

# README

## Contents

- About
- Installation Instructions
- Usage Instructions
- VR Usage
- Requirements
- Support

## About

Auto Exposure is an automatic exposure system for Unity URP. This asset will automatically brighten or darken your scene view in order to recreate the function of eye adaptation, which adjusts to both very dark and very bright areas.

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## Installation Instructions

1. Import the asset into your project.

## Usage Instructions

1. Add the Auto Exposure Render Feature to your Universal Renderer Data asset.
2. Click on your Camera, ensure the Post Processing checkbox is toggled on.
3. In the Scene or Hierarchy view, select a GameObject that contains a Volume component to view it in the Inspector. 3a. Click 'Add Override' 3b. Select Post-processing / AutoExposure 3c. Configure the Auto Exposure effect from the Volume Profile.

You can also assign the Auto Exposure effect to Local Box and Sphere Volumes in the same way you would with any other built-in URP post-processing effect.

You can reference the URP documentation on configuring post-processing for additional help: <https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@12.1/manual/integration-with-post-processing.html>

You can reference Wikipedia for additional details on Exposure Values: [https://en.wikipedia.org/wiki/Exposure\\_value](https://en.wikipedia.org/wiki/Exposure_value)

## VR Usage

Compute mode is currently incompatible with VR SPI. For VR SPI, set the Rendering Mode to Fragment. Compute mode is compatible with VR Multipass.

## Notes

The Adaptation Mode is always set to Instant for Scene View and for the Game View when not in play mode. The camera automatically weights luminance values based on the pixel's value from the center of the screen. Values taken from the center are weighted the most, values at the edges are weighted the least. You can set custom luminance weighting masks using the Metering Mask Mode and Metering Mask Texture properties.

## **Troubleshooting**

Ensure that you have added the Auto Exposure Render Pass to your Universal Renderer Data. Ensure that your camera has Post Processing enabled. Ensure that your Volume Profile has the Auto Exposure override added, and that the override's Mode is set to On.

## **Compatability**

Use the Fragment mode when targeting hardware that does not offer Compute Shader. Auto Exposure will gracefully downgrade to the Fragment shader option on devices where Compute Shader support is unavailable. When it does so, it will use the Fragment mode settings specified in the relevant Volume. We recommend that you set the target mode manually so that you can determine the best Fragment mode settings for your project.

## **Support**

If you're not happy, We're not happy. Please contact us at [hello@occasoftware.com](mailto:hello@occasoftware.com) for any support or join our Discord at <https://www.occasoftware.com/discord>