



SCI FI ARMORS

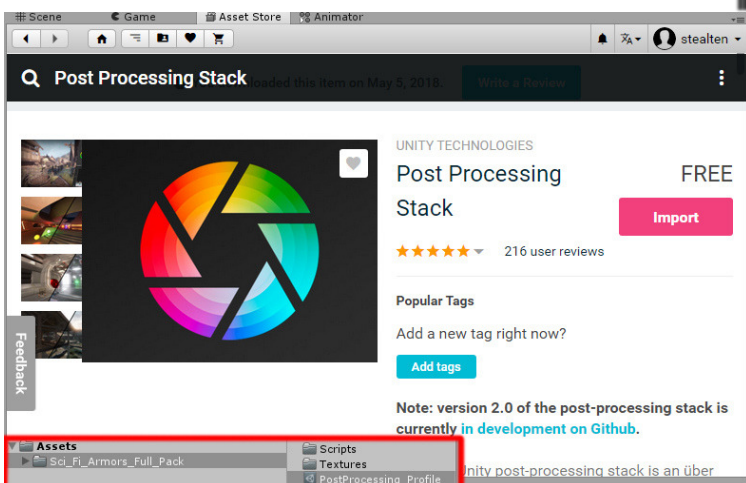
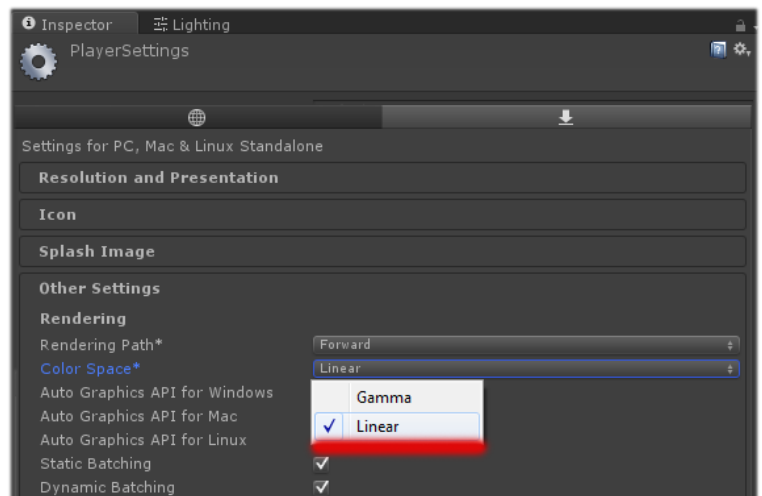
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Due to Asset Store rules, I can not add standard Assets to the scene, so if you want the scene to look the same as the video you have to do a couple of simple settings.

PROJECT SETUP AND QUALITY SETTINGS

1 - Setting the color in the project for PBR

Edit > Project Settings > Player > Other settings > Change Color Space to linear



2 - Importing Post Processing

Download a free "Post Processing Stack" from the Asset store and apply the PostProcessing_Profile to the camera