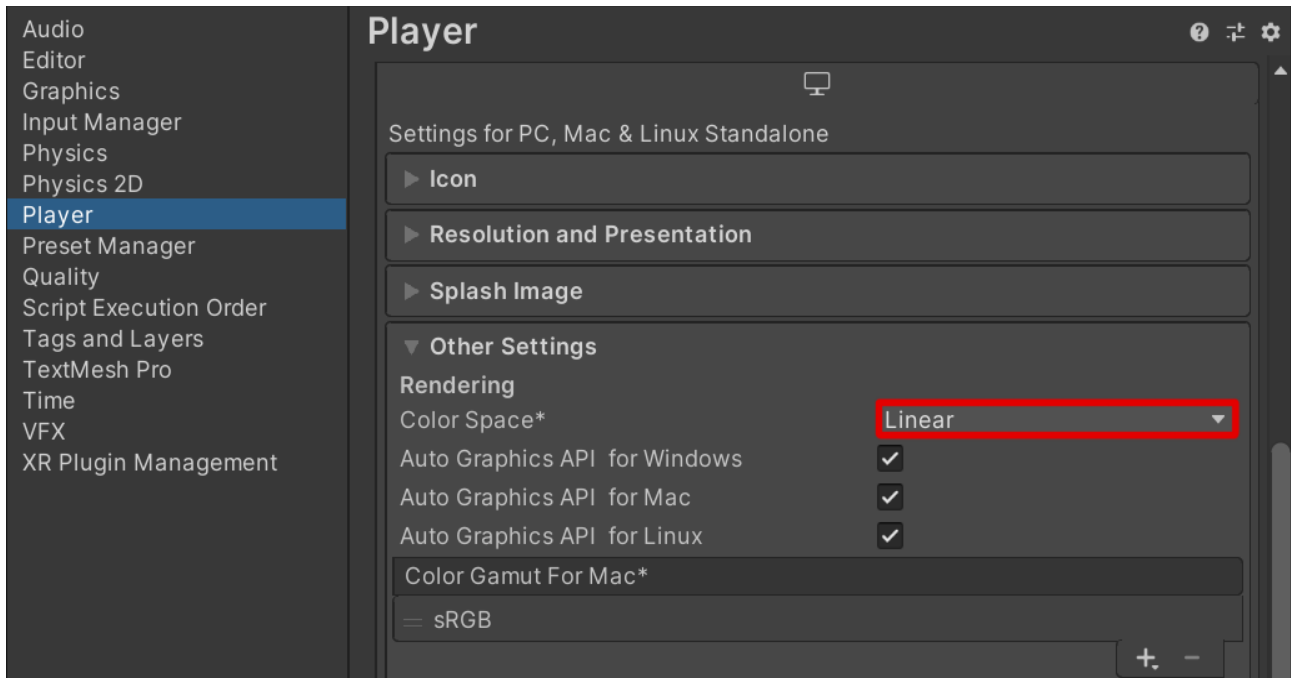


Sci-Fi MegaCity

Standard / Built-in setup

For convenience, make sure your project Rendering Settings are set to **Linear**.

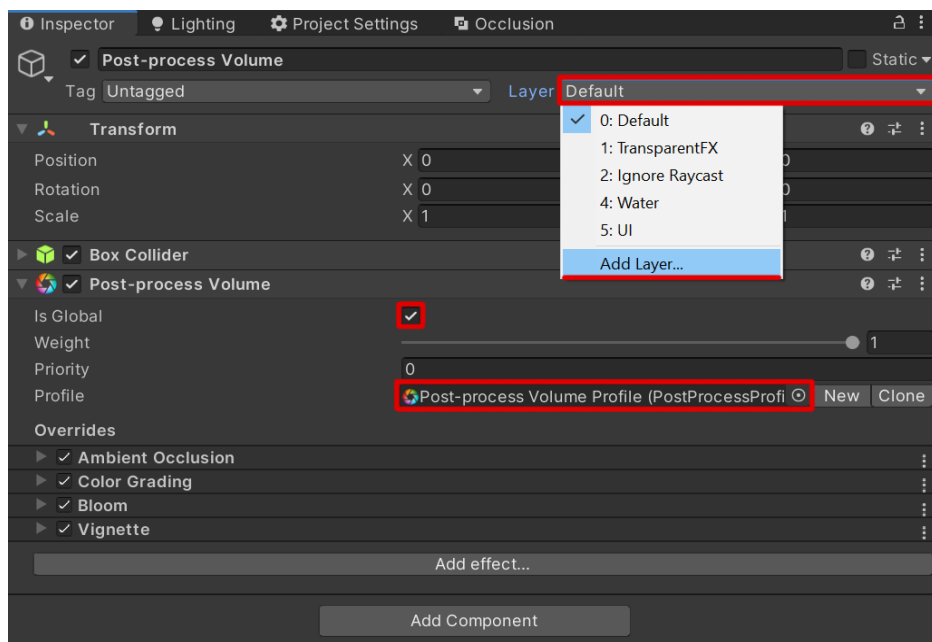
Rendering Settings are located in **Edit > Project Settings > Player**



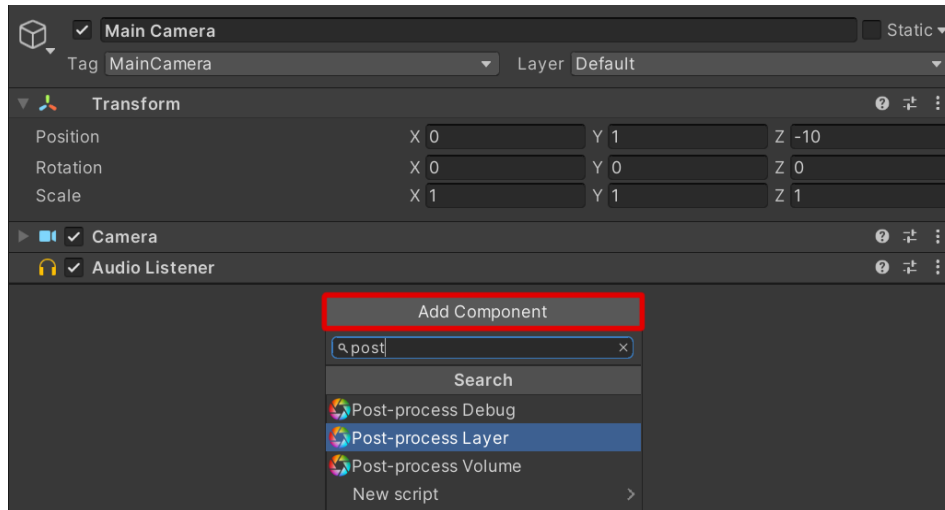
To achieve the same lighting setup as the screenshots seen on the Asset Store, install the **Post-Processing** plugin via the Download Manager, located in **Window > Package Manager**

When installed, create a **Game Object > 3D Object > Post-Process Volume**.

On the created Volume, assign the **Post-Process Profile** located in **SciFi_MegaCity > Settings > Built-in**. Create a custom Layer for the Post-Process Volume by clicking on the Default Layer and **Add Layer...** Give any name to the new Layer, and go back to the Volume to assign it. Check **Is Global**.



Now add a **Post-Process Layer** component to the scene **Camera** :



Assign the **Layer** you just created to the component, and choose an **Anti-Aliasing** method.

URP setup

Install URP with the Package Manager.

Open the **URP** .unitypackage located in **SciFi_MegaCity > Settings > URP**

Assign the provided **Global Volume Profile** located in **SciFi_MegaCity > Settings > URP** to the Global Volume in the scenes if it's missing.

Make sure you have **HDR** checked in your Render Pipeline settings.

HDRP setup

Install HDRP with the Package Manager and follow the **HD Render Pipeline Wizard** instructions.

Open the **HDRP** .unitypackage located in **SciFi_MegaCity > Settings > HDRP**

Shaders

CustomStandard

PBR shader with Parallax Occlusion Mapping and color masking.

This shader is editable with **Amplify Shader Editor**.

Thank you ♥

If you have any questions, or simply want to say hello, feel free to contact us at contact@bk-prod.fr

We also have a **7 questions** survey over here :

<https://forms.gle/5Am8UN3NFq7Qq5ar5>

Every bit helps, your feedback is extremely valuable to us !

Enjoy your pack !

Andragor Inc.

<https://andragorinc.wixsite.com/andragorinc>