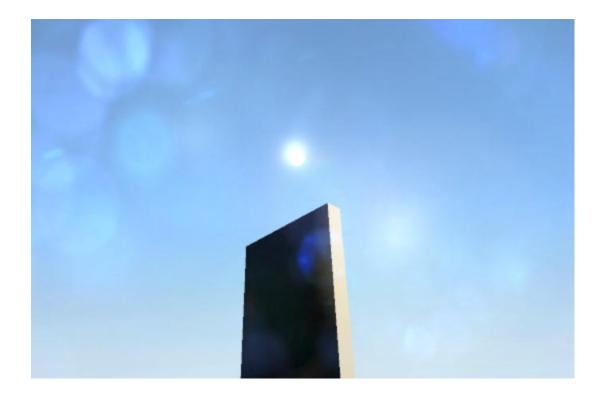
1. Check Demo Scene

Open Scene 'LensFlareManager_Demo' you can be used to view the demo scene, and after running, the following lighting effects can be seen:



When the sun is obstructed or leaves the camera lens, the lens flare effect disappears.

2. How to use - LensFlareRaycastItem

To use this tool, you need to mount the LensFlareDrawController component in the scene and place the required configuration file, which corresponds to it through ID.

Under the Sun/DepthItem in the scene, you can see the corresponding glow emitting components, and adjust the parameters to make changes. Further tutorials will provide detailed explanations.