

# MicroSplat

## HDRP Documentation



## Overview

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 HDRP.

## Beta

This module is currently in Beta, so expect some bugs or missing features. Currently not all features are supported. Known unsupported features include:

- Tessellation
- Terrain Instanced Rendering
- Terrain Blending
- Render Baking

All other modules and features are expected to work. Please file any issues in our discord channel or on the MicroSplat forum.

# Directions



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

## Additional Notes:

- Wind and Glitter require you to mark the main light in your scene with a special included component when running in HDRP. This is because HDRP has no concept of a main light source. Please consult the Wind and Glitter documentation for more.