

# Settings Overview

## Overview

### URP Requirements

#### Ambient Occlusion

- Ambient Occlusion Active
- Ambient Occlusion Quality
- Ambient Occlusion Intensity
- Ambient Occlusion Radius
- Ambient Occlusion Direct Lighting Strength
- Ambient Occlusion Temporal Accumulation
- Ambient Occlusion Bilateral Aggressiveness
- Ambient Occlusion Ghosting Reduction

#### Bloom

- Bloom Active
- Bloom Quality
- Bloom Threshold
- Bloom Intensity
- Bloom Scatter
- Bloom Lens Dirt Intensity

#### Channel Mixer

- Channel Mixer Active
- Channel Mixer Red Output Red
- Channel Mixer Red Output Green
- Channel Mixer Red Output Blue
- Channel Mixer Green Output Red
- Channel Mixer Green Output Green
- Channel Mixer Green Output Blue
- Channel Mixer Blue Output Red
- Channel Mixer Blue Output Green
- Channel Mixer Blue Output Blue

#### Chromatic Aberration

- Bloom Active
- Bloom Quality
- Bloom Intensity

## **Color Adjustments**

- Color Adjustments Active
- Color Adjustments Post Exposure
- Color Adjustments Contrast
- Color Adjustments Hue Shift
- Color Adjustments Saturation

## **Contact Shadows**

- Requirements
- Contact Shadows Active
- Contact Shadows Enable
- Contact Shadows Length
- Contact Shadows Opacity
- Contact Shadows Distance Scale Factor
- Contact Shadows Min Distance
- Contact Shadows Max Distance
- Contact Shadows Fade Distance
- Contact Shadows Fade In Distance
- Contact Shadows Ray Bias
- Contact Shadows Thickness Scale
- Contact Shadows Quality

## **Depth Of Field**

- Depth Of Field Active
- Depth Of Field Quality
- Depth Of Field Focus Mode
- Depth Of Field Focus Distance Mode
- Depth Of Field Focus Distance
- Depth Of Field Near Focus Start
- Depth Of Field Near Focus End
- Depth Of Field Far Focus Start
- Depth Of Field Far Focus End

## **Film Grain**

- Film Grain Active
- Film Grain Type
- Film Grain Intensity
- Film Grain Response

## **Fog**

- Fog Active

Fog Enable  
Fog Quality  
Fog Base Height  
Fog Maximum Height  
Fog Max Fog Distance  
Fog Color Mode  
Fog Enable Volumetric Fog  
Fog Global Light Probe Dimmer  
Fog Denoising Mode

### **Lens Distortion**

Lens Distortion Active  
Lens Distortion Intensity  
Lens Distortion X Multiplier  
Lens Distortion Y Multiplier  
Lens Distortion Scale

### **Lift, Gamma, Gain**

Lift, Gamma, Gain Active

### **Micro Shadows**

Micro Shadows Active  
Micro Shadows Enable  
Micro Shadows Opacity

### **Motion Blur**

Motion Blur Active  
Motion Blur Quality  
Motion Blur Intensity  
Motion Blur Minimum Velocity  
Motion Blur Maximum Velocity

### **Panini Projection**

Panini Projection Active  
Panini Projection Distance  
Panini Projection Crop To Fit

### **Shadows, Midtones, Highlights**

Shadows Midtones Highlights Active

### **Split Toning**

Split Toning Active  
Split Toning Balance

### **Tonemapping**

Tonemapping Active  
Tonemapping Mode  
Tonemapping Toe Strength  
Tonemapping Toe Length  
Tonemapping Shoulder Strength  
Tonemapping Shoulder Length  
Tonemapping Shoulder Angle  
Tonemapping Gamma  
Tonemapping Lookup Texture Contribution

### **Vignette**

Vignette Active  
Vignette Mode  
Vignette Intensity  
Vignette Smoothness  
Vignette Roundness  
Vignette Rounded

### **White Balance**

White Balance Active  
White Balance Temperature  
White Balance Tint

### **Dynamic Resolution**

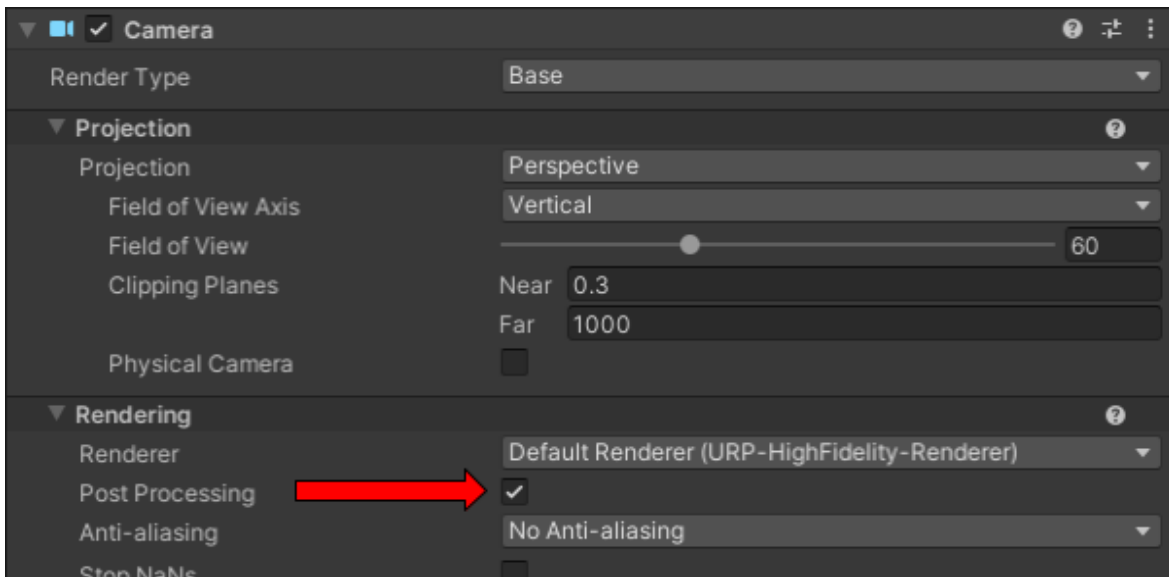
Dynamic Resolution Enabled  
Dynamic Resolution Type  
Fallback Upscale Filter  
Use Mip Bias  
Min Screen Percentage  
Max Screen Percentage  
DLSS Enabled  
DLSS Use Optimal Settings  
DLSS Sharpness  
DLSS Quality  
FSR 2 Sharpness Enabled  
FSR 2 Sharpness  
FSR 2 Use Optimal Settings  
FSR 2 Quality

## Overview

The addon comes with many HDRP & URP settings you can add to your menu(s). The following tables list those settings, what Unity version they require and in what render pipeline they have an effect in. All settings will show up properly in the menu regardless of version or pipeline, however the ones with no effect or wrong version will simply not do anything if their value is changed. Please refer to the official documentation on details about each specific setting. A link to the documentation is provided for each setting group.

## URP Requirements

For the effects to work in the universal render pipeline (URP) the post processing needs to be enabled on the camera.



## Ambient Occlusion

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Ambient Occlusion Active	Enables/Disables the effect.	2021	✗	✓

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Ambient Occlusion Quality	The quality of the effect.	2021	✗	✓
Ambient Occlusion Intensity	Sets the strength of the effect.	2021	✗	✓
Ambient Occlusion Radius	Changes the search distance around a point for occluders.	2021	✗	✓
Ambient Occlusion Direct Lighting Strength	Changes how much the occlusion affects direct diffuse lighting.	2021	✗	✓
Ambient Occlusion Temporal Accumulation	Changes how ambient occlusion accumulates the result over time.	2021	✗	✓
Ambient Occlusion Bilateral Aggressiveness	The higher this value the less lenient with depth differences the spatial filter is and so more likely is to reject samples that are at different depth values.	2021	✗	✓
Ambient Occlusion Ghosting Reduction	Moving this factor closer to 0 will increase the amount of accepted samples during temporal accumulation, increasing the ghosting, but reducing the temporal noise.	2021	✗	✓

## Bloom

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Bloom Active	Enables/Disables the effect.	2021	✓	✓
Bloom Quality	The quality of the effect.	2021	✗	✓
Bloom Threshold	This value is expressed in gamma-space. A value higher than 0 will break the energy conservation rule.	2021	✓	✓
Bloom Intensity	Sets the strength of the Bloom filter.	2021	✓	✓
Bloom Scatter	Changes the extent of the veiling effect.	2021	✓	✓
Bloom Lens Dirt Intensity	Color for the Bloom effect to tint to.	2021	✓	✓

## Channel Mixer

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Channel Mixer Active	Enables/Disables the effect.	2021	✓	✓
Channel Mixer Red Output Red	The influence of the red channel on the red output channel.	2021	✓	✓

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Channel Mixer Red Output Green	The influence of the green channel on the red output channel.	2021	✓	✓
Channel Mixer Red Output Blue	The influence of the blue channel on the red output channel.	2021	✓	✓
Channel Mixer Green Output Red	The influence of the red channel on the green output channel.	2021	✓	✓
Channel Mixer Green Output Green	The influence of the green channel on the green output channel.	2021	✓	✓
Channel Mixer Green Output Blue	The influence of the blue channel on the green output channel.	2021	✓	✓
Channel Mixer Blue Output Red	The influence of the red channel on the blue output channel.	2021	✓	✓
Channel Mixer Blue Output Green	The influence of the green channel on the blue output channel.	2021	✓	✓
Channel Mixer Blue Output Blue	The influence of the blue channel on the blue output channel.	2021	✓	✓



## Chromatic Aberration

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Bloom Active	Enables/Disables the effect.	2021	✓	✓
Bloom Quality	The quality of the effect.	2021	✗	✓
Bloom Intensity	Sets the strength of the effect.	2021	✓	✓

## Color Adjustments

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Color Adjustments Active	Enables/Disables the effect.	2021	✓	✓
Color Adjustments Post Exposure	Adjusts the overall exposure of the scene in EV. Can be used as a general brightness setting.	2021	✓	✓
Color Adjustments Contrast	Expands or shrinks the overall range of tonal values. Can be used as a general contrast setting.	2021	✓	✓
Color Adjustments Hue Shift	Shifts the hue of all colors.	2021	✓	✓
Color Adjustments Saturation	Pushes the intensity of all colors.	2021	✓	✓

## Contact Shadows

### Requirements

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

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Contact Shadows Active	Enables/Disables the effect.	2021	✗	✓
Contact Shadows Enable	Enables/Disables the effect.	2021	✗	✓
Contact Shadows Length	Sets the length of the rays in meters.	2021	✗	✓
Contact Shadows Opacity	Sets the opacity of the Contact Shadows. Lower values result in softer, less prominent shadows.	2021	✗	✓
Contact Shadows Distance Scale Factor	Set the value used to dampen the scale to avoid biasing artifacts with distance.	2021	✗	✓
Contact Shadows Min Distance	The distance from the Camera, in meters, at which the effect begins to fade in Contact Shadows.	2021	✗	✓
Contact Shadows Max Distance	Sets the distance from the Camera, in meters, at which the effect begins to fade Contact Shadows out to zero.	2021	✗	✓
Contact Shadows Fade Distance	Sets the distance, in meters, over which the effect fades Contact	2021	✗	✓

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
	Shadows out when at the Max Distance.			
Contact Shadows Fade In Distance	Sets the distance, in meters, over which the effect fades Contact Shadows in when past the Min Distance.	2021	✗	✓
Contact Shadows Ray Bias	Controls the bias applied to the screen space ray cast to get contact shadows.	2021	✗	✓
Contact Shadows Thickness Scale	Controls the thickness of the objects found along the ray, essentially thickening the contact shadows.	2021	✗	✓
Contact Shadows Quality	Specifies the quality level to use for this effect.	2021	✗	✓

## Depth Of Field

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Depth Of Field Active	Enables/Disables the effect.	2021	✓	✓
Depth Of Field Quality	The quality of the effect.	2021	✗	✓

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Depth Of Field Focus Mode	Sets the focus for the depth of field effect.	2021	✓	✓
Depth Of Field Focus Distance Mode	Selects where the focus distance is specified.	2021	✗	✓
Depth Of Field Focus Distance	Sets the distance to the focus plane from the Camera.	2021	✗	✓
Depth Of Field Near Focus Start	Sets the distance from the Camera at which the near field blur begins to decrease in intensity.	2021	✗	✓
Depth Of Field Near Focus End	Sets the distance from the Camera at which the near field doesn't blur anymore.	2021	✗	✓
Depth Of Field Far Focus Start	Sets the distance from the Camera at which the far field starts blurring.	2021	✗	✓
Depth Of Field Far Focus End	Sets the distance from the Camera at which the far field blur reaches its maximum blur radius.	2021	✗	✓

## Film Grain

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Film Grain Active	Enables/Disables the effect.	2021	✓	✓
Film Grain Type	Sets the type of grain to use.	2021	✓	✓
Film Grain Intensity	Sets the strength of the Film Grain effect.	2021	✓	✓
Film Grain Response	Sets the noisiness response curve. The higher you set this value, the less noise there is in brighter areas.	2021	✓	✓

## Fog

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Fog Active	Enables/Disables the effect.	2021	✗	✓
Fog Enable	Enables/Disables the effect.	2021	✗	✓
Fog Quality	The quality of the effect.		✗	✓
Fog Base Height	Sets the height of the boundary between the constant (homogeneous) fog and the exponential fog.	2021	✗	✓

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			<div>✓ Has an effect in pipeline</div> <div>✗ Has no effect in pipeline</div>	
			URP	HDRP
Fog Maximum Height	Controls the rate of falloff for the height fog in meters. Higher values stretch the fog vertically. At this height , the falloff reduces the initial base density by 63%.	2021	✗	✓
Fog Max Fog Distance	Controls the distance (in meters) when applying fog to the skybox or background. Also determines the range of the Distant Fog.	2021	✗	✓
Fog Color Mode	Sets the mode the effect uses to calculate the color of the fog.	2021	✗	✓
Fog Enable Volumetric Fog	Sets whether or not volumetric fog should be calculated.	2021	✗	✓
Fog Global Light Probe Dimmer	Sets the amount to dim the intensity of the global ambient light probe that the sky generates. A value of 0 doesn't dim the light probe and a value of 1 fully dims the light probe.	2021	✗	✓
Fog Denoising Mode	Sets the denoising technique to use for the volumetric fog.	2021	✗	✓

## Lens Distortion

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Lens Distortion Active	Enables/Disables the effect.	2021	✓	✓
Lens Distortion Intensity	Sets the overall strength of the distortion effect.	2021	✓	✓
Lens Distortion X Multiplier	Sets the distortion intensity on the x-axis. This value acts as a multiplier so you can set this value to 0 to disable distortion on this axis.	2021	✓	✓
Lens Distortion Y Multiplier	Sets the distortion intensity on the y-axis. This value acts as a multiplier so you can set this value to 0 to disable distortion on this axis.	2021	✓	✓
Lens Distortion Scale	Sets the value for global screen scaling. This zooms the render to hide the borders of the screen.	2021	✓	✓

## Lift, Gamma, Gain

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Lift, Gamma, Gain Active	Enables/Disables the effect.	2021	✓	✓

## Micro Shadows

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Micro Shadows Active	Enables/Disables the effect.	2021	✗	✓
Micro Shadows Enable	Enables/Disables the effect.	2021	✗	✓
Micro Shadows Opacity	Sets the opacity of micro shadows for this Volume.	2021	✗	✓

## Motion Blur

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Motion Blur Active	Enables/Disables the effect.	2021	✓	✓
Motion Blur Quality	The quality of the effect.	2021	✓	✓
Motion Blur Intensity	Sets the strength of the Motion Blur effect.	2021	✓	✓
Motion Blur Minimum Velocity	Sets the minimum velocity, in pixels, that triggers motion blur.	2021	✓	✓
Motion Blur Maximum Velocity	Sets the maximum velocity, in pixels, that the effect allows for	2021	✓	✓



Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
	all sources of motion blur except Camera rotation.			

## Panini Projection

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Panini Projection Active	Enables/Disables the effect.	2021	✓	✓
Panini Projection Distance	Sets the strength of the distortion.	2021	✓	✓
Panini Projection Crop To Fit	Crops the distortion to fit the screen. A value of 1 crops the distortion to the edge of the screen, but results in a loss of precision in the center if you set Distance to a high value.	2021	✓	✓

## Shadows, Midtones, Highlights

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Shadows Midtones Highlights Active	Enables/Disables the effect.	2021	✓	✓

## Split Toning

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Split Toning Active	Enables/Disables the effect.	2021	✓	✓
Split Toning Balance	Sets the balance between Shadows and Highlights.	2021	✓	✓

## Tonemapping

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Tonemapping Active	Enables/Disables the effect.	2021	✓	✓
Tonemapping Mode	Sets the tonemapping algorithm to use for color grading.	2021	✓	✓

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Tonemapping Toe Strength	Sets the strength of the transition between the curve's toe and the curve's mid-section. A value of 0 results in no transition and a value of 1 results in a hard transition.	2021	✗	✓
Tonemapping Toe Length	Sets the length of the curve's toe. Higher values result in longer toes and so contain more of the dynamic range.	2021	✗	✓
Tonemapping Shoulder Strength	Sets the strength of the transition between the curve's midsection and the curve's shoulder. A value of 0 results in no transition and a value of 1 results in a hard transition.	2021	✗	✓
Tonemapping Shoulder Length	Sets the amount of f-stops to add to the dynamic range of the curve. This is how much of the highlights that the curve takes into account.	2021	✗	✓
Tonemapping Shoulder Angle	Sets how much overshoot to add to the curve's shoulder.	2021	✗	✓
Tonemapping Gamma	Sets a gamma correction to the entire curve.	2021	✗	✓
Tonemapping Lookup Texture Contribution	Sets the overall contribution that the lookup texture has to the color grading effect.	2021	✗	✓

## Vignette

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Vignette Active	Enables/Disables the effect.	2021	✓	✓
Vignette Mode	Sets the vignette display mode.	2021	✗	✓
Vignette Intensity	Sets the strength of the vignette effect.	2021	✓	✓
Vignette Smoothness	Sets the smoothness of the vignette borders.	2021	✓	✓
Vignette Roundness	Sets the roundness of the vignette. Higher values result in a more round vignette.	2021	✗	✓
Vignette Rounded	Makes the vignette perfectly round.	2021	✓	✓

## White Balance

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
White Balance Active	Enables/Disables the effect.	2021	✓	✓
White Balance Temperature	Sets the white balance to a custom color temperature. Higher values result in a warmer color temperature and lower	2021	✓	✓

Setting	Details Documentation: <a href="#">URP</a>   <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
	values result in a colder color temperature.			
White Balance Tint	Compensates for a green or magenta tint.	2021	✓	✓

## Dynamic Resolution

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
Dynamic Resolution Enabled	Enables/Disables dynamic resolution on the HDRP asset.	2021	✗	✓
Dynamic Resolution Type	Whether it is software or hardware based.	2021	✗	✓
Fallback Upscale Filter	The filter to use when no other filter is specified.	2021	✗	✓
Use Mip Bias	Offsets the mip bias to recover more detail. This only works if the camera is utilizing TAA.	2021	✗	✓
Min Screen Percentage	Sets the minimum screen percentage dynamic resolution can use.	2021	✗	✓
Max Screen Percentage	Sets the maximum screen percentage dynamic resolution can use.	2021	✗	✓

Setting	Details Documentation: <a href="#">HDRP</a>	Minimum Unity Version	Render Pipelines	
			✓ Has an effect in pipeline ✗ Has no effect in pipeline	
			URP	HDRP
DLSS Enabled	Enables/Disables DLSS.	Only 2021 & 2022	✗	✓
DLSS Use Optimal Settings	Sets the sharpness & scale automatically. When enabled, the percentage for scaling will be ignored.	2021	✗	✓
DLSS Sharpness	Sets the pixel sharpness of the upsampler.	2021	✗	✓
DLSS Quality	Sets the performance quality setting.	2021	✗	✓
FSR 2 Sharpness Enabled	Enables/Disables another sharpening pass.	Unity 6	✗	✓
FSR 2 Sharpness	The sharpness value for the additional sharpness pass.	Unity 6	✗	✓
FSR 2 Use Optimal Settings	Sets the scale automatically. When enabled, the percentage for scaling will be ignored.	Unity 6	✗	✓
FSR 2 Quality	Sets the performance quality setting.	Unity 6	✗	✓