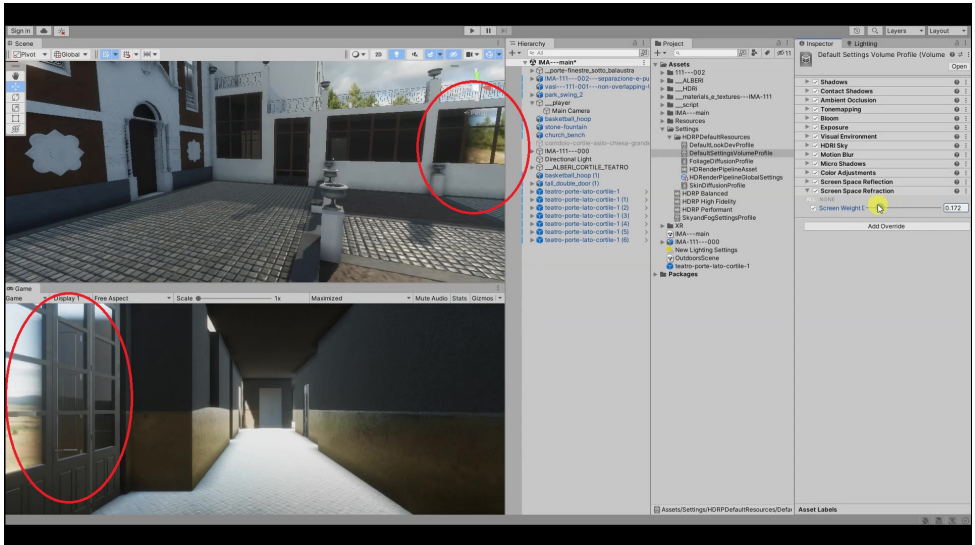
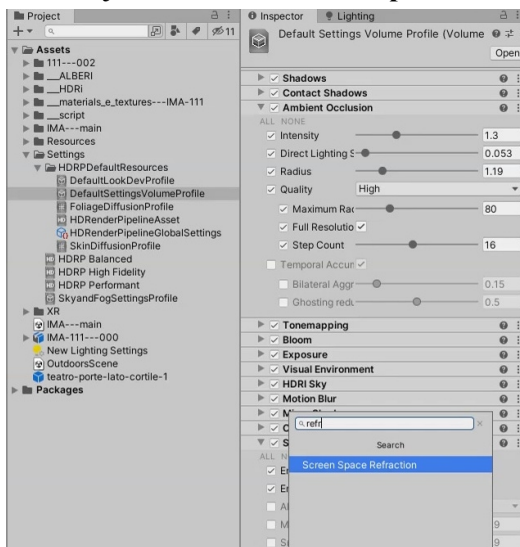


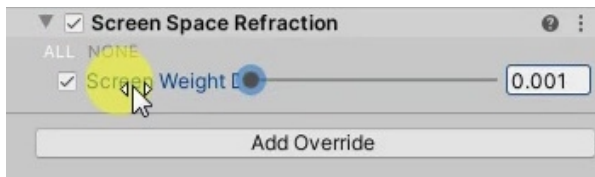
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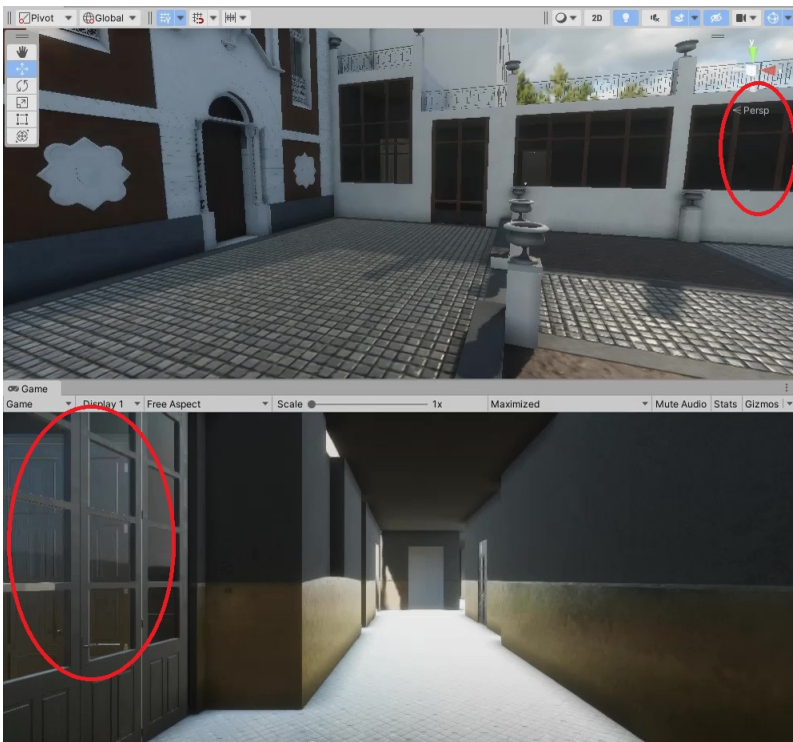
If you are using Unity's **High Definition Rendering Pipeline** and notice strange effects when certain transparent materials are at the edges of the frame, access the currently active **Volume** object and **add a Screen Space Refraction** override.



Then, minimize the value of the **Screen Weight Distance** parameter found there.



The High Definition Rendering Pipeline **defaults to Screen Space Refraction** when using materials with a **Transparent Surface Type**. In most cases, this should resolve the issue.



Volume objects are located in the Project, so you can use the search field in that tab to find these objects. In my case, I located it by double-clicking the **Profile** field in the **Environment** tab of the **Lighting** window.