

Multi-Pass

If you have additional passes without using a `LightMode` tag (or using `SRPDefaultUnlit`), it will be used alongside rendering the main `UniversalForward` one. This is commonly referred to as "Multi-pass". However while this may work in URP, it is **not recommended** as again it is something that breaks the SRP Batchers compatibility, which means rendering objects with the shader will be more expensive.

Instead, the recommended way to achieve Multi-pass is via one of the following:

- A separate shader, applied as a **second material** to the Mesh Renderer. If using submeshes, more materials can be added and it loops back around.
- **RenderObjects** feature on the Forward Renderer can be used to re-render all Opaque or Transparent objects on a **specific unity Layer** with an **Override Material** (which uses a separate shader). This is only really useful if you want to render a lot of objects with this second pass - don't waste an entire Layer on a single object. Using the Override Material also **will not keep properties/textures** from the previous shader.
- **RenderObjects** feature again, but instead of an Override Material you can use a **Pass with a custom LightMode tag** in your shader and use the **Shader Tag ID** setting on the feature to render it. This method will keep properties/textures since it's the same shader still, however it is only suitable for code-written shaders as Shader Graph doesn't provide a way to inject custom passes.