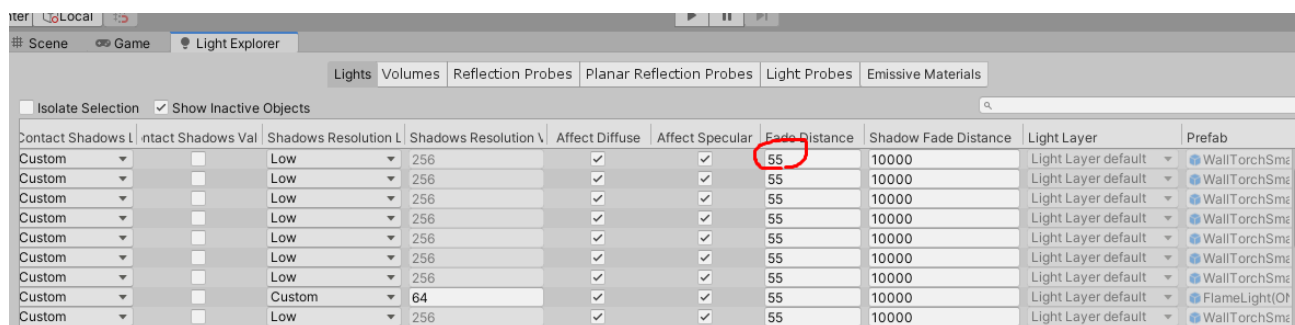
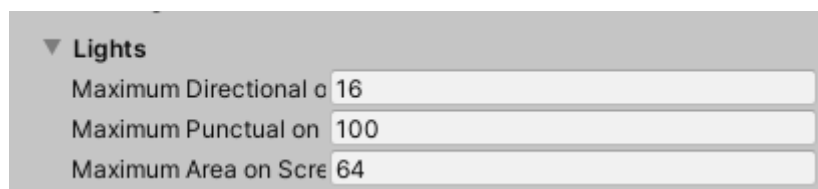


Modular Dungeon Catacombs - Mobile – HDRP Settings

Optimise Lighting and Shadows

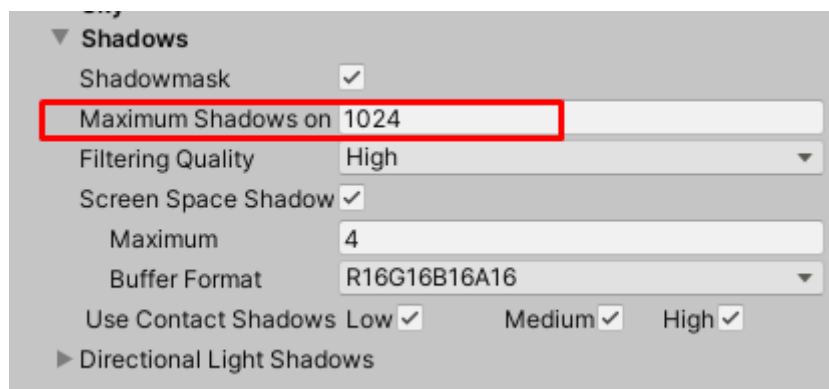
If you are working with multiple-point lights in an indoor environment, you might need to adjust some settings. You can limit the maximum number of lights that can be displayed on the screen at any given time, but a more effective solution would be to set up your light render distance in the "Lighting Explorer". This can also be done for shadows.

Change the settings according to your needs, HDRP modularity allows for customization of the pipeline's appearance.

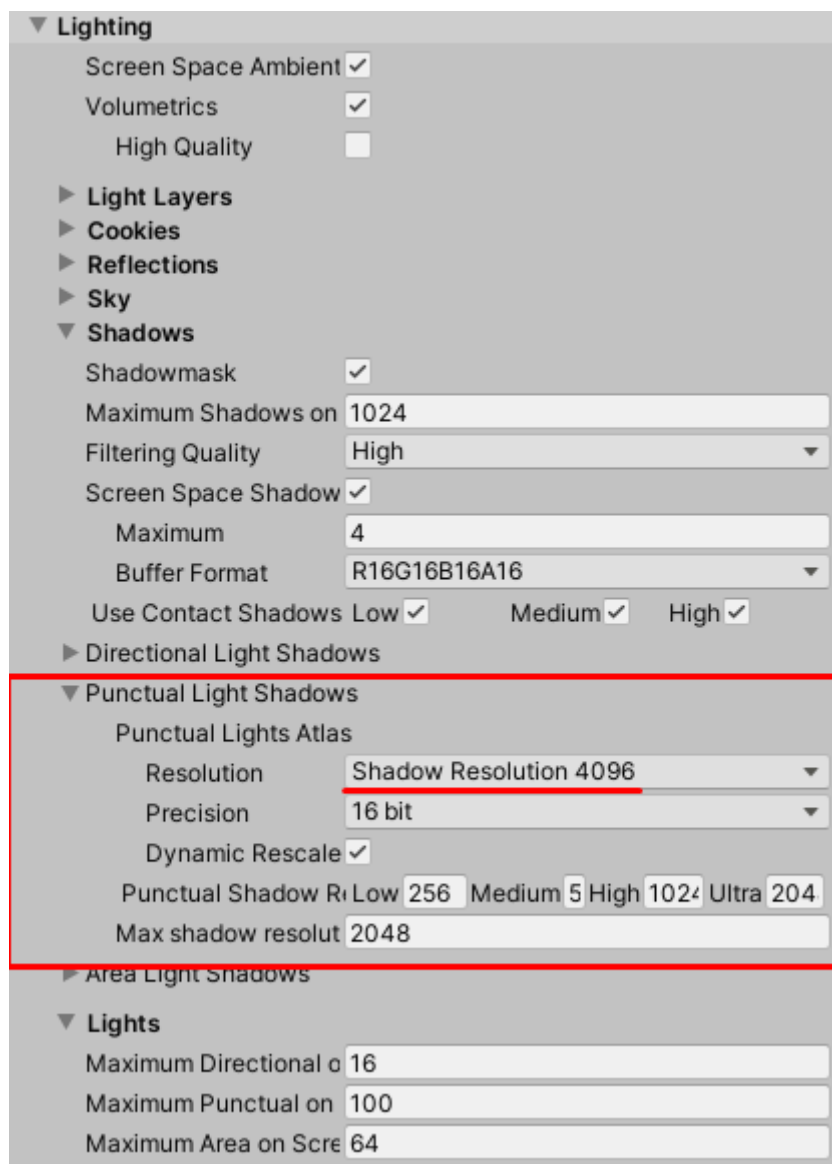


Isolate Selection	Show Inactive Objects	Contact Shadows	Contact Shadows Val	Shadows Resolution L	Shadows Resolution V	Affect Diffuse	Affect Specular	Fade Distance	Shadow Fade Distance	Light Layer	Prefab
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Low	256			55	10000	Light Layer default	WallTorchSma
Custom				Custom	64			55	10000	Light Layer default	FlameLight(Off)
Custom				Low	256			55	10000	Light Layer default	WallTorchSma

Next, set up your maximum shadow number to a higher value, 1000 will make your fps better. Any value higher than the default (120) might help to prevent shadow glitching.



Keep your shadow resolution as high as possible by default, this will prevent artifacts and shadow glitching if the shadow map is too small.



Diffusion Profile

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 or pink glowing 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.