

# Pinball Creator

## Convert to URP

**1** Open [Demo\\_Table\\_01](#)

*Pinball Creator > Demo > Demo\_Table\_01*

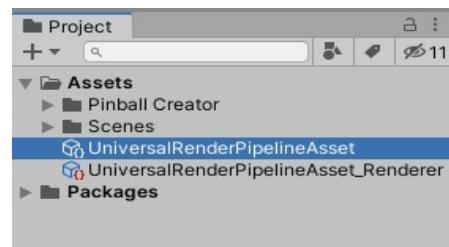
**2** Follow the instructions on this page

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@7.1/manual/InstallURPIntoAProject.html>

**3** Follow the instructions on this page

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@7.1/manual/upgrading-your-shaders.html>

**4** In Project tab select [UniversalRenderPipelineAsset](#)



**5** In Inspector tab :

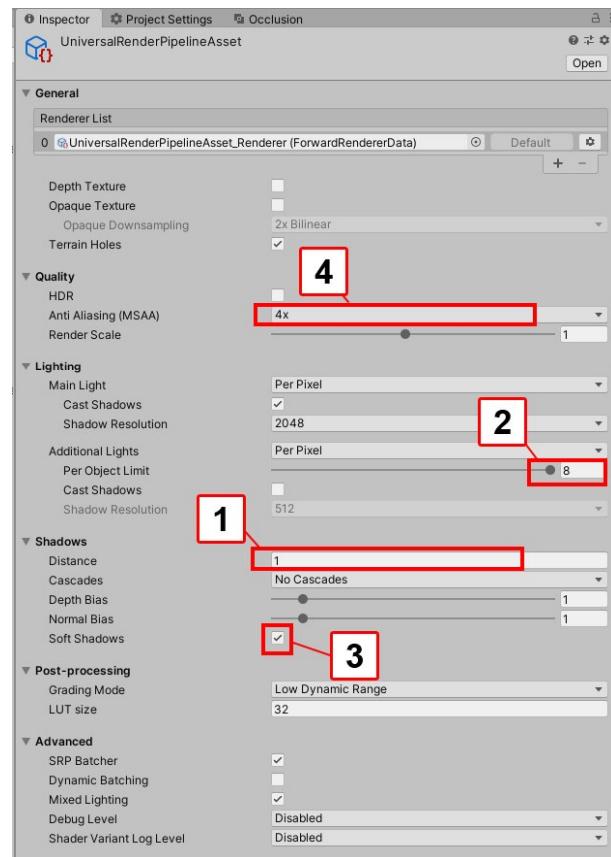
-Set **Shadow / Distance** to **1** (spot 1)

-Set **Per Objects Limits** to **8** (spot 2)

- Check box **Soft Shadows** (spot 3)

### Optional

-Set **Anti Aliasing(MSSAA)** to **4x** (spot 4)



## 6 Open Light Explorer tab

Window > Rendering > Light Explorer

## 7 Set Intensity to 0.02 for all lights (spot 1)

## 8 Set Intensity to 0.5 for Directionnal Light (spot 2)

Light Explorer							
Lights Reflection Probes Light Probes Static Emissives							
Lock Selection	Enabled	Name	Type	Shape	Mode	Color	Intensity
<input type="checkbox"/>	Point light	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Point light	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Point light	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
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<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Light_desktop	Point	Point	Realtime	0.02	0	0.02
<input checked="" type="checkbox"/>	Directional light	Directional	Directional	Realtime	0.5	0	0.5

## 9 Compute lightmaps

## 10 Last step : we need to add transparency for some materials

On this image the outline of the LEDs are not transparent

## 12 Select one of the leds ( for example x6 leds)



## 13 Select materials

## 14 Set Surface Type to Transparent

If there is the problem with other materials proceed in the same way

