



## Unity asset - Next-Gen Soft-Shadows v2.4.2.2

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Introducing NGSS, the next-generation shadow enhancement system for Unity. With its arsenal of new tools, algorithms, and optimizations, NGSS elevates scene shadows to cinematic quality in real-time, all without sacrificing performance. Trusted by top titles like Facepunch Rust and Amplify Creations Decay Of Logos, NGSS is the definitive solution for achieving stunning shadows without compromise.

Compatible with Unity 2023 and beyond, NGSS seamlessly integrates with various render pipelines, including the Built-in Render Pipeline, Universal Render Pipeline (URP), and High Definition Render Pipeline (HDRP). Whether you're aiming for a general-purpose render or pushing for high-fidelity graphics, NGSS delivers unparalleled results.

Featuring advanced algorithms such as PCSS and PCF filters, alongside a powerful denoiser, NGSS ensures smooth and realistic shadow rendering. Choose between blue noise or dithering, and enjoy stabilized samplers for reduced jittering and temporal friendliness.

Optimized for efficiency, NGSS minimizes sampling while maximizing shadow quality, resulting in lightning-fast performance without compromising realism. Inspired by Monte Carlo methods, NGSS employs innovative kernel filters to produce dynamic penumbra shadows akin to ray-traced shadows, eliminating banding and aliasing for exceptional visual fidelity.

The package includes a user-friendly Wizard tool for effortless installation of NGSS internal shadow libraries. With just one click, you can enhance both local and directional shadows independently. NGSS provides shadow components for all scene lights, allowing real-time adjustments to properties like quality, softness, and opacity.

By seamlessly replacing Unity's shadow libraries internally, NGSS ensures compatibility with other Asset Store packages that utilize the Standard renderer. Elevate your Unity projects to new heights with NGSS – the ultimate solution for achieving cinematic shadow quality in real-time.

- **Frustum Shadows:** Utilizes screen-space tracing with bilateral filtering across all light types.
- **Powerful Denoiser:** Acts as a separable shadow filter, enhancing base filtering quality effortlessly.
- **PCSS and PCF Filtering:** Provides area-like soft shadows and uniform soft shadows for all lights.
- **AR/VR Support:** Ensures compatibility with augmented reality and virtual reality environments for all shadows.
- **Full Platform Coverage:** Delivers full shadows on platforms supported by Unity (SM3.0 or higher required).
- **Cascade Blending:** Implements blending on all shadow projections for seamless transitions.
- **Inline Sampling:** Optimizes resource usage by utilizing built-in light depthmaps, avoiding redundant RenderTextures.
- **Flexible Quality Settings:** Offers a range of filter quality presets from 4 to 128 samplers, catering to mobile and cinematic CG needs.
- **Fast Shadow Rendering:** Utilizes aggressive early bailout algorithms to speed up rendering, focusing on softening shadows only in penumbra areas.
- **Seamless Fallback:** Easily switches to built-in hard shadows without the need to uninstall libraries.

### Supported Platforms:

- **Local and Cloud Builds:** Works locally by installing NGSS libraries or integrating seamlessly with remote cloud build systems, ensuring quick and straightforward setup.
- **Compatibility:** Not compatible with DX9 and GLES1/2. Supports AR/VR, DX11, DX12, PS4, XB1, SWITCH, GLCore, GLES3.0, Metal, Vulkan, or equivalent APIs.
- **Minimum Requirements:** Requires a minimum of SM3.0 on supported APIs for optimal performance and functionality.



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