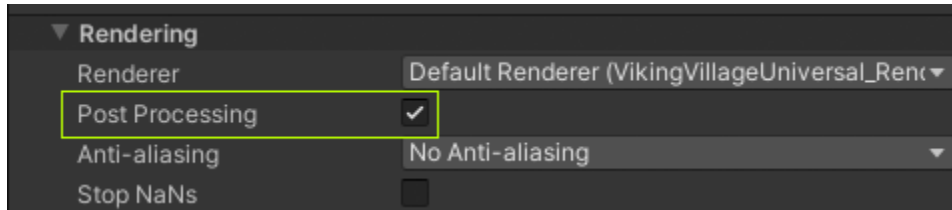
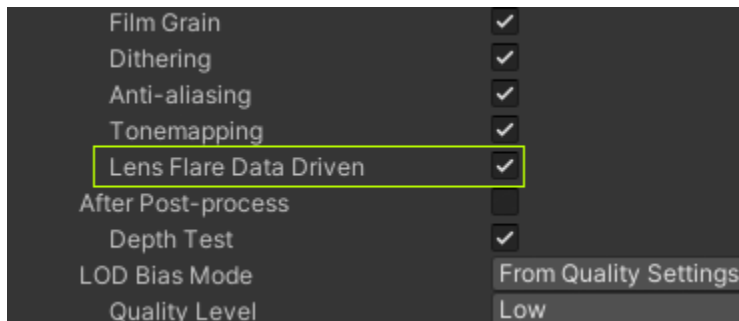


SETUP

In URP, "Post Processing" must be enabled on the Camera component



In HDRP, "Lens Flare Data Driven" must be enabled in the Frame Settings under the Rendering tab.



You can find this under Project Settings->Graphics->HDRP Settings->Frame Settings (Rendering section)

USAGE

To create a flare, add the **Lens Flare (SRP)** component to a Game Object, then assign one of the flare assets included in the package.

For general use of lens flares, see the related Unity documentation (Applies to URP as well)

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.high-definition@12.0/manual/lens-flare-data-driven-component.html>

- Some flare elements have the "Modulate by light color" option enabled, this will only take effect if the flare is added to an object with a Light component.
- Adding a flare to a Directional Light will have it behave as a sun

NOTES

- Flares may not be one-size-fits-all and may need adjustments for scale and intensity to suit your specific needs

- Consider adding a lens dirt texture to the bloom effect, this further contributes to the lens effect



You can download 4 lens dirt textures here: <https://1drv.ms/u/s!AlkpXXIKu-02yfgjK6JvdrsuY9QqsA?e=rr1aVc>