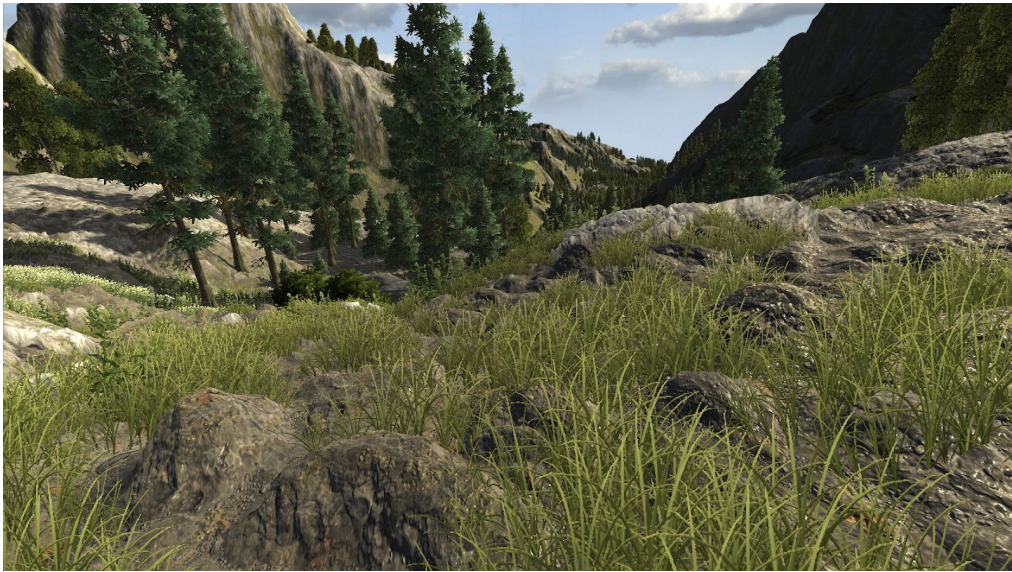


MicroSplat

URP Documentation

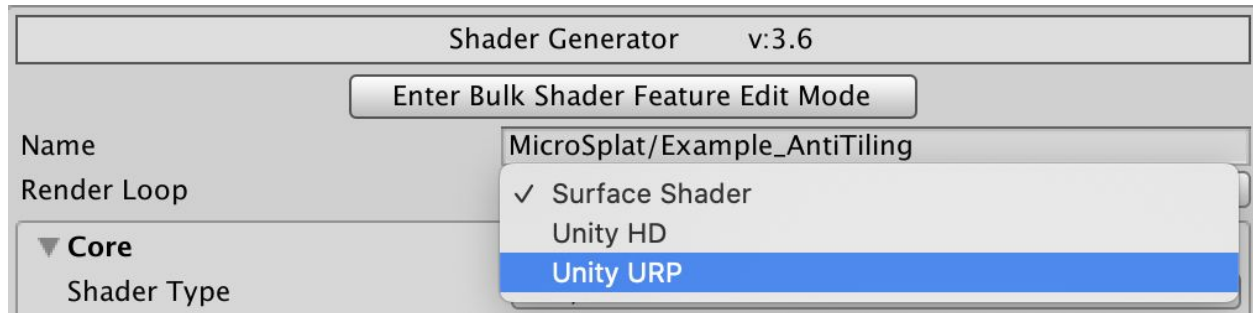


Overview

In Unity 2018.1 the new Scriptable Render Pipeline (SRP) system was introduced. An SRP is a way to script the rendering of Unity, rendering the scene exactly how you want it. Included with the 2018.1 release is the Lightweight Pipeline, designed for speed and efficiency over high end rendering features. Then they announced that pipeline as production ready, and immediately canceled it and launched the Universal Render Pipeline, or URP.

SRP pipeline do not support Surface Shaders, unity's abstraction making it easier to write shaders, and require full vertex and fragment shaders individually customized for each SRP. This package adds support for the Universal Render Pipeline, and currently supports all MicroSplat modules.

Directions



Once installed, a new option will appear on the material allowing you to select which render loop you want to compile the shader for. Note that your shader will appear pink or not draw at all if it is compiled for a render loop which is not active in your project. See Unity's documentation on the URP for details of how to setup your project for URP.