

PBR Stage Equipment

V1.5

Version history:

- 1.0 – Initial release: 21 PBR-prefabs
- 1.1 – Added 10 new objects — now 36 PBR-prefabs in total
- 1.2 – Added animated light panels
- 1.3 – Added smoke machine, flame machine, laser projector, and visual effects
- 1.4 – Added animated dance floor and equalizer panel
- 1.5 – Added LED panel and sparks machine;
 - Script controls replaced with animation controllers
 - New demo scene < Lighting & Effects Switcher >

Built-In Pipeline:

Import required packages:

1. Import product
2. PostProcessing – for color grading and bloom
3. Shader Graph – for animated texture effects
4. TextMeshPro – used in the demo scene UI controls
5. Set PixelLightCount=8 in Player Quality settings
6. Remove unused SRPUpgrades folder

URP Pipeline:

1. Import product
2. Convert all materials to URP using Pipeline Converter
3. Import SRPUpgrades->URP-Upgrade package (this will upgrade Post Processing and scenes only)

HDRP Pipeline:

1. Import Product
2. Convert all materials to URP using Pipeline Converter
3. in HDRP asset profile settings set Cookies=>2D Atlas size => 4096
4. Import SRPUpgrades->HDRP-Upgrade package (this will upgrade Post Processing, prefabs and scenes)

Animated Shader:

The product includes a Shader Graph-based animated shader compatible with Built-In, URP, and HDRP. If you have any shader issues, just [email](#) me to receive the most up-to-date shader package.

Performance Issues:

1. The product uses realtime lighting, including realtime spotlights with light cookies for visual accuracy.
2. The demo scene uses a Reflection Probe set to update every frame — for better performance, consider changing it to Baked or On Awake mode.

VRChat Compatibility:

Starting from version 1.5, the product is no longer compatible with VRChat.

If you need the VRChat-compatible version (Unity 2019 project), please email me with your purchase confirmation, and I'll provide the legacy package v1.4.

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