

# **THANK YOU**

for downloading

## **NomadicRealms'**

### **The Alleyway | HDRP Asset Pack**

# Requirements

This project was created using HDRP and utilizes its newest features. Be sure to import the latest version of the High Definition Render Pipeline and the VFX package from the Package Manager before you import this project. Make sure you are using Unity 2019.3.10f1 or higher and HDRP 7.3.1 or higher. All materials use shaders made for the High Definition Render Pipeline and will not work in URP or the Standard Renderer.

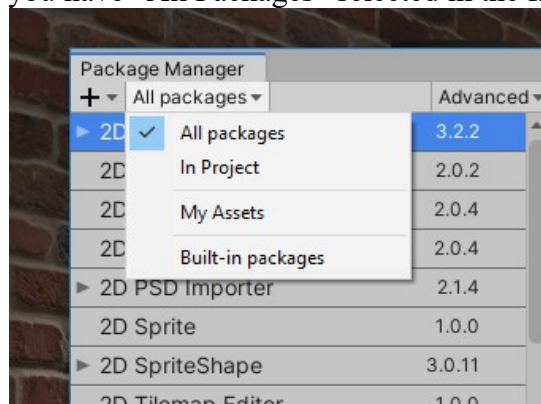
## Setup

If you already have a project created and set up for HDRP, you may not need to follow any of these instructions. If you have HDRP set up, then the assets are ready to use. You can follow the optional instructions at step 7.

### Required Steps

Currently, the project is built for Unity 2019.3.10f1 using HD Render Pipeline package version 7.3.1. Future versions should work as well, but be aware that feature compatibility may change from version to version.

1. Create your project if you haven't already. When selecting a template, I recommend you choose the 3D template.
2. Install the HD Render Pipeline Package. To do this, go to the Menu Bar and click Window>Package Manager. And select High Definition RP then click Install in the bottom right corner. If you do not see that package listed, make sure you have "All Packages" selected in the filter.



3. When the package finishes installing, the HD Render Pipeline Wizard will show up. If you don't see it, go to your menu bar and click Window>Render Pipeline>HD Render Pipeline Wizard. Click on "Fix All". This will do all the heavy lifting to get your Project Settings compatible with the HD Render Pipeline and will set the HD Render Pipeline as the Renderer.
4. While the Wizard is setting up the project, you will receive a prompt to Load or Create a HDRenderPipelineAsset. Click on Create One.
5. Another prompt will ask you to Load or Create an HD Default Scene. Click Create One.

## 6. Import the Alleyway HDRP Asset Pack.

Note:

The reason I put this step in AFTER configuring the project to HDRP is to save you time. If you import the asset pack first, you will have to import the assets MULTIPLE times. This happens because Unity imports textures differently in HDRP.

### Optional Steps

That is all of the required steps. But if you want to make your project look exactly like mine in the video trailer, follow these next steps.

## 7. Open the Demo scene found in Assets>NomadicRealms>TheAlleyway>Scenes.

Note:

This is where you'll notice some things may be wrong. Some materials will have a strange green color to them. The colors and exposure may be off. Reflections don't work right. These next steps are to fix post processing, diffuse profiles, and HD Render Pipeline features.

## 8. Open your Project Settings. This can be found in the menu bar under Edit>Project Settings.

## 9. Go to the Graphics Tab in the Project Settings window.

## 10. Assign the correct Render Pipeline Asset. The first item in the Graphics Tab is the Scriptable Render Pipeline Settings that already has a Render Pipeline Asset attached to it. We will replace it with the one found in Assets>NomadicRealms>TheAlleyway>HDRPResources>HDRRenderPipelineAsset.

Note:

The HD Render Pipeline Asset is essentially configuration file. It's a list of Features for the Renderer to include. The Graphics tab is where you set the project's default RenderPipeline Asset. You can also assign a different one for each Quality preset in your project. For instance, you can have a HD Render Pipeline Asset that does NOT include Screen Space Reflections in your project's Low Quality setting and the rest can have ones of varying quality of Screen Space Reflections.

The HDRRenderPipeline Asset's purpose has a confusingly overreaching purpose. Not only does it configure the Render Features, it also includes a slot to assign a default Volume Profile. Unity complains a lot if you leave it blank, so I assigned an empty default Volume Profile for you so it won't interfere with the Post Processing I set up.

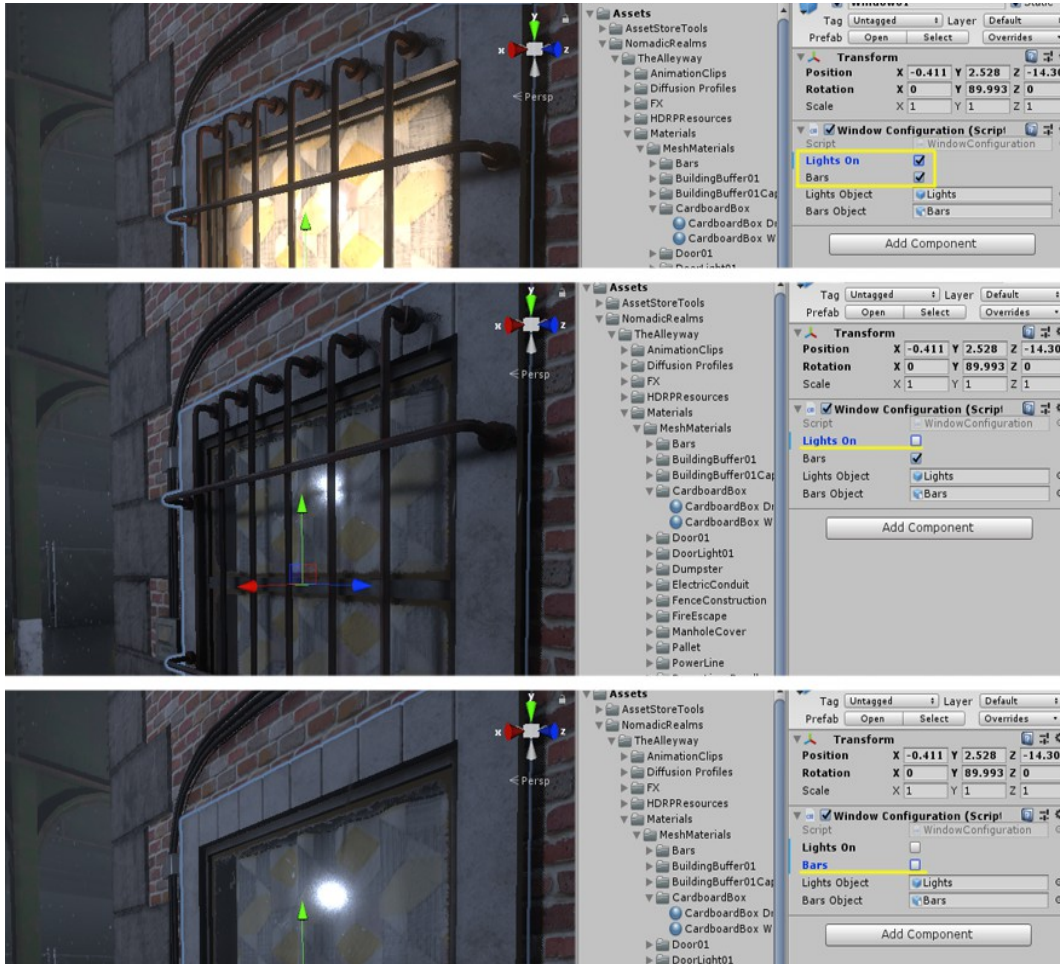
The weird green colors you saw earlier come from Materials that use Subsurface or Translucent properties that do not have a Diffuse Profile on them. They are there, but they have to be added to the HDRRenderPipeline Asset to work. Using the one I provided has them already assigned.

## 11. Close Unity and reopen the project. I have no idea why, but this step is necessary to get what appears to be exposure correct.

You're done! I hope you enjoy the project.

## “Smart” Objects

This project has what are referred to as “Smart” objects. These are prefabs that have scripts to make it easier to configure them in your scene. For example, the Window01 prefab is an object with multiple configurations with having lights on or having bars over the window. Instead of placing or enabling the objects from their separate places in the inspector, you can use the check boxes in one place to manage both configurations.



The script mostly runs in the editor, but at run-time, the disabled objects are destroyed on Start to save on resources. More “Smart” Objects will be coming in future updates. Call them Quality of Life upgrades.

So far, the list of Smart Objects includes:

- Window01
- DoorLight01

## **Porting to Standard Render**

All of these objects are created in the HD Renderpipeline. However, you can use them in the Standard Render. You will need to assemble new materials for with the Standard Shader. The Mask Map textures will work in the Smoothness/Metallic map. While the Detail Mask does include the Ambient Occlusion map, you won't be able to use it in the Standard Shader unless you extract it from the Green Channel to its own texture map.

If you are trying to convert the entire project, including the demo scene and not just the objects, there are things to consider. First, the particle VFX will not work. You will have to remove them. Second, the lights' properties will not remain intact during conversion. You will need to adjust all the lights. Third, the post processing will have to be redone because HDRP and Standard Renderer do not use the same Post Processing system.

## **Support**

If you have any issues with this project or any of it's assets or have any questions, please feel free to contact me. The best way to contact me is on my Discord at Striker#8433. You can also email me at [damon@nomadicrealms.net](mailto:damon@nomadicrealms.net).