

GBX COUPE HDRP FREE Vol.1.0



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1. Scenes Overview

Vehicles used in the example will be provided free of charge with a new customized vehicle. Available on Unity Asset Store.



<https://assetstore.unity.com/>

If you are not familiar with the HDRP rendering pipeline, please refer to the official Unity documentation.

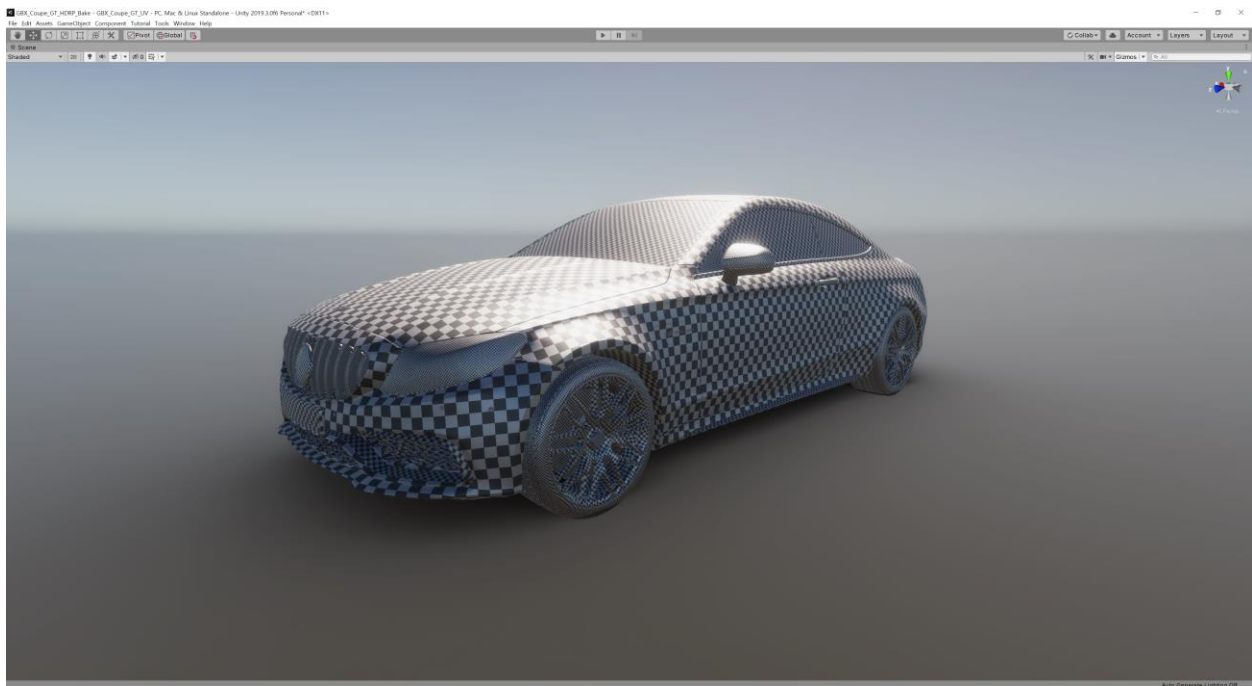
<https://docs.unity3d.com/Packages/com.unity.render-pipelines.high-definition@7.1/manual/Override-Physically-Based-Sky.html>

This vehicle is set up with a High Definition Render Pipeline.

The HDRP version is 7.18.

Unity version will only be held in 2019.3.0F6 or higher.

The vehicle is optimised and equipped with a UV map.



Includes HDRP/Lit shader and volume rendering (post-processing) as standard in HDRP.

Background is also provided free of charge around the vehicle.

The textures of all vehicles are manufactured from a partially applied cafe interchanger in the Measured Material Library.



It is the highest quality car available in VR/AR.

Since it's free, some of the inside of the car is missing. Please keep that in mind.

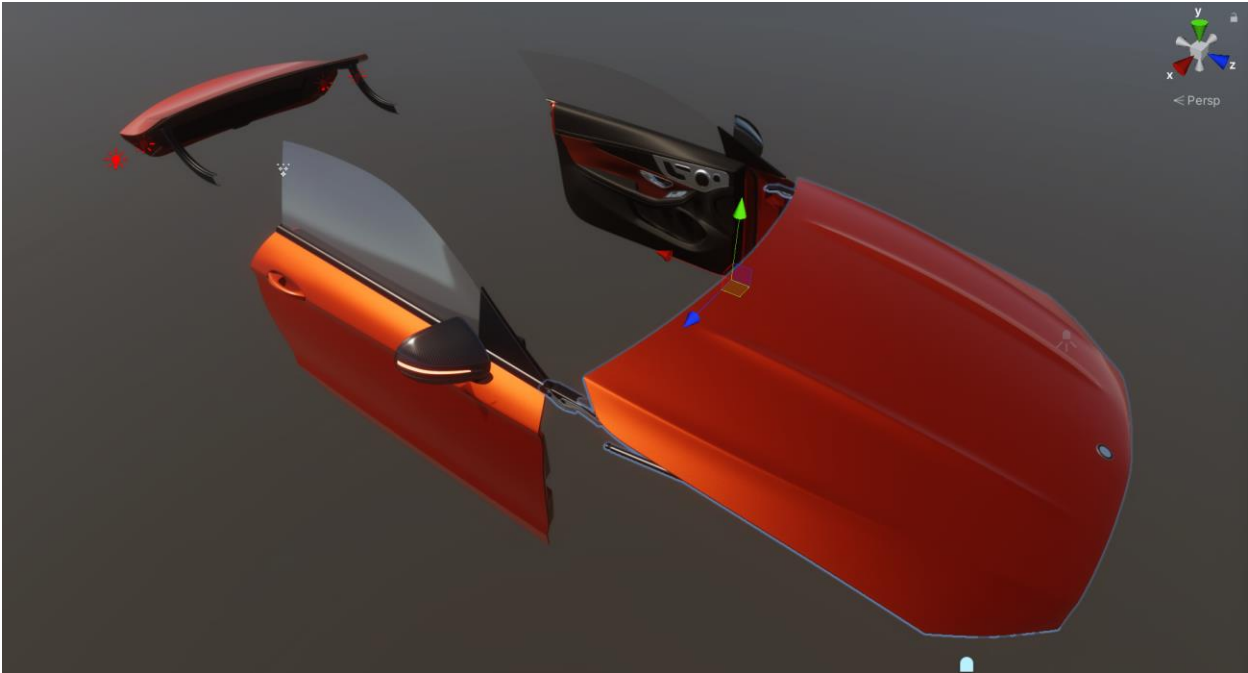
The vehicle is well divided into several groups.

Vehicle appearance of a vehicle

Vehicle interior



Door - Bonnet - Trunk



Wheels and Tyres



I hope you can use it well to help your work.

The demo of the video introduced is an upgraded model that will be sold as a paid version.

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2. **HDRP** Introduction to Demo

The demo was produced in Two versions.

1). The first Demo is a typical Configurator, which allows you to open the doors of your vehicle and change the color of your body and change the wheels.



https://www.youtube.com/watch?v=kImtATUEvyQ&list=PLvi_7rWlmlg33o57cvLi33B9KHbe79xIT&index=3

2). The second Demo was designed to implement the visual that is implemented on a moving vehicles.



https://www.youtube.com/watch?v=Y_rVDku5tAk&list=PLvi_7rWlmg33o57cvLi33B9KHbe79xIT&index=4

3. **Contacts**

If you have any questions, please contact me down here.

Samfishernsa@naver.com