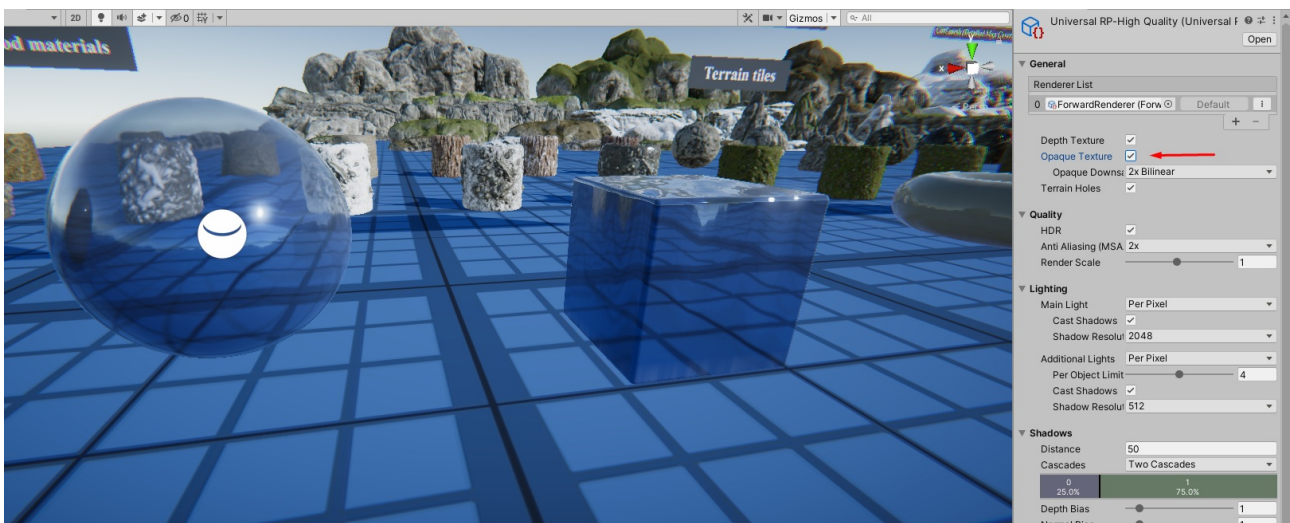
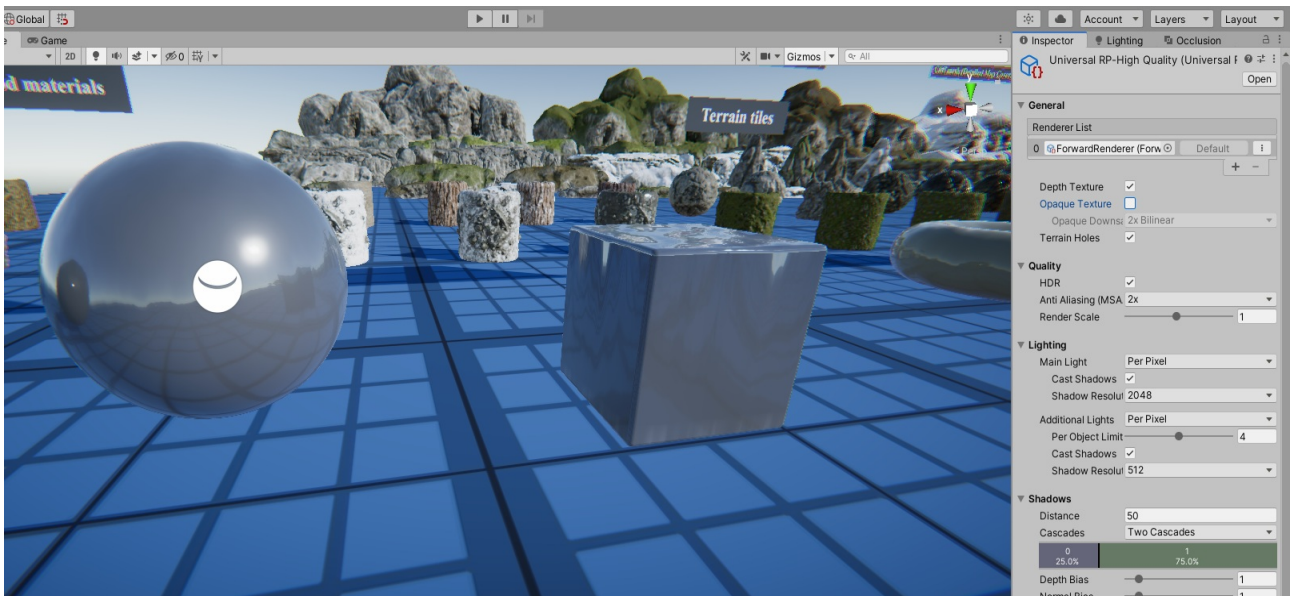


Modular Dungeon Catacombs - Mobile – URP Settings

URP Setup Settings

By default, transparent materials may appear opaque. To enable transparency, go to "Profile Settings URP" and select "Universal RP-High Quality.asset".



Optimization Tips

- Remove reflection probes from the scene, it drags performance down in large environments.
- Turn off expensive post-processing effects.
- Turn off the “**Screen Space Ambient Occlusion (SSAO)**” feature from the URP renderer. This feature is more expensive than you think.
- Turn off shadow casting on grass.
- Ensure “anisotropic texture” is “forced on” to get a sharper-looking image quality on your textures.

