
VSET3D STUDIO
&
UNITY
ADDRESSABLE



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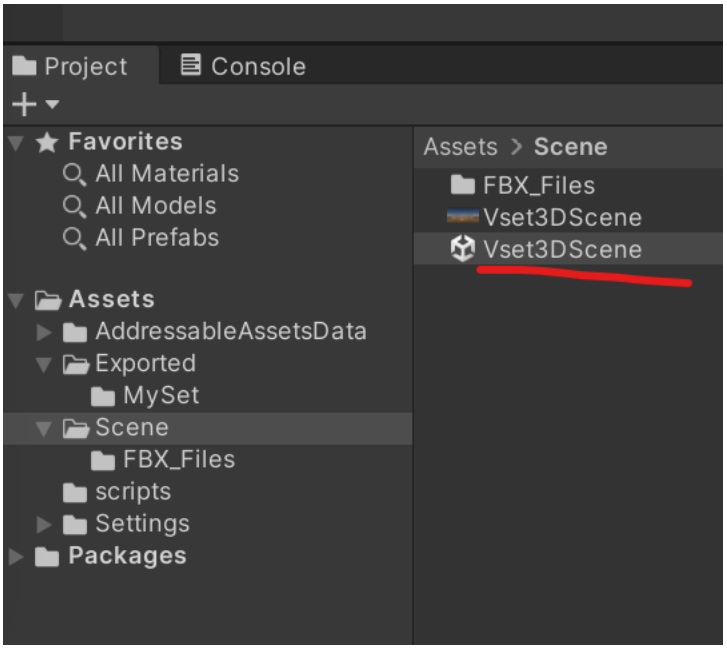
# INTRODUCTION

- VSet3D support Unity Addressable Asset System, which allow you to prepare your 3D Set with Unity then import it into Vset3D.

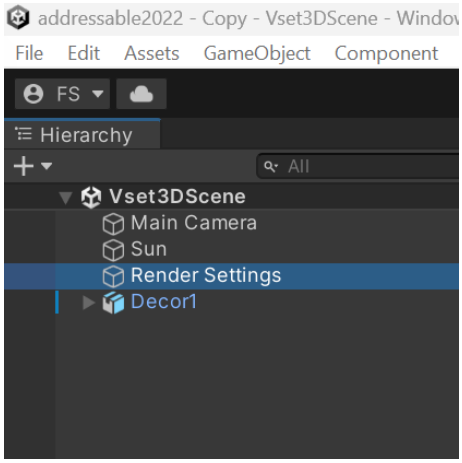
# 1. QUICK START

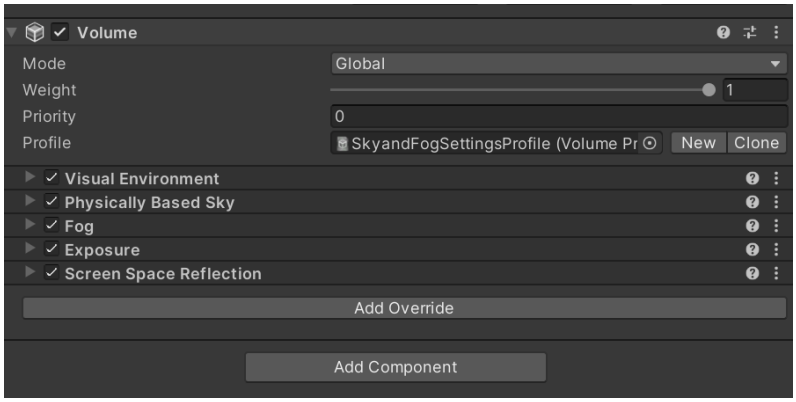
The easiest way to create an addressable for Vset3D is to use our **template project.**

1. Open the template project with Unity 2023
2. Open Vset3DScene scene

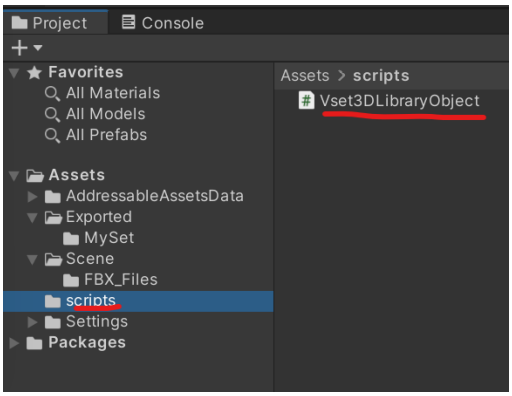



3. Replace the 3D models with your own
4. Adjust the **Rendering Settings** and scene setup

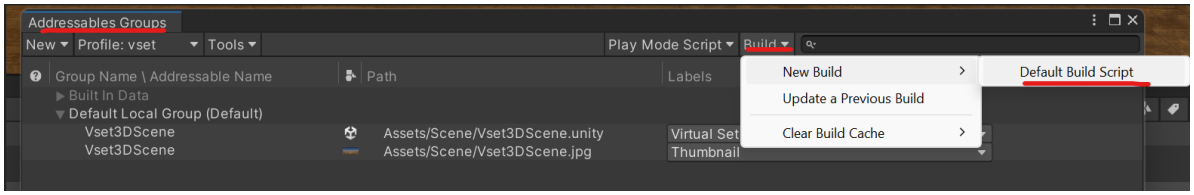


5. Add the **Vset3DLibraryObject.cs** script to the objects, lights or cameras you want to make editable in Vset3d Studio.



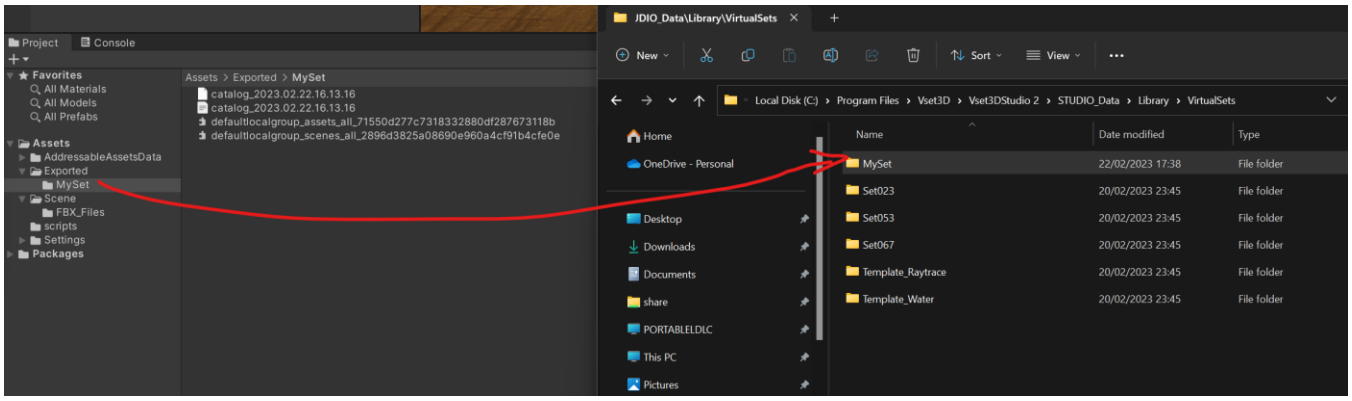

6. Build the Addressable



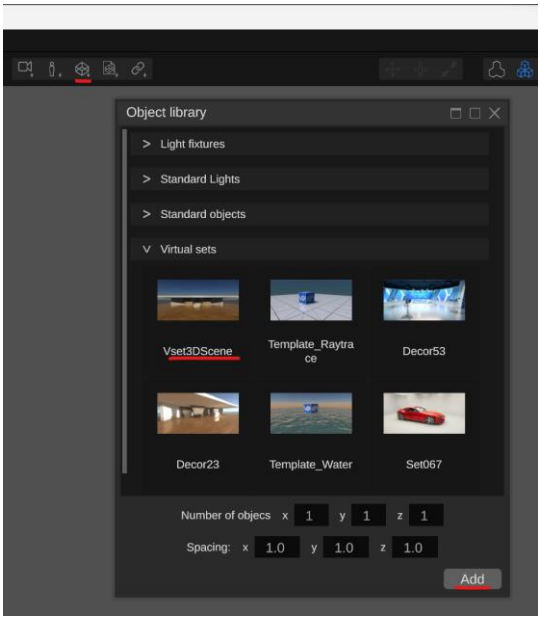

Remember to delete the **MySet** folder before rebuilding again

7. Copy **MySet** form the Exported folder to Vset3D Studio **VirtualSets** folder:

>> C:\Program Files\Vset3D\Vset3DStudio 2\STUDIO_Data\Library**VirtualSets**



8. Add your library to a new Vset3D project



# 2. PROJECT SETTINGS FROM SCRATCH

You can use and study our demo project or/and follow these steps:

Create a new 3D project with Unity 2023

From the Package manager/Unity registry,

Install:

- Addressables
- High-Definition RP (HDRP)

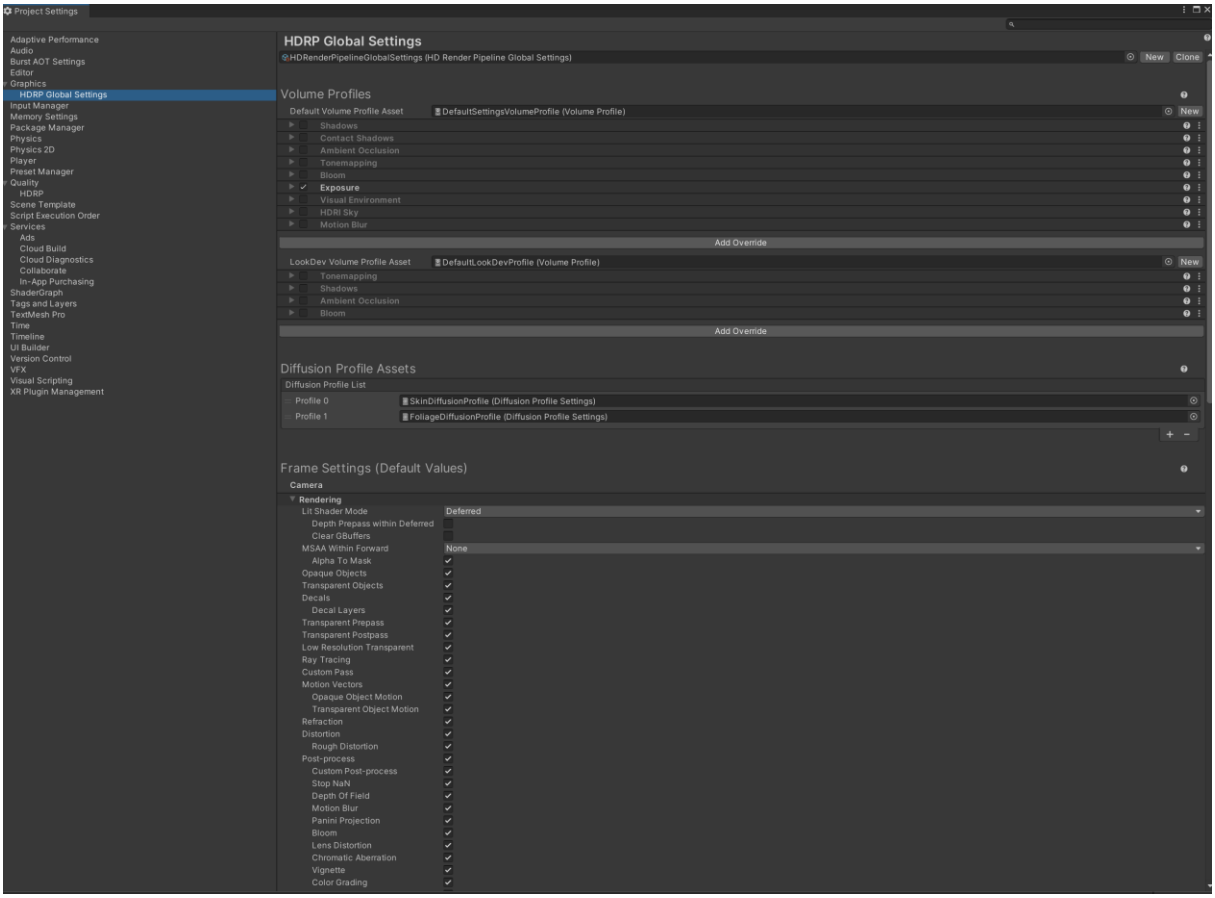
From Package Built-in install NVIDIA. This is recommended for testing DLSS during project design.

Setup HDRP to HDRP+DXR, fix all errors with the HDRP wizard.

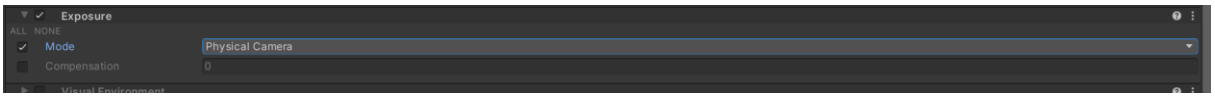
It should look like this:



Disable all overrides from HDRP Setting, except Exposure



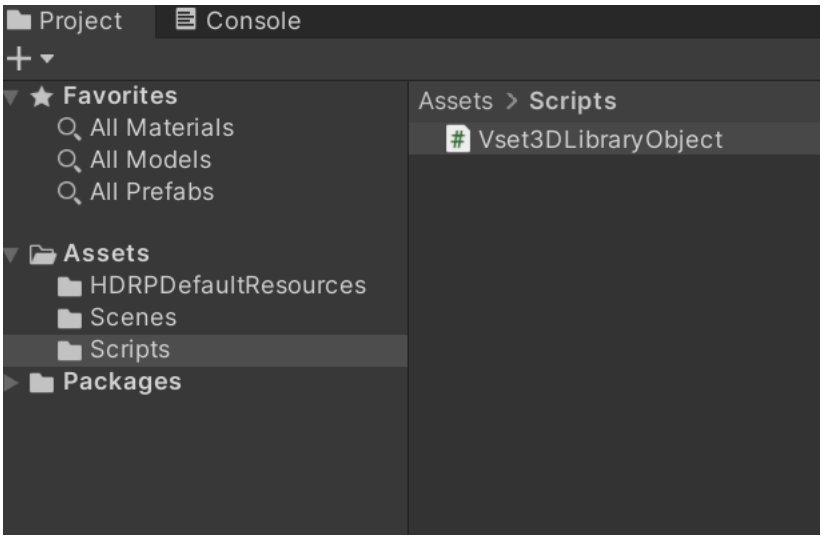

Set Exposure to Physical camera



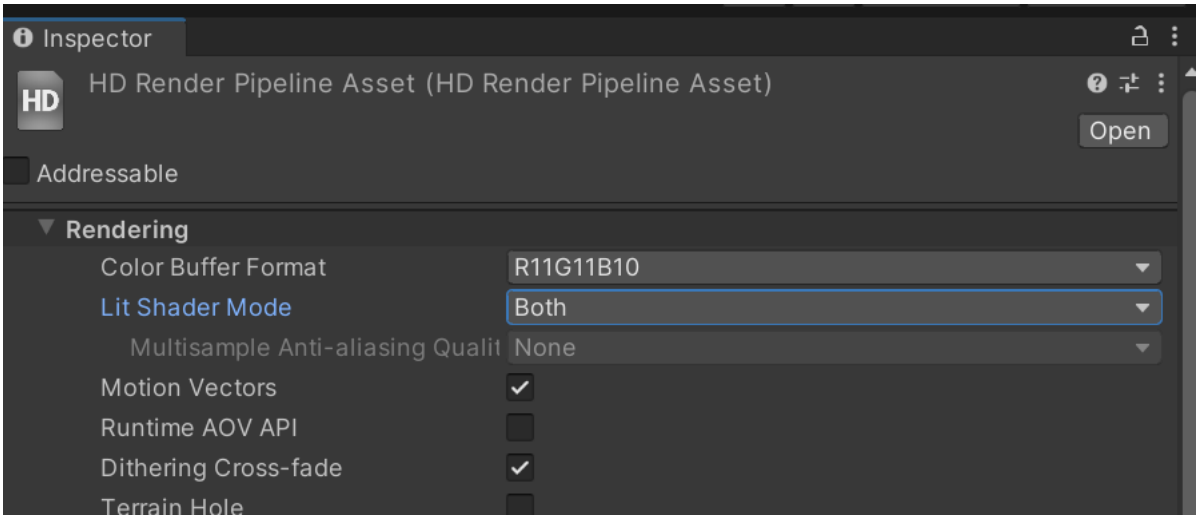
In the Asset root directory create the **Scripts** folder.

Copy **Vset3DLibraryObject.cs** to **Scripts**

**This script should be added to all lights, cameras and objects that need to be edited from Vset3D Studio**

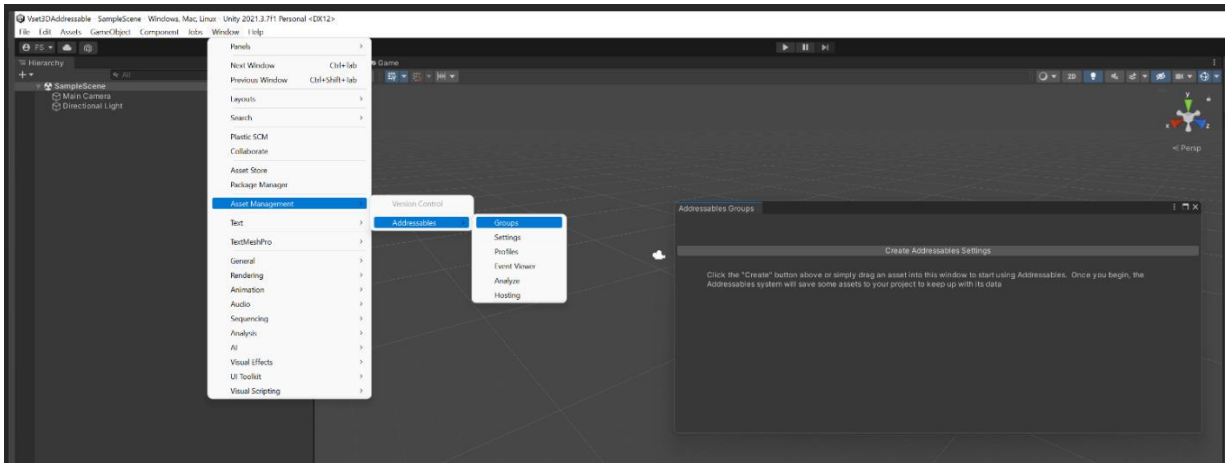



From the folder **HDRPDefaultResources** select **HDRenderPipelineAsset** and set Lit shader Mode to **Both** in the Inspector

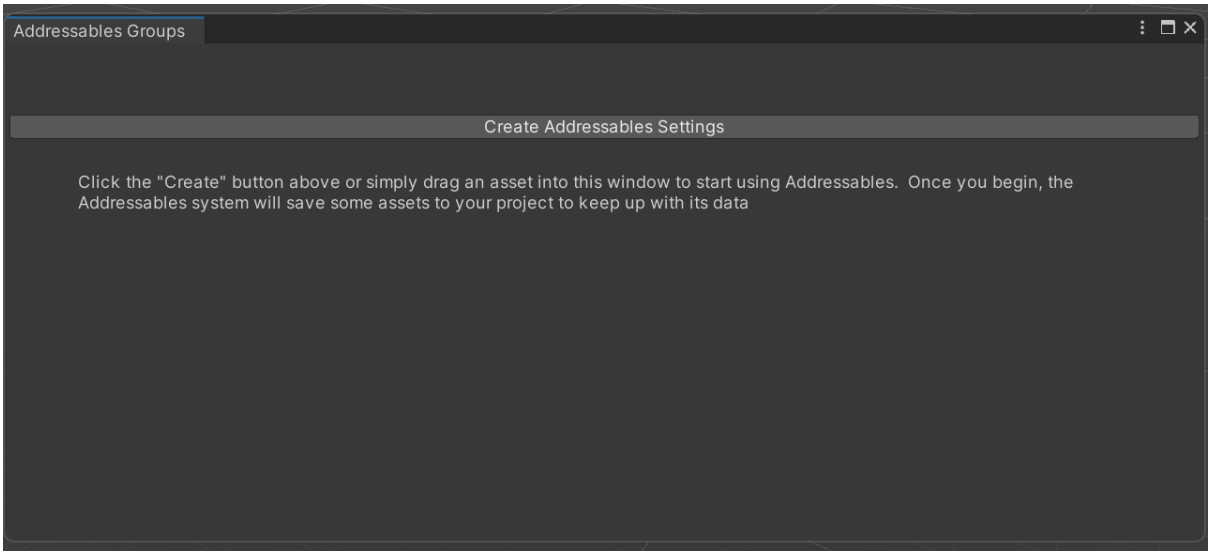


# 3. ADDRESSABLE SETTINGS

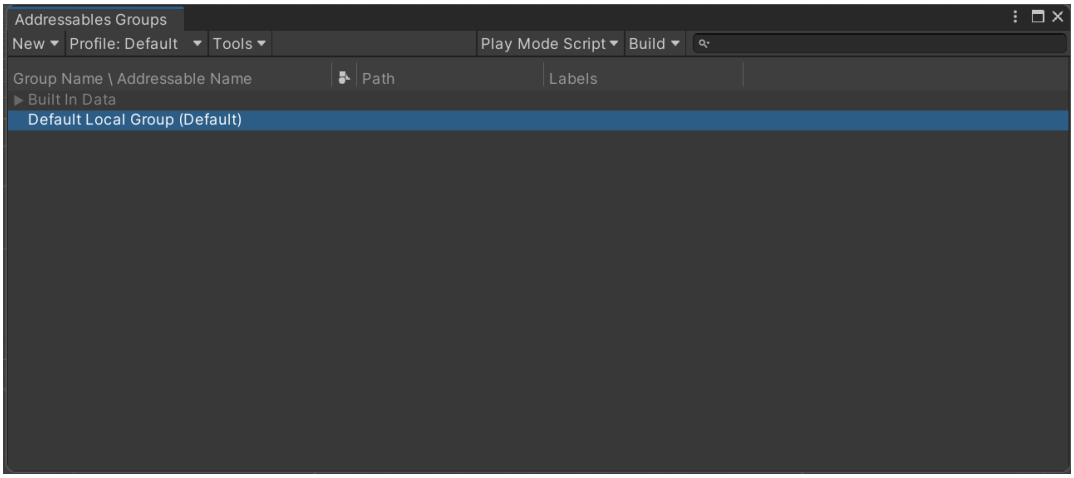
Add **Addressables Groups** from Windows/Asset Management/Addressables/Groups




Select **Create Addressables Settings**



From this windows select New/Profile




From the Addressable Profile window, create a new Profile, name it **Vset3D.**

And enter these **Custom** values :

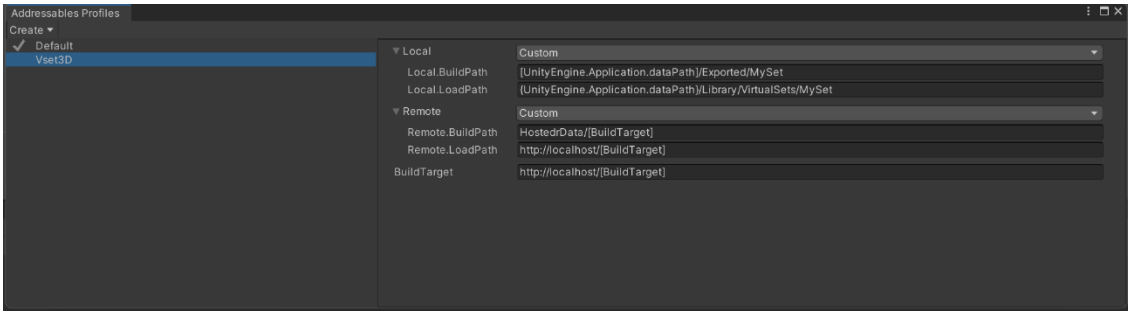
Local.BuildPath > [UnityEngine.Application.dataPath]/Exported/**MySet**

Local.LoaddPath > {UnityEngine.Application.dataPath}/Library/VirtualSets/**MySet**

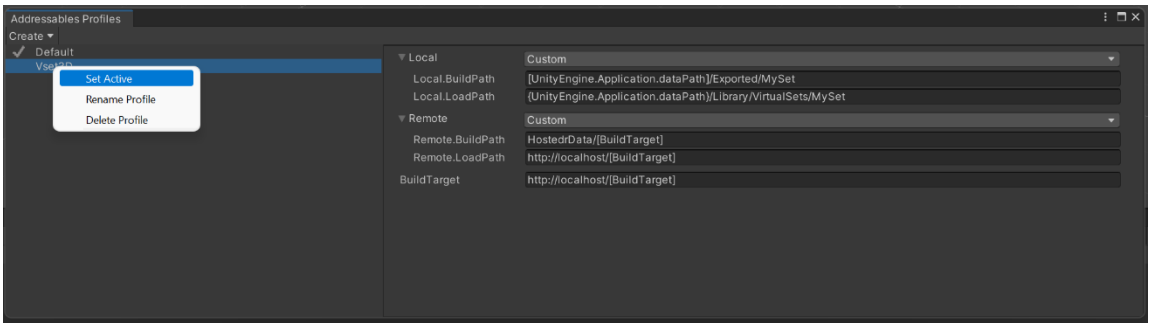
Remote.BuildPath > HostedrData/[BuildTarget]

Remote.LoadPath > http://localhost/[BuildTarget]

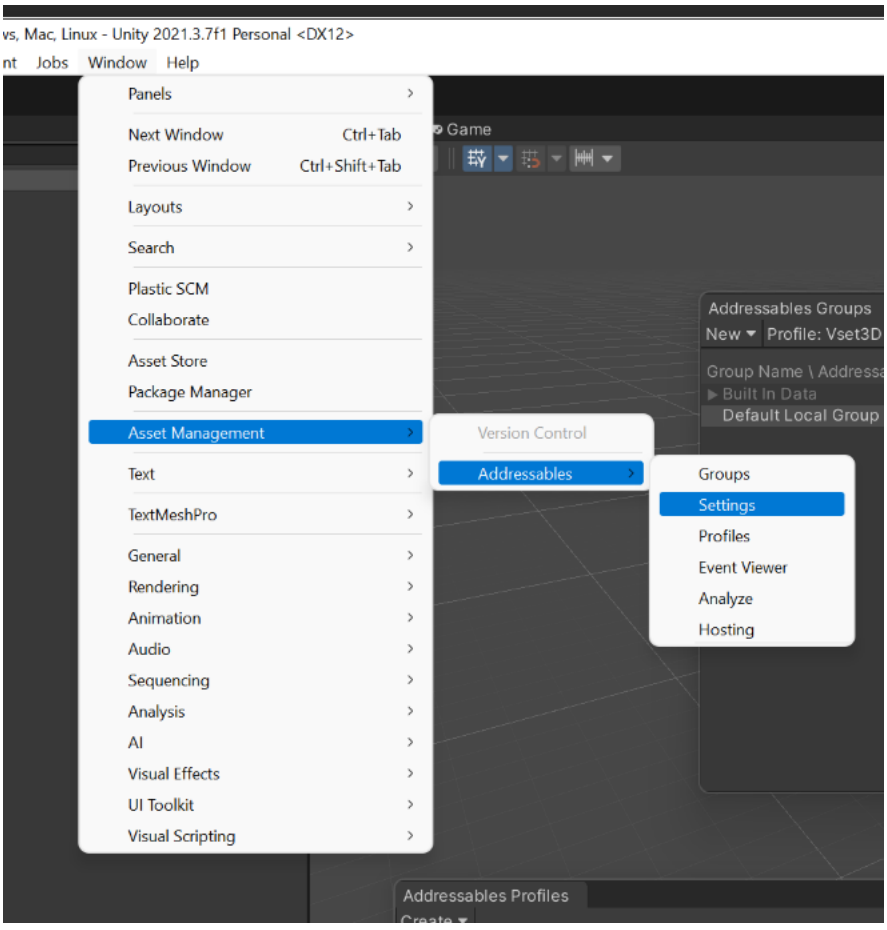
BuildTarget > http://localhost/[BuildTarget]



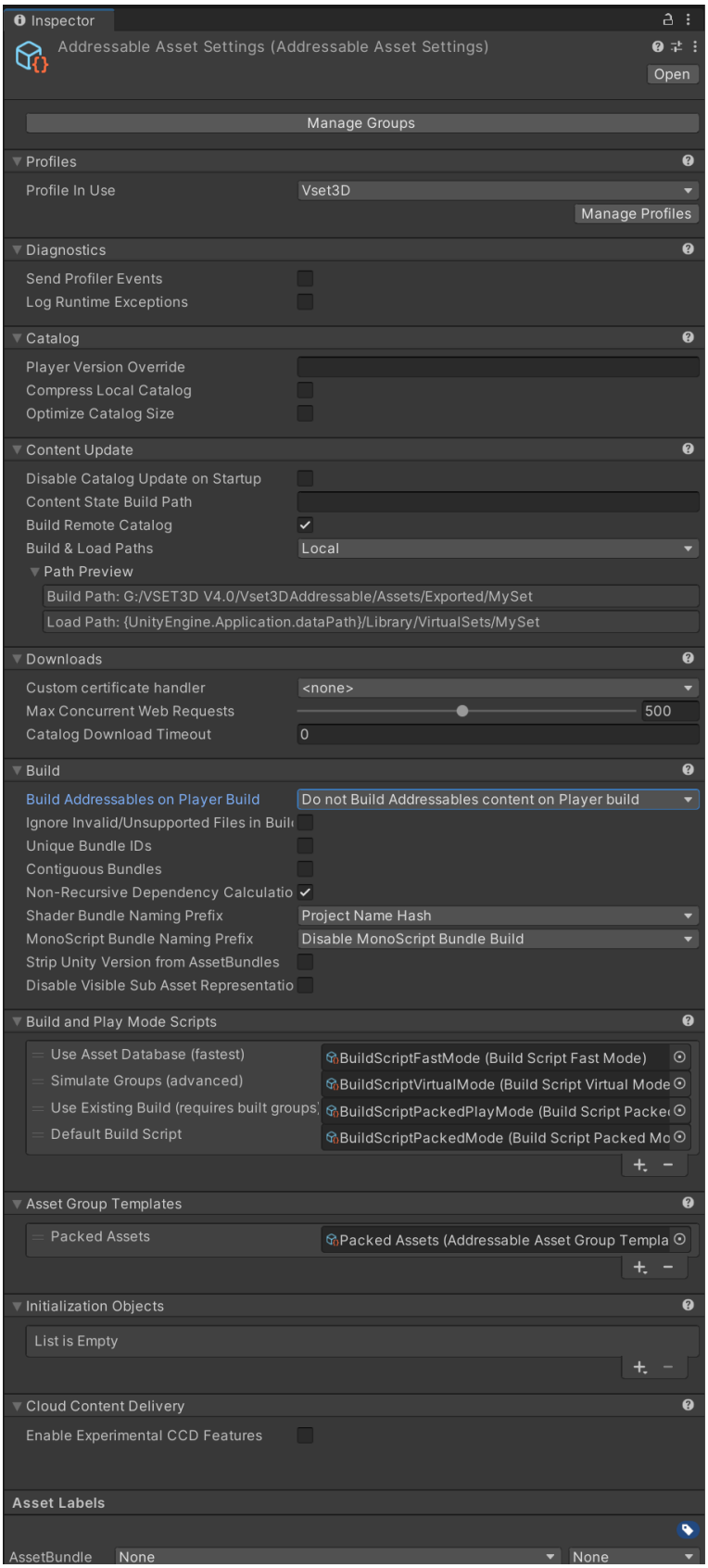
Right Click on the profile name and select **Set Active**




Edit **Vset3D** profile settings



Your settings should look like this after editing:

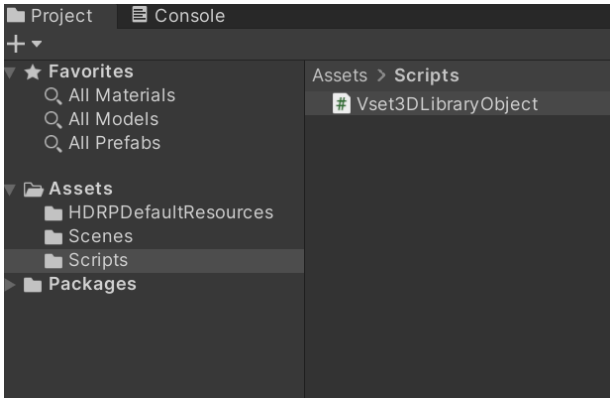


# 4. SCENE SETTINGS

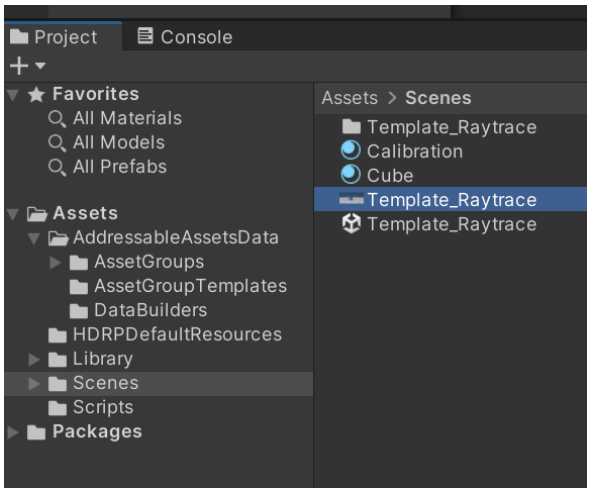
You can build your scene as usual, but you need to respect some “rules”.

- Scripts are not exported to Vset3D
- Animation are not exported (you will be able to animate cameras objects and lights in Vset3D)

Add **Vset3DLibraryObject.cs** to lights, cameras, or objects you want to animate or edit in Vset3D.



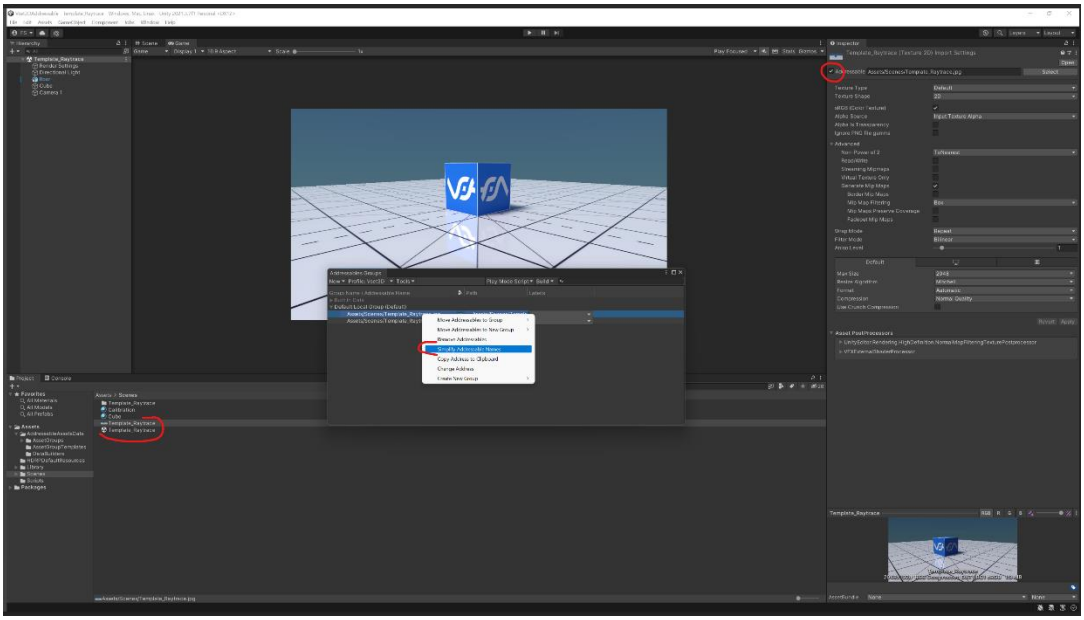

Add an image (png or jpg) in the scene folder, it will be the thumbnail of your set in the Vset3D library. **Give it the same name as your scene** !



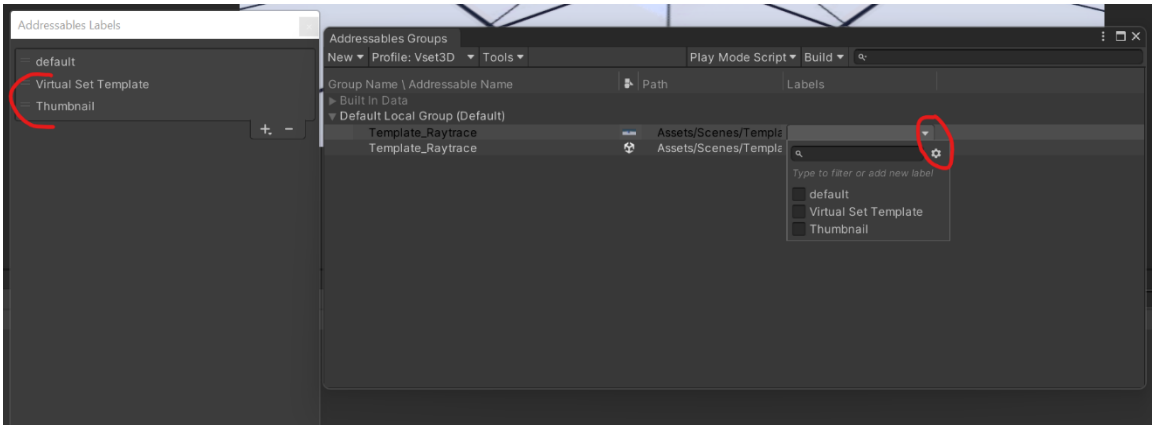
# 5. BUILD ADRESSABLE

To make your scene addressable select it and turn on **Addressable** in the Inspector

Do this with the scene and the thumbnail, then **Right click** on both items and select **Simplify addressable name**.

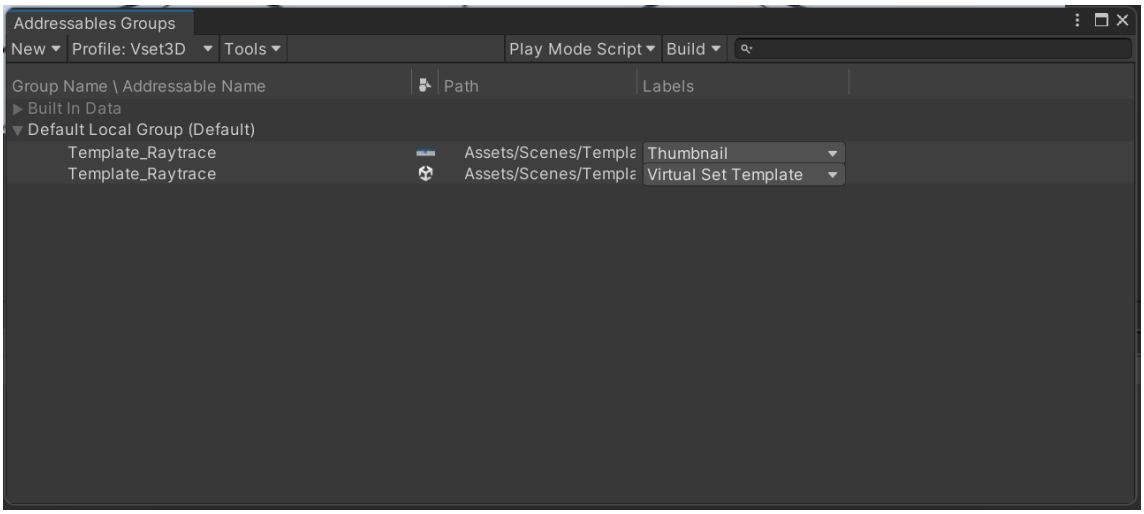


Add these two labels, **Virtual Set Template** and **Thumbnail.**

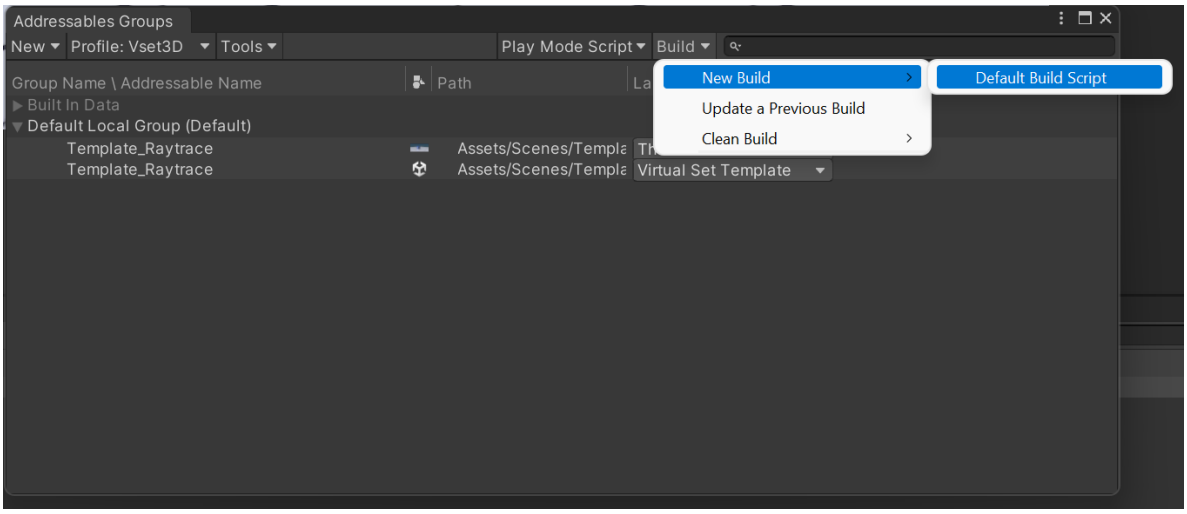



Assign **Thumbnail** label to the image and **Virtual set Template** label to the Scene

Your addressable group should look like this :

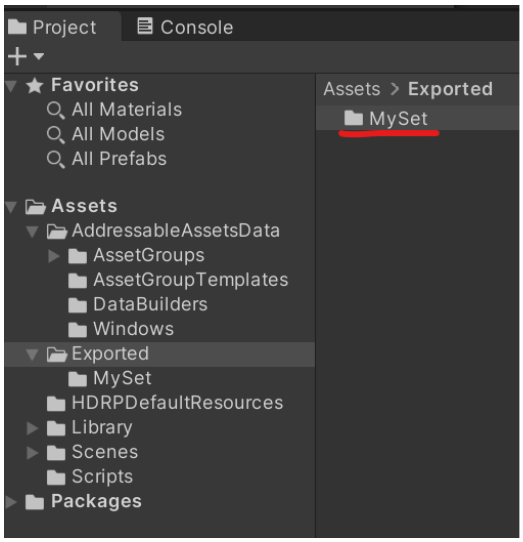



You are ready to build your addressable. Select **Build/NewBuild/Defauly Build Script**



Unity creates a new folder named **Export** where you will find your project in addressable format

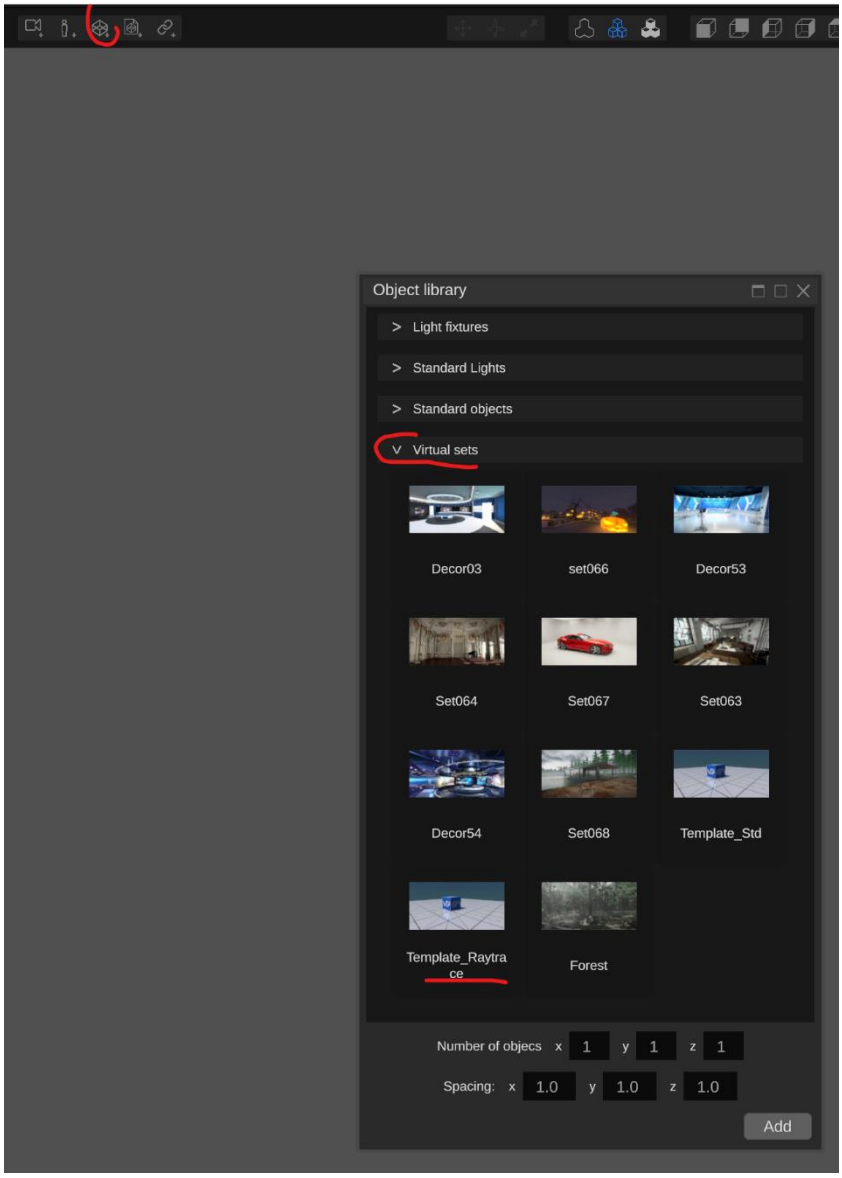
Don’t forget to delete this folder before a new build.




Copy this folder into Vset3D **VirtualSets** folder

>>  C:\Program Files\Vset3D\Vset3DStudio\STUDIO_Data\Library**VirtualSets**

Next time you start Vset3D Studio your set will appear in the Vset3D Virtual sets library



# 6. SUPPORTED PARAMETERS

**Vset3D is compatible with Unity 2023, and accept only HRDP project in DirectX 12 or 11.**

Supported parameters:

- Unity HDRP shaders
- Unity real time and baked lights
- Physical camera mode
- Volume override (Not all parameters are supported, see the list below)
- Particles
- Global illumination
- Ray tracing
- Baked GI and Real-time light Map

**Supported Volumes override:**

- Ambient Occlusion
- Contact Shadows
- Fog
- Indirect Lighting Controller
- Physically Based Sky
- SS Refraction
- Tone Mapping
- Volumetric Clouds
- Bloom
- Depth Of Field
- Gradient Sky
- Light Cluster
- SS Global Illumination
- Shadows
- Vignette
- Recursive Rendering
- Color Adjustment
- Exposure
- HDRI Sky
- Micro Shadows
- SS Reflection
- Split Toning
- Visual Environment