

Unity URP Settings for Standalone VR

The following are settings came from a Unity forum but seem to work well. These are for standalone settings!

Switching your quality level can be done in **Edit/Project Settings/Quality**. I would recommend switching to the Performant setting and then using below as a guide for your URP asset.

Edit your **Universal Render Pipeline Asset** (usually in Assets/Settings) to below as a guide.

Depth Texture	<input type="checkbox"/>
Opaque Texture	<input type="checkbox"/>
Opaque Downsampling	2x Bilinear
Terrain Holes	<input type="checkbox"/>
▼ Quality	
HDR	<input type="checkbox"/>
Anti Aliasing (MSAA)	4x
Render Scale	<input type="range" value="1"/>
Upscaling Filter	Automatic
▼ Lighting	
Main Light	Per Pixel
Cast Shadows	<input checked="" type="checkbox"/>
Shadow Resolution	1024
Additional Lights	Per Pixel
Per Object Limit	<input type="range" value="1"/>
Cast Shadows	<input type="checkbox"/>
Shadow Atlas Resolution	1024
Shadow Resolution Tiers	Low 128 Medium 256 High 256
Cookie Atlas Resolution	256
Cookie Atlas Format	Grayscale Low
Reflection Probes	
Probe Blending	<input type="checkbox"/>
Box Projection	<input type="checkbox"/>
▼ Shadows	
Max Distance	20
Working Unit	Metric
Cascade Count	<input type="range" value="1"/>
Last Border	<input type="range" value="5"/>
<div> <div>0 15.0m</div> <div>0→Fallback 5.0m</div> </div>	
Depth Bias	<input type="range" value="1"/>
Normal Bias	<input type="range" value="1"/>
Soft Shadows	<input type="checkbox"/>
▼ Post-processing	
Grading Mode	Low Dynamic Range
LUT size	32
Fast sRGB/Linear conversions	<input checked="" type="checkbox"/>

Remember to assign **ALL NON-MOVING OBJECTS** as **STATIC** and use **Baked Lighting**!

A reminder is you can find your Lighting Setting under **Window/Rendering/Lighting**. Create a new **Lighting Settings Asset** if you don't already have one and switch LightMapper from **Progressive CPU** to **Progressive GPU**.

