



UNIVERSAL RENDER PIPELINE

MODERN SKYSCRAPER

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Getting Started:

In order to get the best visual results please make sure that your project is set to use the linear color space in: Edit → Project Settings → Player

2021.2.8f1 or above

Unity 2018.2 changed the way crossfading is handled by shaders. As the package has been submitted using Unity 2022 you have to import it in the latest version first. Want to insert a picture from your files or add a shape, text box, or table? You got it! On the Insert tab of the ribbon, just tap the option you need.

Demo:

The included demo lets you explore the prefabs

Models:

Contains 3 Different LOD for Building with 2 Building Variation. Each LOD has optimized Materials. The Door has 3 Different Part with 3 LOD for Each part, Door Prefab can be placed anywhere and can be enabled or Disabled any part when needed.

Name	Triangles	Vertices
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AvstractTower_V1.fbx	86573742	
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AvstractTower_V2.fbx	86504096	
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D1.fbx	452	124
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D2.fbx	874	196
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D3.fbx	324	178
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Texture

Each materials has Diffuse, Normal, AO map. The procedural Glass materials are only for LOD0.

Name	Resolution	Format
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Base.png	1080x1080	PNG
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Concrete_Albedo.png	2048x2048	PNG
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Concrete_AO.png	2048x2048	PNG
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Concrete_Displacement.png	2048x2048	PNG
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Concrete_Normal.png	2048x2048	PNG
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ConcreteWhite_Albedo.png	2048x2048	PNG
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ConcreteWhite_AO.png	2048x2048	PNG
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ConcreteWhite_Displacement.png	2048x2048	PNG
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ConcreteWhite_Normal.png	2048x2048	PNG
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Door_Albedo.png	2048x2048	PNG
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Door_Metalness.png	2048x2048	PNG
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Door_Normal.png	2048x2048	PNG
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Glass_01.png	1080x1080	PNG
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Glass_02.png	1080x1080	PNG
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GlassNormal.png	1080x1080	PNG
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Roof_Albedo.png	2048x2048	PNG
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Roof_AO.png	2048x2048	PNG
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Roof_Displacement.png2048x2048.PNG

Roof_Normal.png2048x2048.PNG

Grid_00_BaseMap.png1024x1024.PNG

Grid_01_Normal.png1024x1024.PNG

Grid_02_BaseMap.png1024x1024.PNG

Rendering:

For better rendering add a Global Volume and use the “Sample Scene Profile” provided in the scenes folder. Be sure to enable Post Processing in the Camera setting.

Optimization:

Trees are expensive to render as leaves usually produce a lot of overdraw putting a lot of pressure on the raster units of the GPU (fill rate) and the memory bandwidth. At least latter can easily be addressed.

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