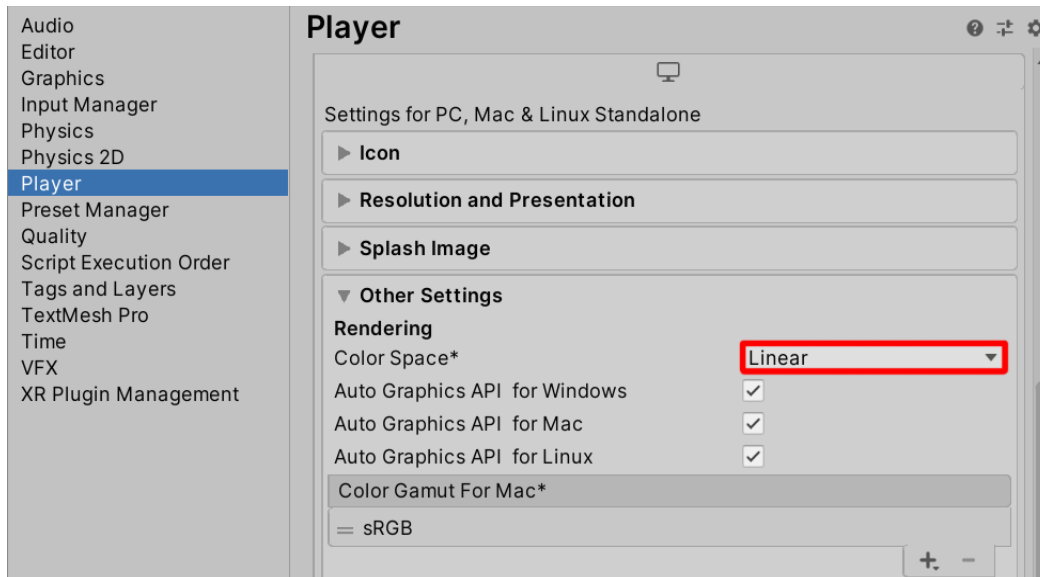


Modern Laboratory

Thank you for purchasing this Unity Asset Pack :D

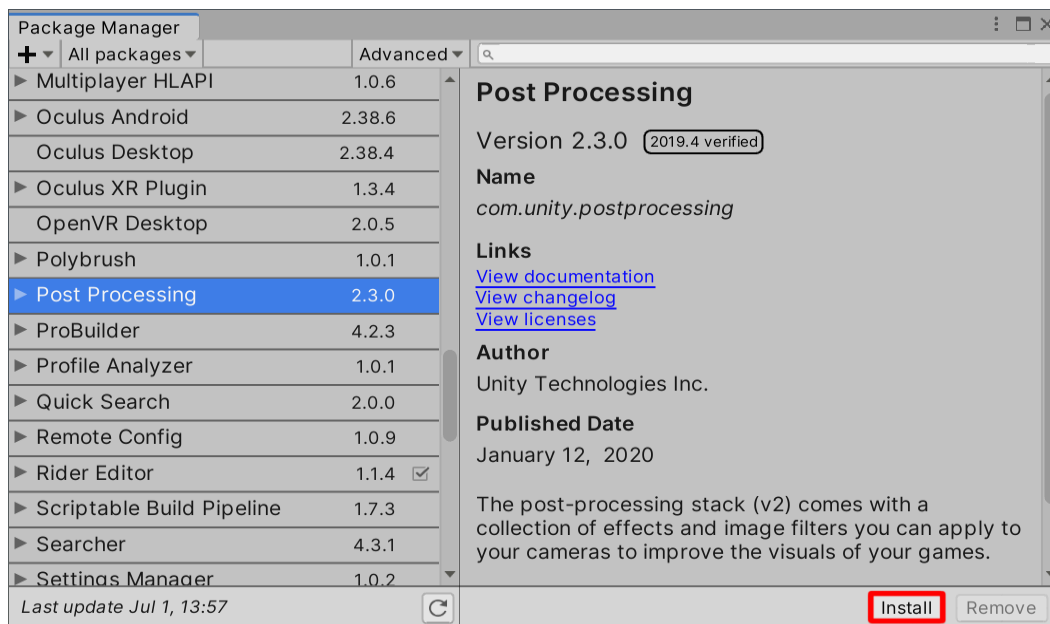
For convenience, make sure to change your project Rendering Settings to **Linear**.

Rendering Settings are located in **Edit > Project Settings > Player**



To achieve the same lighting setup as the screenshots seen on the Asset Store, this pack is provided with some scripts and plugins. These are removed by default to avoid any conflicts and errors.

First, download the Post-Processing plugin via the Download Manager, located in **Window > Package Manager**

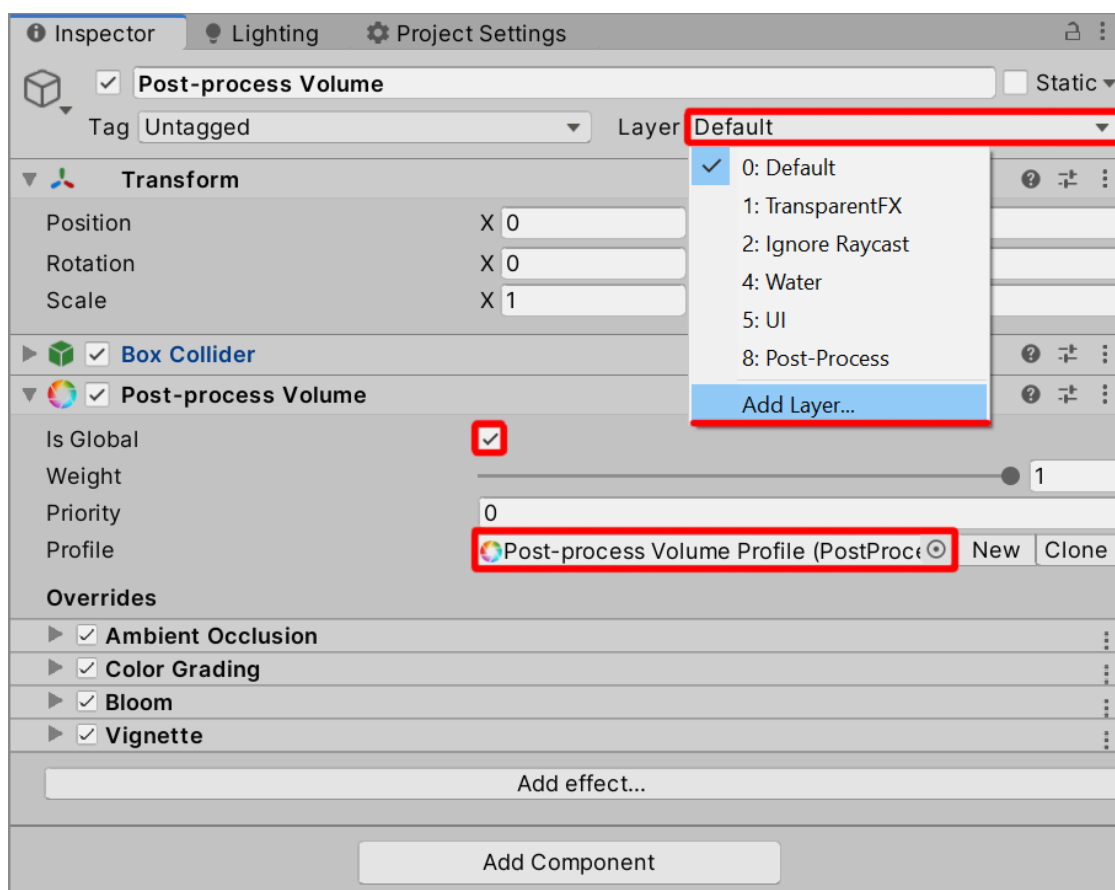


When installed, go to **Game Object > 3D Object > Post-Process Volume**.

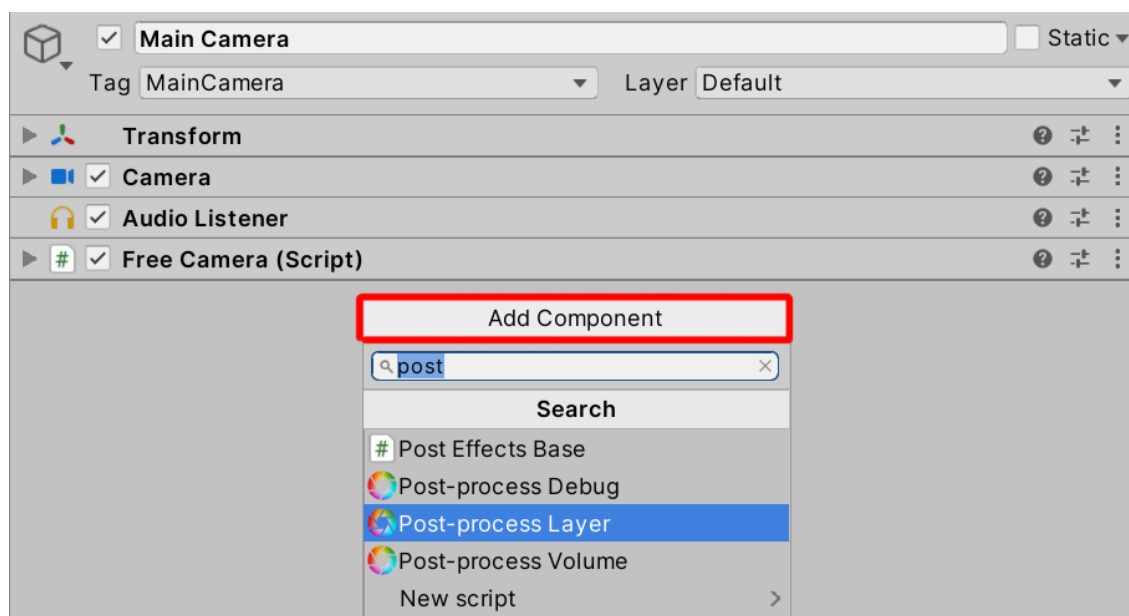
On the newly created GameObject, check **Is Global**, and put the provided Profile in the slot.

The Profile is located in **Laboratory > Scenes > Scene_Laboratory > Scene_Laboratory_Profiles**

Now create a custom Layer for the Post-Process Volume by clicking on the Default one and **Add Layer...** Name the new Layer with any name you want, and go back to the Volume to assign it.



Now add a **Post-Process Layer** component to the scene **Camera** :



Assign the same **Layer** you created, and choose an **Anti-Aliasing** mode (I usually choose **TAA**).

We also recommend to download **ProGrids** from the Package Manager since most of the prefabs are based on a modular grid.

The pack is provided with some third party plugins for Volumetric Lighting and Screen-Space Reflections. Note that these effects are only shown in **Play Mode**.

Warning : these post-effects can be quite heavy, especially SSR, old hardware may not be suitable for it. They are also not compatible with HDRP, URP, or VR development.

For Volumetric Lighting :

Add a **Volumetric Light Renderer** component to your **Camera**.

All Point Lights in the scene already have a **Volumetric Light** component attached to them.

To control the atmosphere thickness, increase the **Scattering Coef** parameter on the **Volumetric Light** script.

Script downloaded from : <https://github.com/SlightlyMad/VolumetricLights>

For Reflections :

Simply add a **StochasticScreenSpaceReflection** component to your **Camera**.

Script downloaded from : <https://github.com/Xerxes1138/StochasticScreenSpaceReflection>

If you have any questions or simply want to say hello, feel free to contact us at andragorinc@gmail.com

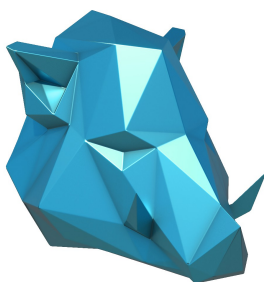
We will also be pleased to know what you think of this pack, what to add or modify for future updates.

If you have some time to spare, we have a quick **7 questions form** over here :

<https://forms.gle/5Am8UN3NFq7Qq5ar5>

Your answers will be very useful for us !

Thanks again
Enjoy your pack !



Andragor Inc.

<https://andragorinc.wixsite.com/andragorinc>
<https://assetstore.unity.com/publishers/18747>