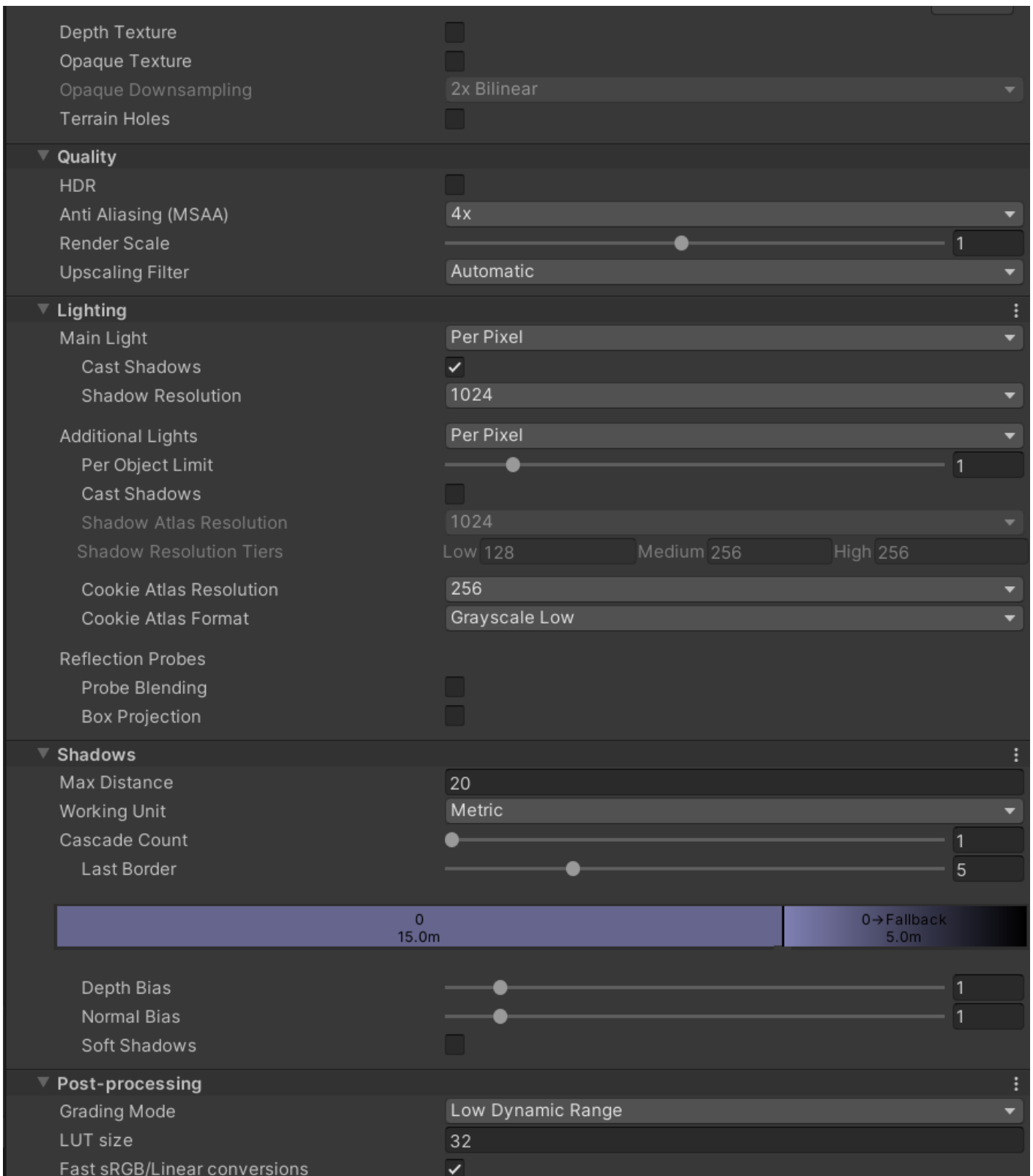


Unity URP Settings for Standalone VR

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.



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**.

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