URP & HDRP Setup

Most URP / HDRP related settings require a 'Volume Profile' reference to work. Here are the criterias that need to be met in order for effects that require such a volume profile to work.

Volume Profile Reference

Assign a profile on a settings collection or on a per setting basis. If a shared reference is assigned on a settings collection all settings that require a profile will use that one unless overridden by an individual setting.
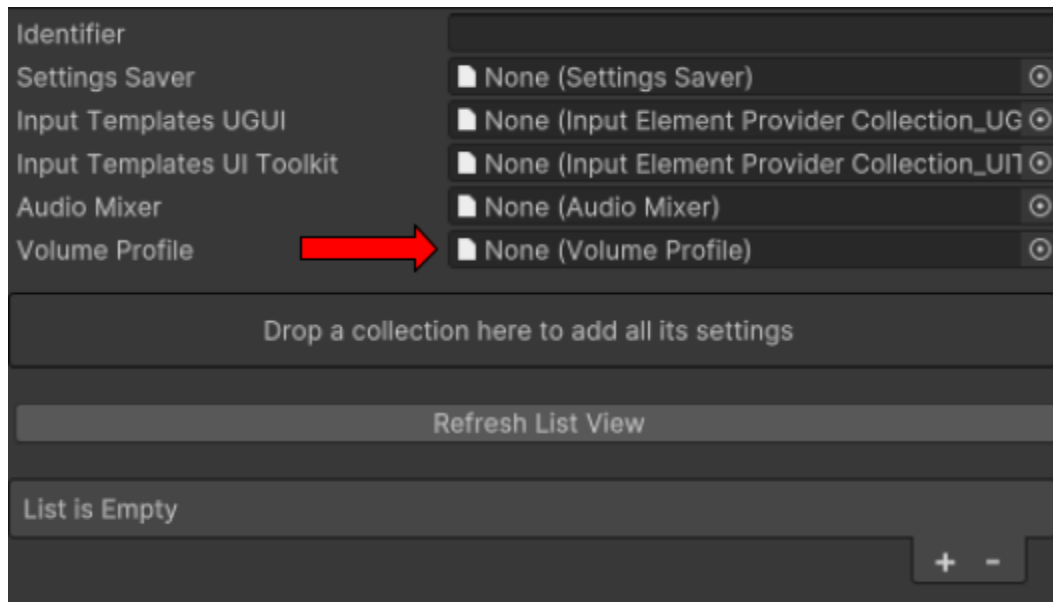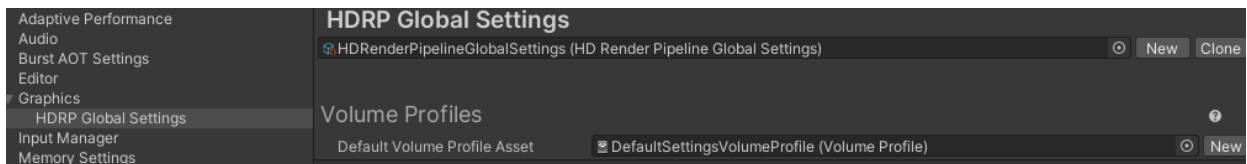

If left empty a profile needs to be referenced on each setting for them to function.
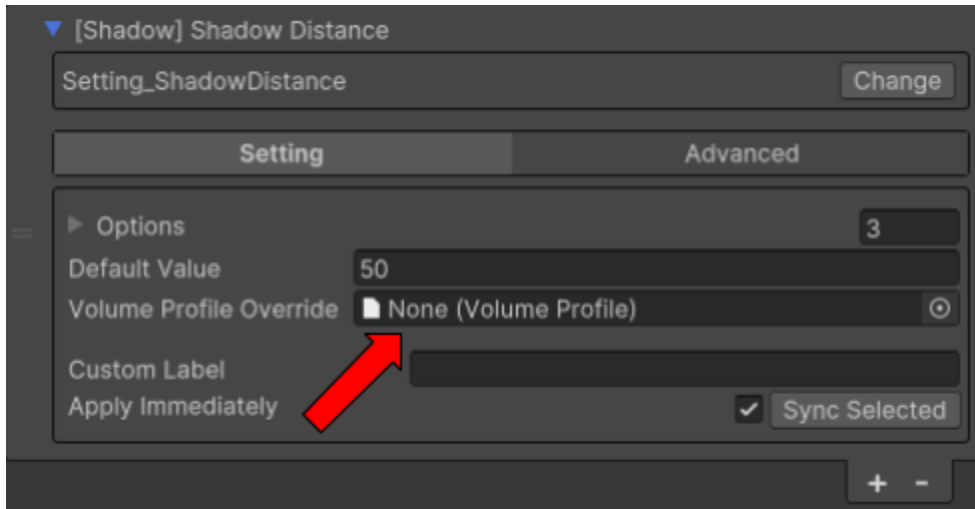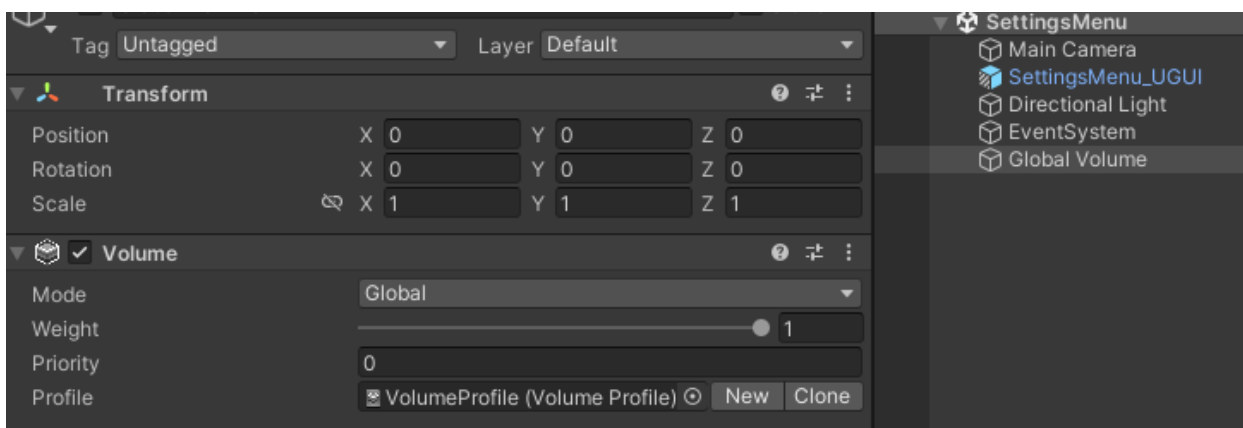
Volume Profile Access

The referenced VolumeProfile needs to be one of the two:

1. The default volume profile referenced in the graphics settings. In URP this is only possible in Unity 2023+ with the URP version 16+.

2. Exist in an active scene as part of a 'Volume Component'.

Additional Information

URP Effect Requirements

Post processing effects need to be enabled on the camera for them to work in URP.

Contact Shadows (HDRP)

Contact Shadows need to be enabled on the HD render pipeline asset and/or the light component to work.