

Pinball Creator

Convert to HDRP

1 Follow the instructions on this page (*Setting up HDRP* section and *Upgrading Materials* section only)

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.high-definition@7.1/manual/Upgrading-To-HDRP.html>

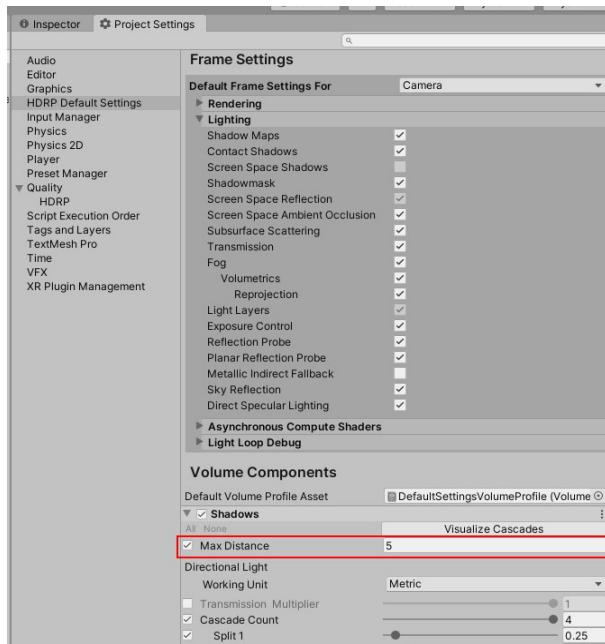
2 Open **Demo_Table_01**

Pinball Creator > Demo > Demo_Table_01

3 Open Project Settings Tab:

-Set **Shadows / Max distance** to **5**

Project Settings > HDRP Default Settings > Volume Components > Shadows > Max Distance



4 Open **Light Explorer** tab

Window > Rendering > Light Explorer

5 Set **Intensity** to **1** for all lights (spot 1)

6 Set **Intensity** to **2** for **Directionnal Light** (spot 2)

