

Post Processing Profiles

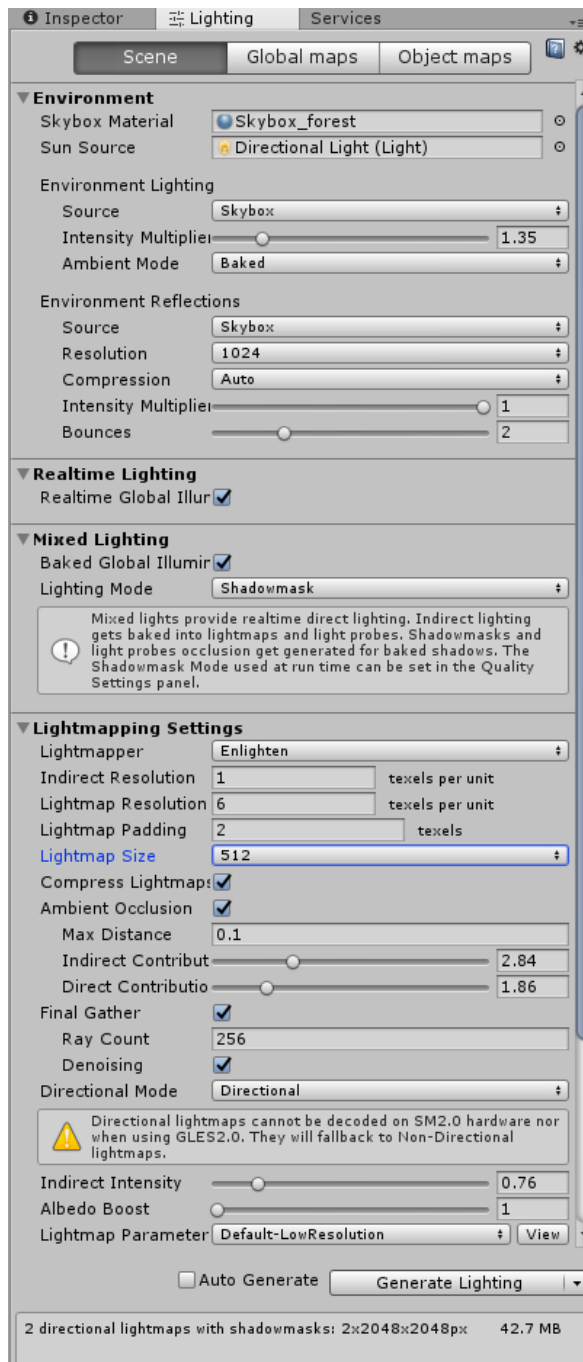


15 different settings for Post Processing.

With the help of these settings you could get realistic graphics just in few clicks. Effects: UE, Cry, Realistic, Lomo, Crazy.

Also there are 3 graphic settings: low, medium, high.

For realistic result use baked lighting and VolumetricLights (<https://github.com/SlightlyMad/VolumetricLights>). **Windows -> Lighting -> Settings**



Also check static objects.

