

▼ Debug Views

Mode

None

✓ Fog

! This effect adds fog compatibility to the deferred rendering path; enabling it with the forward rendering path won't have any effect. Actual fog settings should be set in the Lighting panel.

Exclude Skybox



● Antialiasing

Method

Fast Approximate Anti-aliasing

Preset

Default

✓ Ambient Occlusion

Intensity

1.95

Radius

3.39

Sample Count

High

Downsampling



Force Forward Compatibility



High Precision (Forward)



Ambient Only (Deferred + HDR)



● Screen Space Reflection

✓ Depth Of Field

Focus Distance

70.1

Aperture (f-stop)

21.9

Use Camera FOV



Focal Length (mm)

259

Kernel Size

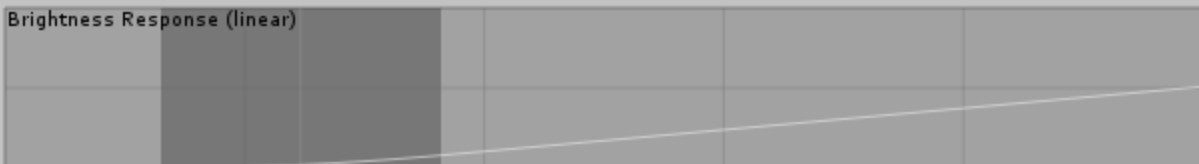
Medium

● Motion Blur

● Eye Adaptation

✓ Bloom

Brightness Response (linear)



Intensity

0.27

Threshold (Gamma)

1.1

✓ Bloom



Brightness Response (linear)

Intensity

0.27

Threshold (Gamma)

1.1

Soft Knee

0.475

Radius

3.66

Anti Flicker



Dirt

Texture

None (Texture)



Intensity

3

✓ Color Grading



Tonemapping

Tonemapper

Neutral



Neutral Tonemapper

Black In

0.016

White In

10

Black Out

0

White Out

10

White Level

5.3

White Clip

10

Basic

Post Exposure (EV)

0.37

Temperature

0

Tint

0

Hue Shift

0

Saturation

1

Contrast

1

Channel Mixer

Channel

Red

Green

Blue

Red

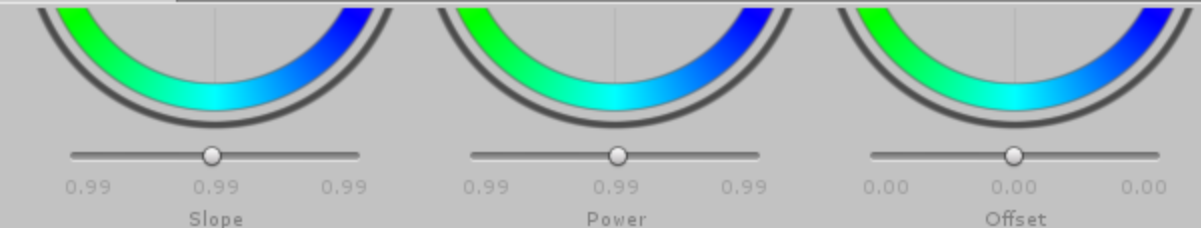
1

Green

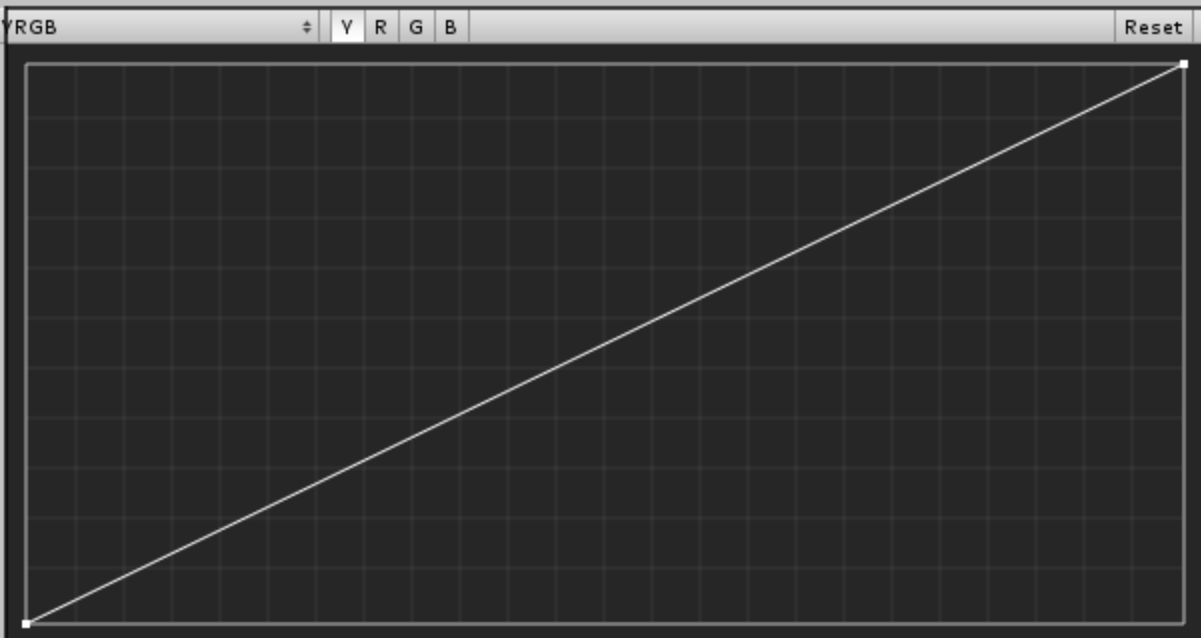
0

Blue

0



Grading Curves




☐ User Lut

☐ Chromatic Aberration


☐ Grain


☒ Vignette


Mode: Classic

Color: 

Center: X 0.5 Y 0.5

Intensity:  0.397

Smoothness:  0.207

Roundedness:  1

Rounded: ☐

☐ Dithering