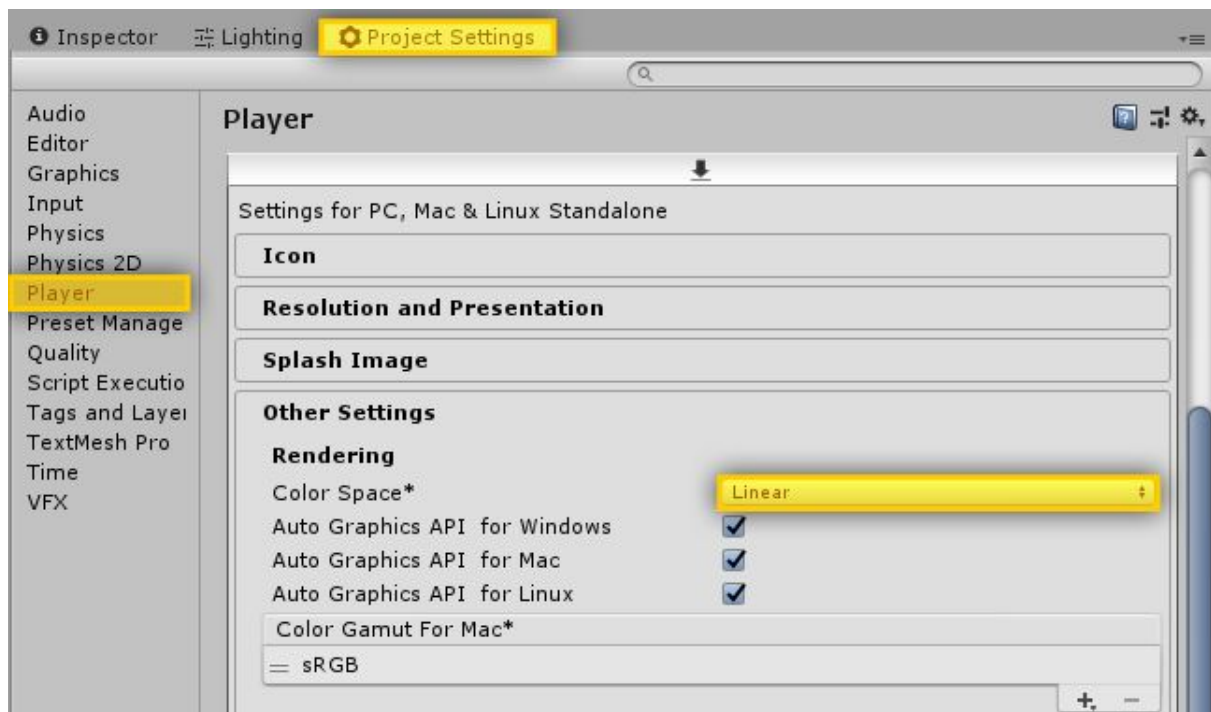


## Desert Environment Documentation

### Color space setup

Default rendering setting can lead to overexposure of Demo levels. This can be fixed by choosing **Linear** Color Space under **Project Settings -> Player -> Other Settings -> Rendering**.



## Using Unity Post Processing Stack effects from screenshots

1. Download Unity Post Processing via asset manager.
2. If you are not familiar with how this asset works, we recommend reading these clear instructions <https://github.com/Unity-Technologies/PostProcessing/wiki/Quick-start>
3. After Post Processing Stack is added to Unity, create Post-Processing Layer Component for Camera you want to use Post Processing with. The Camera needs to be in Layer "Postprocessing" and Post Process Layer (Script) Component has to be in the "Postprocessing" layer too. Then create Post Process Volume Component. Drag and drop Post Processing profile asset from the assets directory. They are placed in "level\_profiles" folder inside folder "Scenes". When there are more cameras in Showcase level, Post Process Profile is shared.
4. Visible changes can be seen in Game window with display number selected for chosen camera.
5. Post Processing Effect look can be custom changed by adding, deleting and editing existing values inside Post Process Volume (script) component. Every effect is stacked under "Overrides".

