

Pinball Creator

Convert to URP

1 Open **Demo_Table_01**

Pinball Creator > Demo > Demo_Table_01

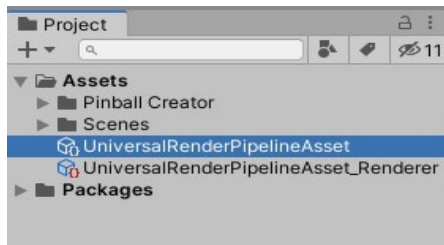
2 Follow the instructions on this page

<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 :

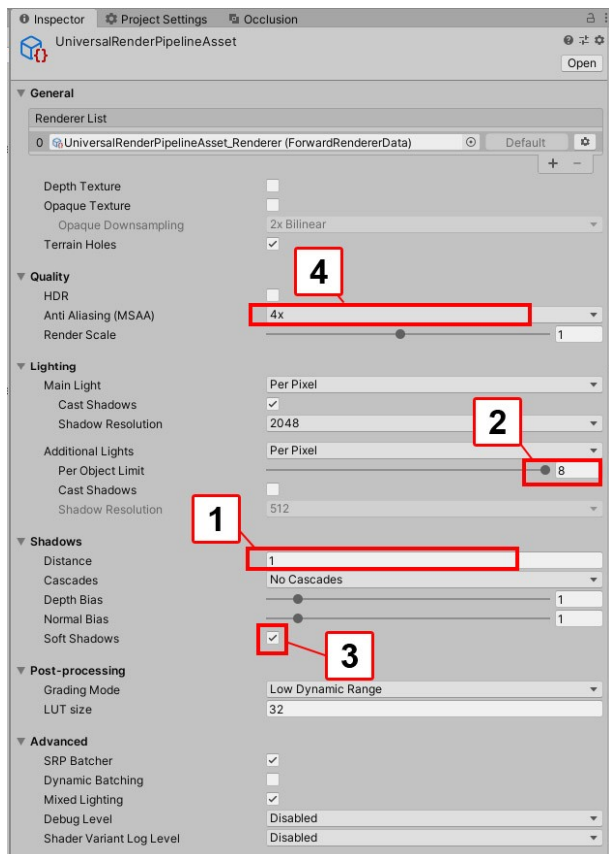
-Set **Shadow / Distance** to **1** (spot 1)

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

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

Optional

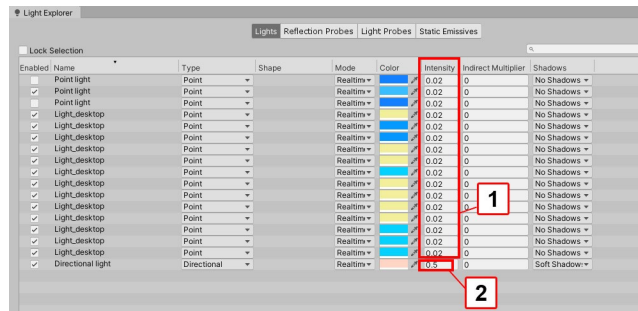
-Set **Anti Aliasing(MSSAA)** to **4x** (spot 4)



Window > Rendering > Light Explorer

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

8 Set **Intensity** to **0.5** for **Directional Light** (spot 2)



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*

