Udemy – A Complete Guide to Unity's Universal Render Pipeline By Nicholas Lever

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A Complete Guide to Unity's URP By Nicholas Lever: Hello, I'm Nik Lever, and I've been working for the URP group within Unity since September 2021. In this class, I'll teach you how to use Unity's Universal Render Pipeline (URP).

In 2018, Unity released two new Scriptable Render Pipelines (SRPs). The first is The High Definition Render Pipeline (HDRP) and the Universal Render Pipeline (URP). At some point, URP will replace the built-in render pipeline. Therefore, it's logical to understand how to use this new process. I'll show you how simple it is to customize the render by using the URP's features.

How to use the global render pipeline?

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This course is designed to assist Unity designers and artists in getting maximum value from using the Universal Render Pipeline (URP). Learn how to:

Create URP to create a new project or transform an existing Built-in Render Pipeline-based design to URP.

How do I set up URP's lighting?

- It concerned shaders and special effects that URP can provide.
- We'll look at the callbacks used in URP and what they are from the built-in render pipeline.
- We also discuss performance optimization in URP and much more.

What you'll learn in this course is that the SRP architecture offers the most excellent flexibility and customization and enhanced performance across various platforms supported and in the future as well as rapid repetition for unleashing your imagination.

Multiplatform implementation is one of the main factors in the popularity of various games. The players often play the same game across different platforms, including console and mobile devices, which means Unity developers need rendering options that can scale up and down for many devices in as few steps as possible. URP is an ideal solution.

After many years of dedicated research and development, URP technology has become robust and ready for production. This course will allow you to make the most of its advantages for success in developing your games. As I mentioned, shortly, URP will be the standard pipeline used by Unity will change to URP, which means it's time to understand the URP technology.

For this course, you'll require Unity 2021LTS or newer versions. The course materials come in two projects: URP Course Full and URP Course Coding Along. If you're looking to code alongside the video, then you should you can use the code-along version. However, I'm sure you have already worked it out.

It's time to move to URP, and I'll assist you in making it as simple as possible.

What you'll find out?

- Learn how to create a Unity URP project.
- Discover how you could convert your built-in Render Pipeline project into URP.
- Learn more about Lighting and Shadows when using URP.

Course Content

- 1. Introduction
- 2. Lighting
- 3. Shaders
- 4. Shader Graph
- 5. URP Tips and Tricks
- 6. Performance, Debugging and Profiling
- 7. Conclusion

What is Udemy – A Complete Guide to Unity's Universal Render Pipeline By Nicholas Lever?

The course "A Complete Guide to Unity's Universal Render Pipeline" by Nicholas Lever on Udemy seems to be a comprehensive and in-depth guide for Unity developers and technical artists who want to harness the capabilities of Unity's Universal Render Pipeline (URP).

The course is instructed by Nik Lever, who has been working with the URP team at Unity since September 2021, providing learners with insights and expertise from a professional in the field.

Overall, this course appears to be a valuable resource for individuals looking to transition to or enhance their skills in using Unity's Universal Render Pipeline.

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