Modular Dungeon Catacombs -Mobile - HDRP

HDRP setup notes

Hi there, and welcome to the Modular Dungeon Catacombs - Mobile, HDRP instructions guide!

HDRP bugs and glitches

Shadows

This pipeline might have some small issues here and there but hopefully nothing too major. You might notice shadow mask glitching in an interior scene with many lights. That is because you need to make some changes to your "HDRenderPipelineAsset".

If you're working with many point lights in an interior environment, there might be some settings you need to adjust. You can set the maximum number of lights that can be rendered on-screen at once but a better solution would be to set up your light render distance in the "Lighting explorer", you can do the same for shadows.

♥ Lights		
Maximum Directional o	16	
Maximum Punctual on	100	
Maximum Area on Scre	64	

the second second	Game 💡 Light Explo	orer								
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Next, set up your maximum shadow number to a higher value, 1000 will make your fps run better.

Shadows				
Shadowmask	~			
Maximum Shadows on	1024			
Filtering Quality	High			
Screen Space Shadow	~			
Maximum	4			
Buffer Format	R16G16B1	6A16		
Use Contact Shadows	Low 🗸	Medium 🗸	High 🗸	
► Directional Light Shade	ows			
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Keep your shadow resolution as high as possible by default, this will prevent artifacts and shadow glitching if the shadow map is too low.

▼ Lighting					
Screen Space Ambient	 Image: A start of the start of				
Volumetrics	~				
High Quality					
Light Layers					
Cookies					
Reflections					
Sky Shadows					
Shadowmask	~				
Maximum Shadows on					
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	Filtering Quality High Screen Space Shadow				
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Area Light Shadows	2040				
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▼ Lights					
Maximum Directional o					
Maximum Punctual on					
Maximum Area on Scre	64				

Diffusion profiles

Each time you create a new project you will need to manually apply a diffusion profile to your foliage materials, this will fix the green glow on your foliage. If you click on any foliage material, you might notice the profile might already be assigned but it's pending you to click a "fix" button. Click it!

Other notes

HDRP is a very modular pipeline so it's going to be up to you how it will look and behave. Go wild!