HTrace: Ambient Occlusion

Quick-start manual

This is a short manual that helps you to get started with H-Trace: Ambient Occlusion. If you have any questions, bug reports or suggestions - feel free to reach out to us via <u>Discord</u>.

You can find full documentation here: Online Documentation.

Adding HTrace to Your Scene:

1a. Right click to open a dropdown menu and find the Rendering category. Then select H-Trace:

Visual Scripting Scene Variables		
Volume	->	
Rendering	>	HDRP Decal Projector
Visual Effects	>	Local Volumetric Fog
Move To View		H-Trace
Align With View		TT flace

1b. Alternatively, you can add HTrace script to any empty game object:



URP Additional Setup Steps:

1.a Go to URP Render Data and in the Renderer Features section add HTrace AO Renderer Feature.

1.b Alternatively, this can be done via Window \rightarrow HTrace \rightarrow Add HTrace Renderer Feature to active RenderData button:

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HTrace	>	Add HTrace Render Feature to active RendererData
Multiplayer	>	Open documentation

2. Enable <u>Depth Priming Mode</u> if **Forward** rendering path is used. In most Unity versions priming mode is disabled by default.

Important Notes:

- In the **HDRP** pipeline, Unity does not write object motion vectors in the Scene view. As a result, moving objects may fail to accumulate correct ambient occlusion. Game view is unaffected by this.
- In the **BIRP** pipeline, ambient occlusion output is disabled in the Scene view. Use the Game view to inspect the effect's appearance.
- In the **URP** pipeline, temporal accumulation is disabled in the Scene view. This is because Unity only provides valid motion vectors (required for this effect) in the Game view. As a result, **GTAO** and **RTAO**, which rely on temporal denoising, will appear worse in the Scene view. Use the Game view to inspect the final appearance of the effect.