HTrace: Screen Space Global Illumination

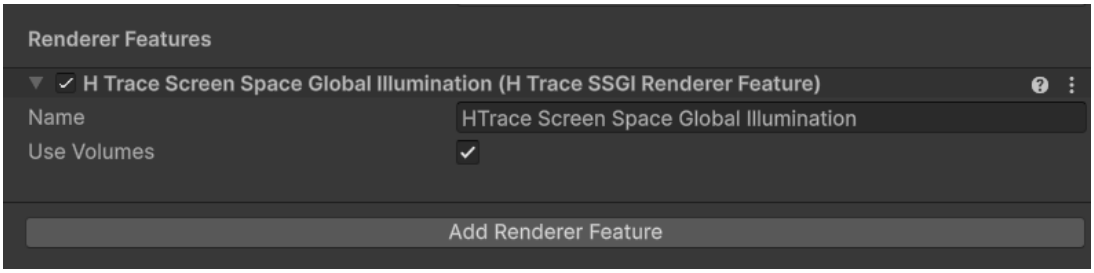
Quick-start manual

This is a short manual that helps you to get started with HTrace: Screen Space Global Illumination. If you have any questions, bug reports or suggestions - feel free to reach out to us via Discord.

You can find full documentation here: Online Documentation.

Adding HTrace SSGI to Your Scene [URP] :

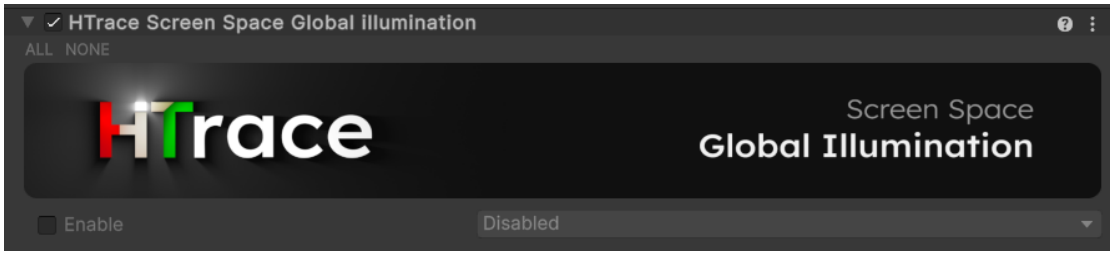
1a. Go to **URP Render Data** and in the **Renderer Features** section add **HTrace SSGI Renderer Feature**:



1b. Alternatively, this can be done via **Window** → **HTrace** → **Add HTrace SSGI Renderer Feature to active RenderData** button.

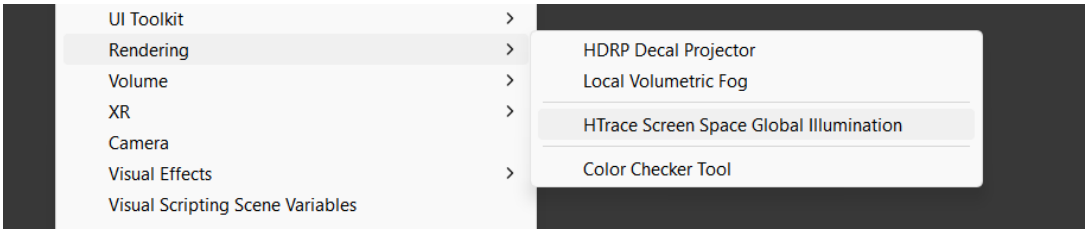
2. If you prefer to use the **Volume** workflow and control SSGI settings through a volume override, enable the **Use Volumes** option in the **Renderer Feature**. Otherwise, disable this option to control SSGI settings through a script attached to a **GameObject**.

3a. If you selected the **Volume** workflow in the previous step**,** go to your scene **Volume** and add **HTrace: Screen Space Global Illumination** override

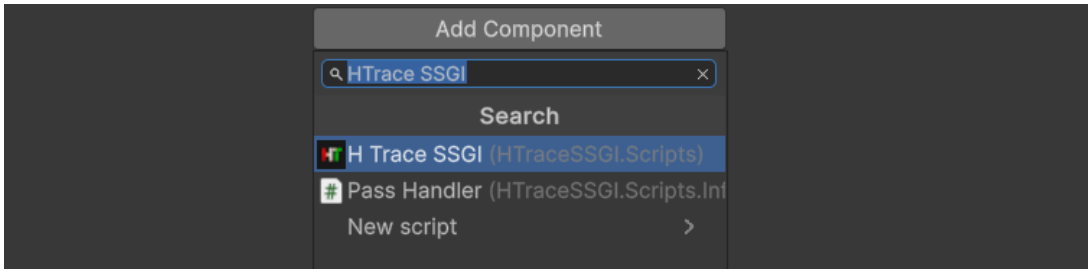


Alternatively, you can tweak HTrace SSGI settings globally through the **Project Settings** → **Graphics** → **URP** → **HTrace: Screen Space Global Illumination**

3b. If you selected the **GameObject** workflow in the previous step**, Right Click** to open a dropdown menu and find the **Rendering** category. Then select **HTrace Screen Space Global Illumination:**

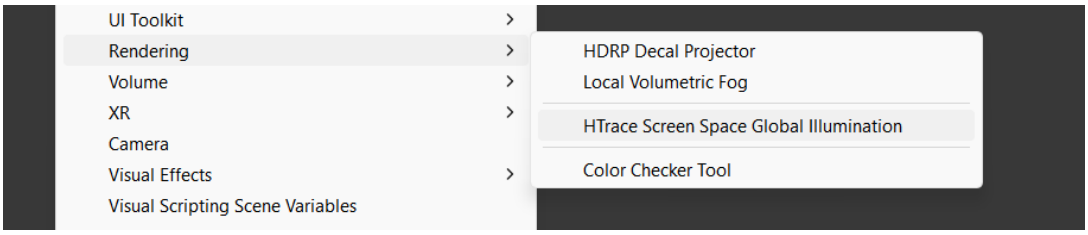


Alternatively, you can add **HTrace SSGI script** to any empty game object manually:

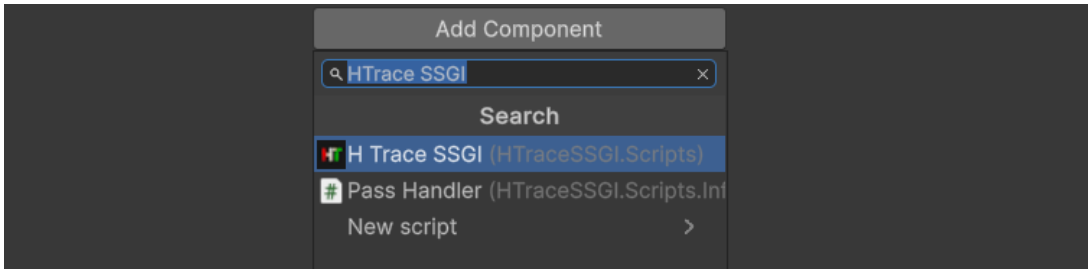


Adding HTrace SSGI to Your Scene [HDRP] :

1a. Right Click to open a dropdown menu and find the **Rendering** category. Then select **HTrace Screen Space Global Illumination:**



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



Important Notes:

- In the **HDRP** and **URP** pipelines, Unity does not write object motion vectors in the **Scene View**. As a result, moving objects may fail to accumulate correct indirect lighting. **Game View** is unaffected by this.