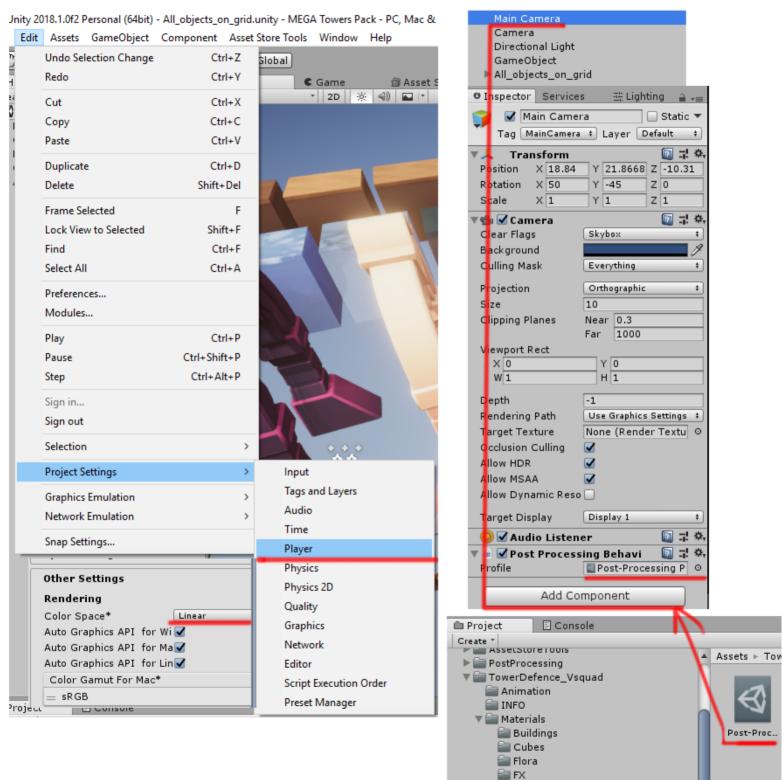
## When you open any scene first time you have to do two things:

- 1. Change Color Space to Linear
- 2. Add to the active camera Post Processing (Free Unity asset)



🛅 Scene