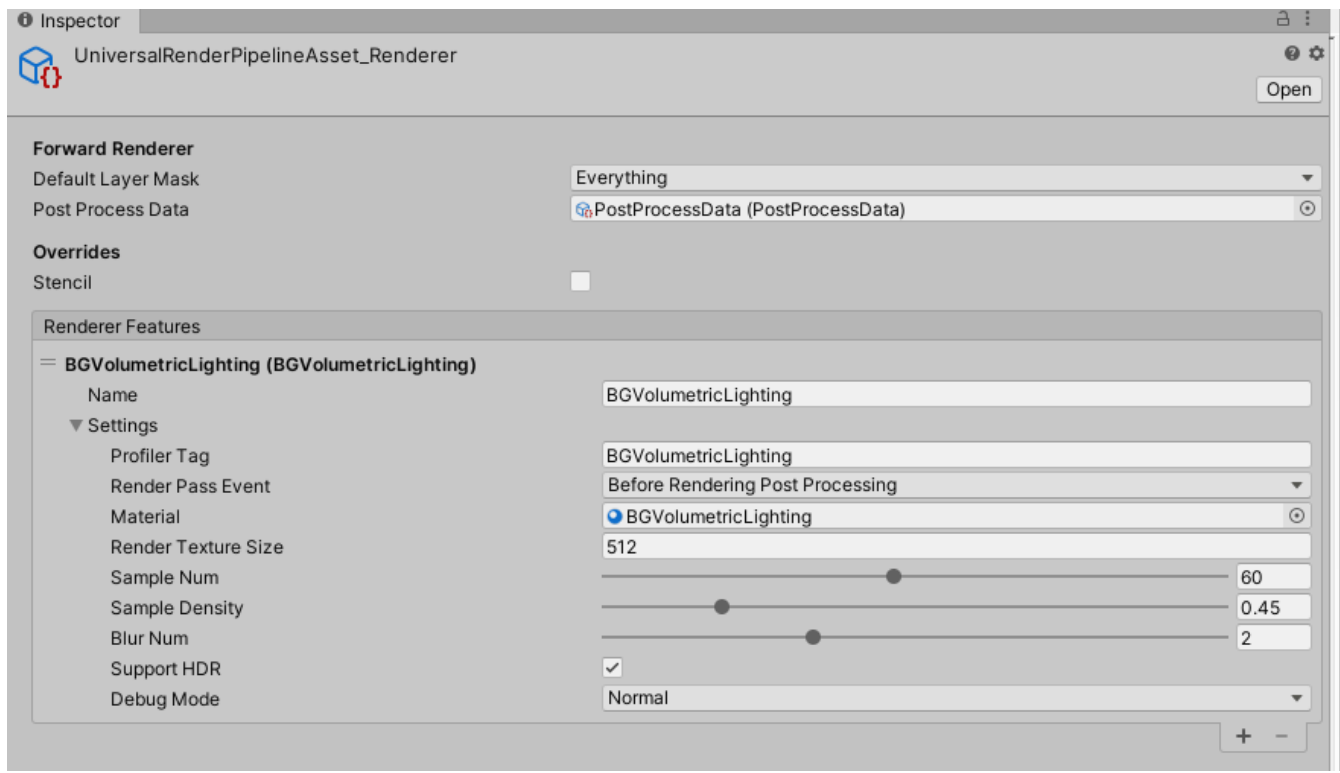
1. **LWRP** version is based on **Post Processing Stack V2**, and **URP** version is based on **SRP's Renderer Features**. The document is for **URP**, if you are interesting in **LWRP** version, please check [LWRP-Volumetric-Lighting's Document](#).
2. **URP** version requires Unity 2019.3 and above, you need to install all **URP** related packages first.



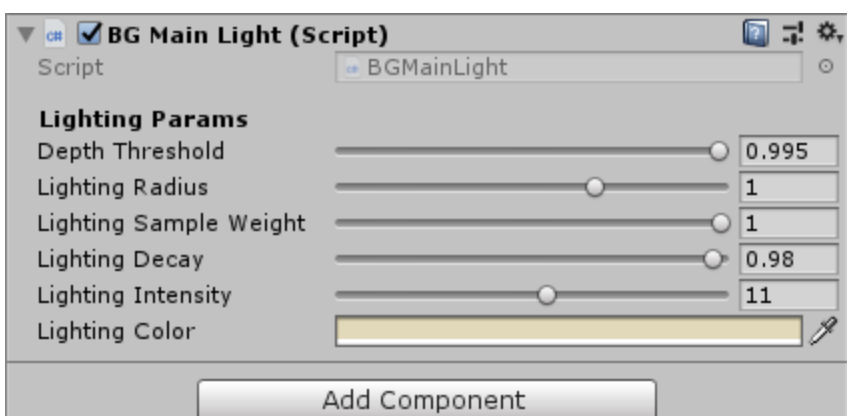
3. Assign **UniversalRenderPipelineAsset** in graphic settings. Check **Assets\BadDog\VolumetricLighting_URP\Settings** folder, there are two predefined pipeline assets, one is for PC, the other is for mobile.



4. Check each **UniversalRenderPipelineAsset_Renderer**, and you will find **BGVolumetricLighting_Renderer** Features, it's my Volumetric Lighting, it's executed before URP's Post Processing.



5. Add **BGMainLight** component to the light source which you need light casting. **Multi light** is also supported, if you need more than one light to cast, each light needs a **BGMainLight**.



6. Now everything is ready, volumetric lighting will occur when the light source is in your camera's view, check the demo scenes for more details.

About performance

1. For mobile devices, you need fewer BGMainLight components(<=2), smaller Render Texture(<=512), fewer sample count(<= 12), and 2-3 blur count. You will get good quality with acceptable performance.
2. The effect is auto disabled when all lights are **out of view** to save more performance.

About the examples

There are 5 example scenes.

1. testPC
2. testMobile
3. testNight
4. testOutdoor
5. testMultiLight

Demo scenes include **day and night**, **indoor and outdoor**, **pc and mobile**, **one light casting and multi light casting**, you can check the difference between their **Lighting Params** and **Quality Params**.

To run these demos correctly, you should set Unity's color space to **Linear**. If you are using Gamma Space, you need readjust **Lighting Params** yourself.

Enjoy it!

About the limitation

Radial Blur is fast, but it requires light source inside or not far away from your screen, check [The limitation of radial blur](#) before you buy it.

The video uses [The Illustrated Nature](#) as the example.

Customer Support:

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shenpan998@gmail.com	https://fatdogsp.github.io/2020/02/20/My-Assets/

PREVIOUS

LWRP VOLUMETRIC LIGHTING

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