



Glow Effect

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1. Articles

1.1. Upgrade Note V2 to V3

Since version 3 the glow effect have been upgraded to the URP standard. The old scripts and shaders are still valid. However, the materials, prefabs and demo scenes have been updated to the new shaders and the URP standard.

How to update an existing scene to the URP standard can be read in the official Unity documentation. With unity's new universal render pipeline, the use of the "Camera Bloom Effect" script is no longer necessary, as bloom and emission effects are covered by URP post processing by default. You only must make sure that "Post Processing" is activated for your camera.

1.2. Getting Started

The integration requires a valid Universal Render Pipeline scene. The camera must have Post Processing enabled. Bloom must be enabled in the post processing volume.

- Download the asset from the Asset Store and import it into your project.

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PwhSoft/Glow Effect	Glow effect shaders and scripts
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- In principle, you can orientate yourself on the demo-scenes if you have questions about the functionality of the scripts.
 - 1- Activate the Universal Render Pipeline in your project settings. (See unity documentation)
 - 2- Setup your URP scene (See unity documentation)
 - 3- Activate post processing in camera component.
 - 4- Enable bloom in post processing volume component.
 - 5- Create a new material and the Glow_URP_v1 shader
 - 6- Assign the material to your mesh renderer
 - 7- Adjust the glow effect according to your wishes in the material.

1.3. Support

If you have any questions, please contact us with name and subject "<name of the asset>" to the following email address:

support.unityassetstore@pwhsoft.de

I will answer your e-mail as soon as possible. Please understand that this may take some time.