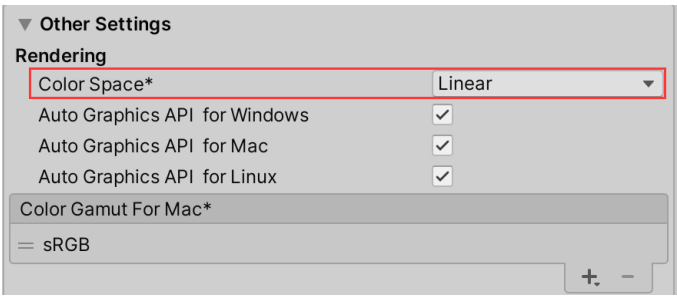# PIXEL ART PLATFORMER - DUNGEON

Thank you for purchasing this asset pack. For any question, please email to *support@cainos.net*

# GRAPHICS SETUP GUIDE

## Color Space

It is recommended to use **[Linear]** color space with this asset.
You can find this setting at **[Project Settings/Player/Other Settings]**.



## Universal Render Pipeline

The demo scene requires **Universal Render Pipeline** to work.
You can install it in the **Package Manager**.

After the **Universal Render Pipeline** is properly installed, you can use the **Universal Render Pipeline Asset** that comes with this asset.
You can find it at **[Cainos/Pixel Art Platformer – Dungeon/Rendering]**

## Shader Errors

After the **Universal Render Pipeline** is properly installed, if you get any shader errors, just select **[Cainos/Pixel Art Platformer – Dungeon/Shader]** in the **Project** window, right click and select **[Reimport]**.

## Lighting Setup

By default, the demo scene uses URP 3D lighting. It can be switched to use URP 2D lighting by simply importing **[Cainos/Pixel Art Platformer – Dungeon/Patch - URP 2D Lit]** .

## Using Post Processing

Using post processing will significantly improve the look of the scene.

The demo scene already has Post Processing setup properly. But if you are going to start with a new scene, consider adding it to the scene.

You can find the post processing profile used in the demo scene at **[Cainos/Pixel Art Platformer – Dungeon/ Rendering/Post Processing Profile]**

Please read this document for more details: **Post Processing in URP**

Below is the comparison of with and without post processing: