RENDER PIPELINE INFORMATION

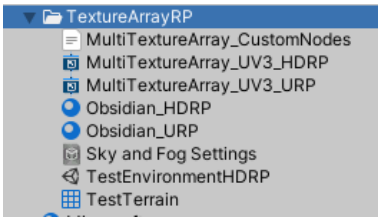
The Voxel Generator works independent of the render pipeline used. The important change is related to the material which has to be used when multi material setups should be used.

Almost all samples use the built in standard shader. The only exception are the materials which use texture arrays in order to smoothly blend between materials.

The texture array related shaders are used across multiple assets and are inside the 0_Core folder.

You can download the URP/HDRP package here: https://fraktalia.org/project/voxelgenerator/ which contains shader for the dedicated functionality.

You have to either have HDRP or URP applied correctly in order to use those shaders. Double click to the TextureArray_RP file. After unpacking, the new content contains the .shadergraph files for HDRP and URP. Additionally a test scene is also included



The sample scene contains one object representing the HDRP version and one showcasing the URP version. Since you cannot have both render pipelines active, the unused version shows the error like in the image below. The left one is the HDRP version and the right one shows the URP version.

The shader graphs itself are almost identical but minor things are still different which is the reason why separate versions are required.

NOTE: The voxel generator itself has nothing to do with Materials, URP/HDRP. It covers voxel data management, sculpting and provides the mesh with parameters defined by the hull generator settings. The samples try to match the standard lit shader provided by Unity. So never expect custom stuff like “Toon” shader. The content in the 0_Core folder is not just for the Voxel Generator.

The other assets like Fraktal Generator also want to use those materials.