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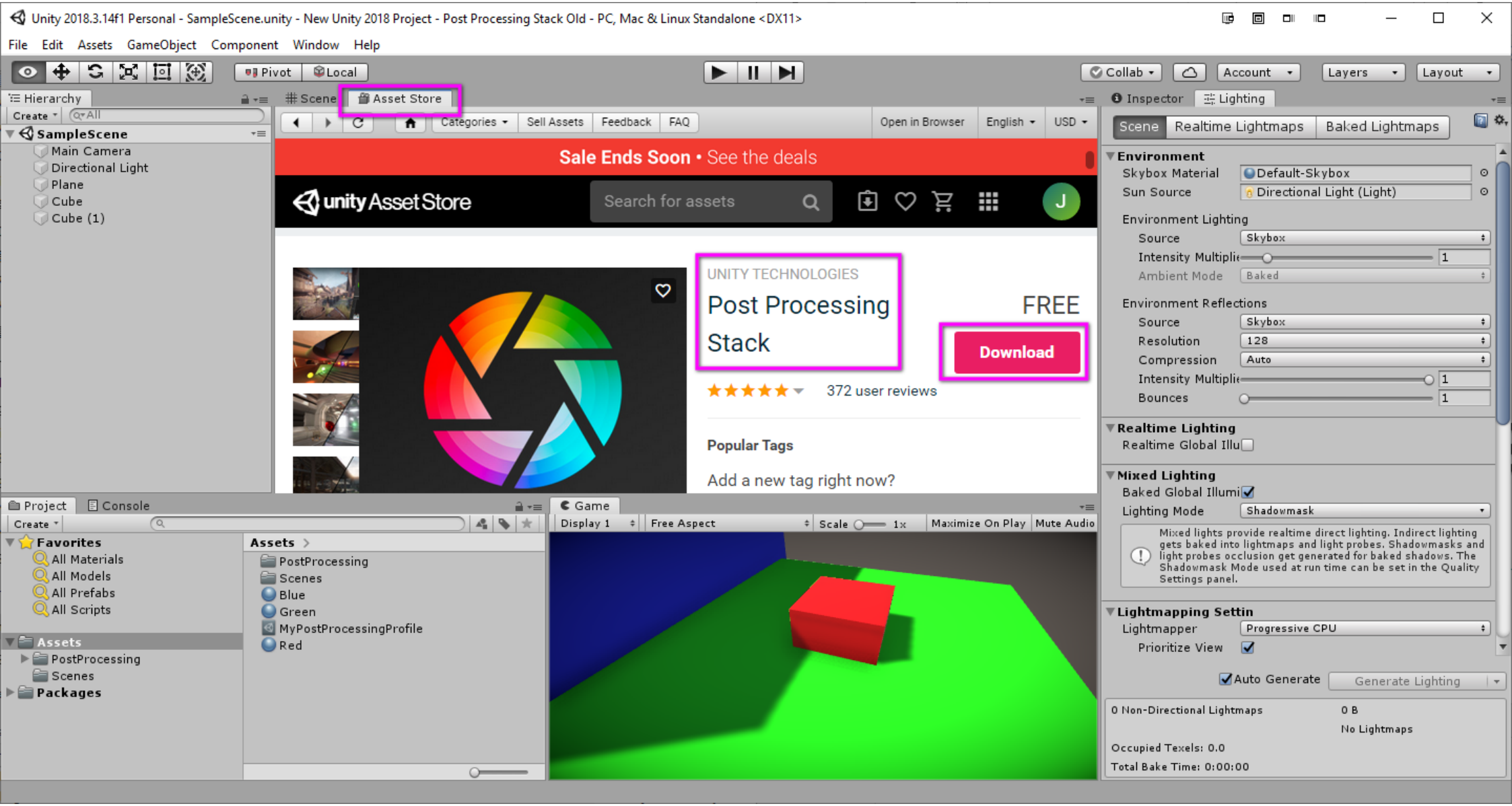
DONGSEO UNIVERSITY

Unity 2018

Post Processing Stack

jintaeks@dongseo.ac.kr

April 12, 2019


Unity 2018.3.14f1 Personal - SampleScene.unity - New Unity 2018 Project - Post Processing Stack Old - PC, Mac & Linux Standalone <DX11>
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Realtime Lighting
Realtime Global Illu
Mixed Lighting
Baked Global Illumi
Lighting Mode Shadowmask
Mixed lights provide realtime direct lighting. Indirect lighting gets baked into lightmaps and light probes. Shadowmasks and light probes occlusion get generated for baked shadows. The Shadowmask Mode used at run time can be set in the Quality Settings panel.
Lightmapping Settin
Lightmapper Progressive CPU
Prioritize View
Auto Generate Generate Lighting
0 Non-Directional Lightmaps 0 B
No Lightmaps
Occupied Texels: 0.0
Total Bake Time: 0:00:00
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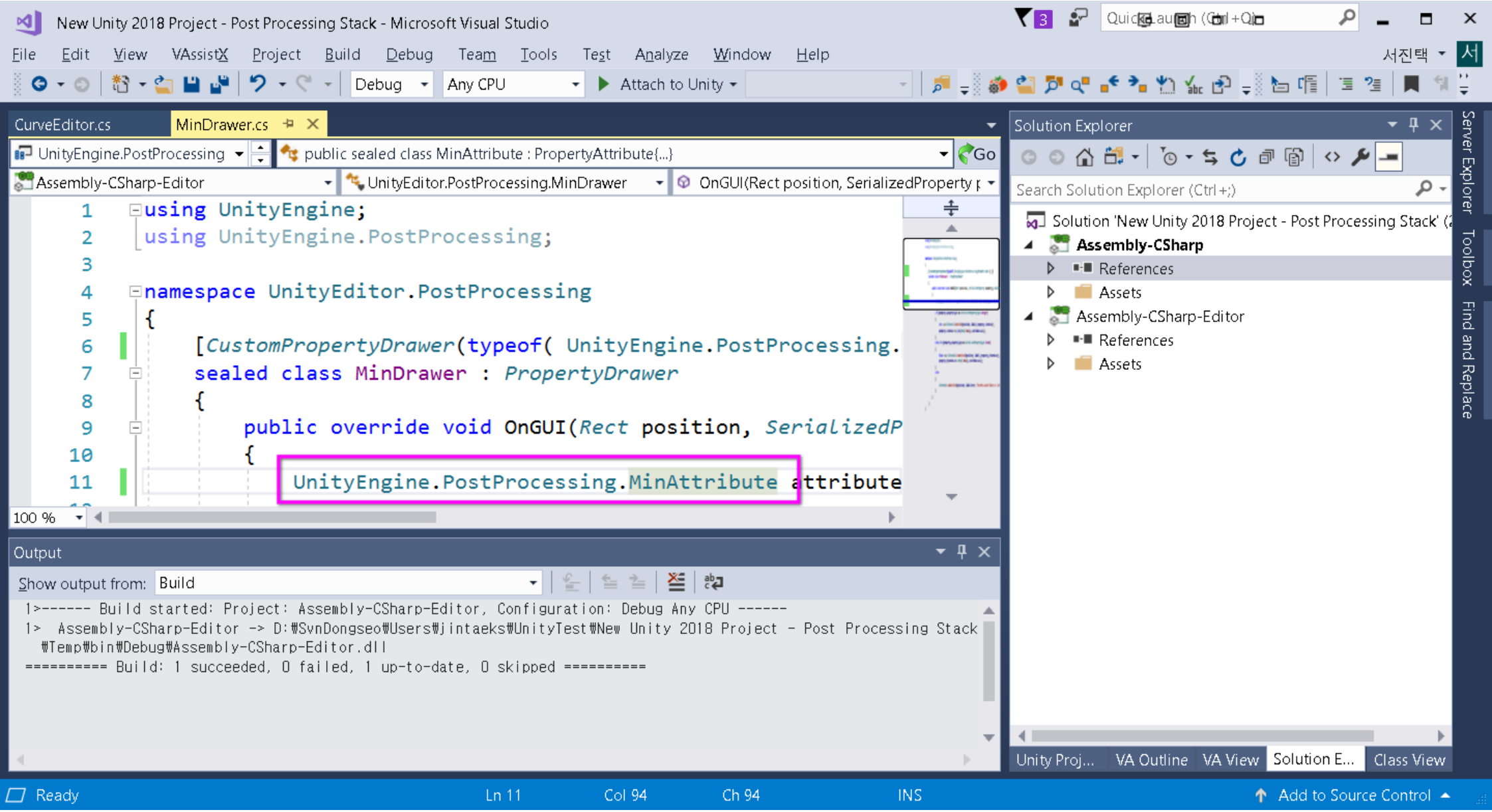
New Unity 2018 Project - Post Processing Stack - Microsoft Visual Studio
File Edit View VAssistX Project Build Debug Team Tools Test Analyze Window Help
Debug
Any CPU
Attach to Unity
CurveEditor.cs
MinDrawer.cs
UnityEngine.PostProcessing
public sealed class MinAttribute : PropertyAttribute{...}
Go
Assembly-CSharp-Editor
UnityEditor.PostProcessing.MinDrawer
OnGUI(Rect position, SerializedProperty p
1 using UnityEngine;
2 using UnityEngine.PostProcessing;
3
4 namespace UnityEditor.PostProcessing
5 {
6 [CustomPropertyDrawer(typeof(UnityEngine.PostProcessing.
7 sealed class MinDrawer : PropertyDrawer
8 {
9 public override void OnGUI(Rect position, SerializedP
10 {
11 UnityEngine.PostProcessing.MinAttribute attribute
100 %
Output
Show output from: Build
1>------ Build started: Project: Assembly-CSharp-Editor, Configuration: Debug Any CPU ------
1> Assembly-CSharp-Editor -> D:₩SvnDongseo₩Users₩jintaeks₩UnityTest₩New Unity 2018 Project - Post Processing Stack
₩Temp₩bin₩Debug₩Assembly-CSharp-Editor.dll
========== Build: 1 succeeded, 0 failed, 1 up-to-date, 0 skipped ==========
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VA View
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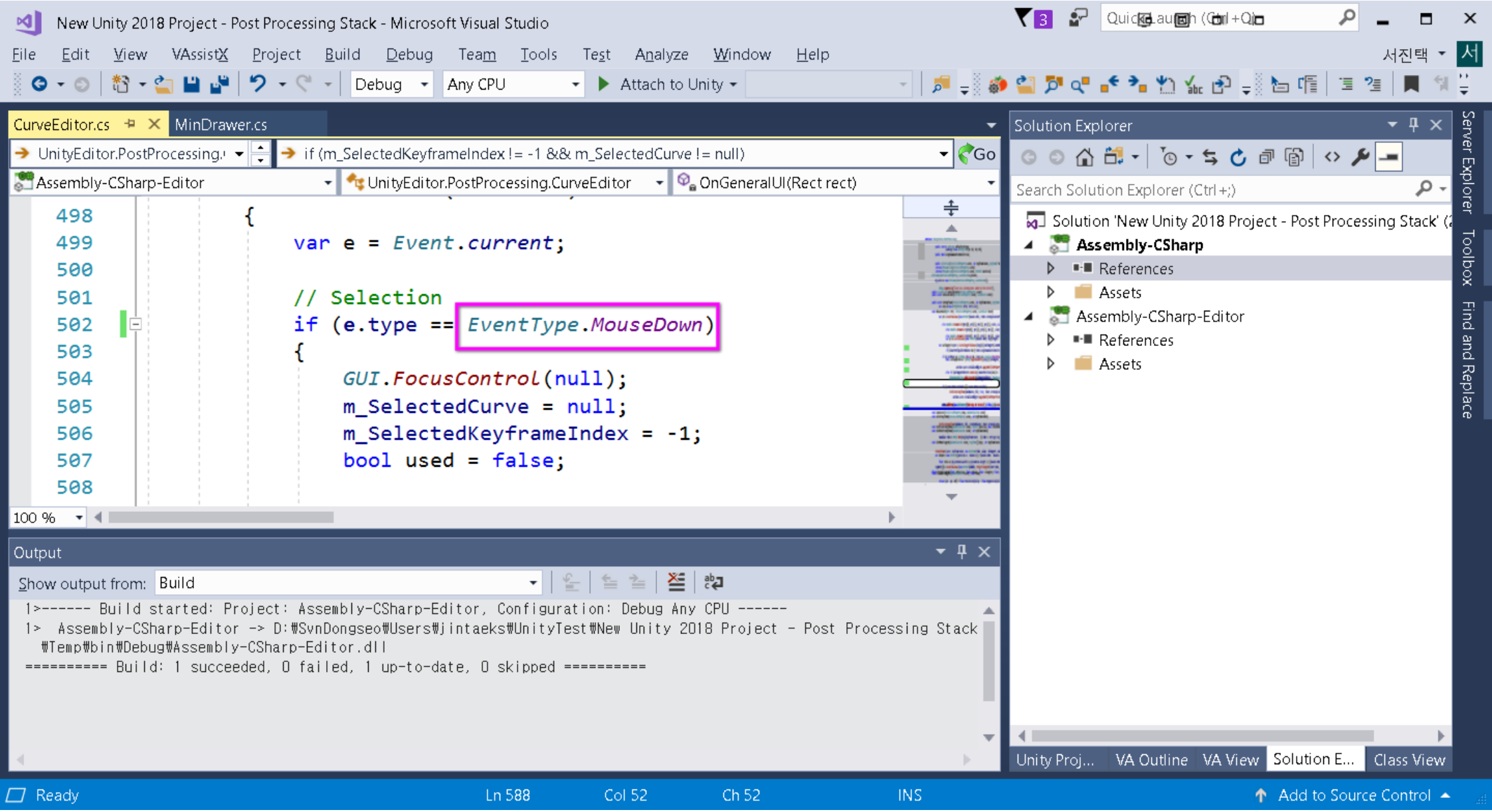
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CurveEditor.cs
MinDrawer.cs
UnityEditor.PostProcessing.
if (m_SelectedKeyframeIndex != -1 && m_SelectedCurve != null)
Go
Assembly-CSharp-Editor
UnityEditor.PostProcessing.CurveEditor
OnGeneralUI(Rect rect)
498 {
499 var e = Event.current;
500
501 // Selection
502 if (e.type == EventType.MouseDown)
503 {
504 GUI.FocusControl(null);
505 m_SelectedCurve = null;
506 m_SelectedKeyframeIndex = -1;
507 bool used = false;
508
100 %
Output
Show output from: Build
1>------ Build started: Project: Assembly-CSharp-Editor, Configuration: Debug Any CPU ------
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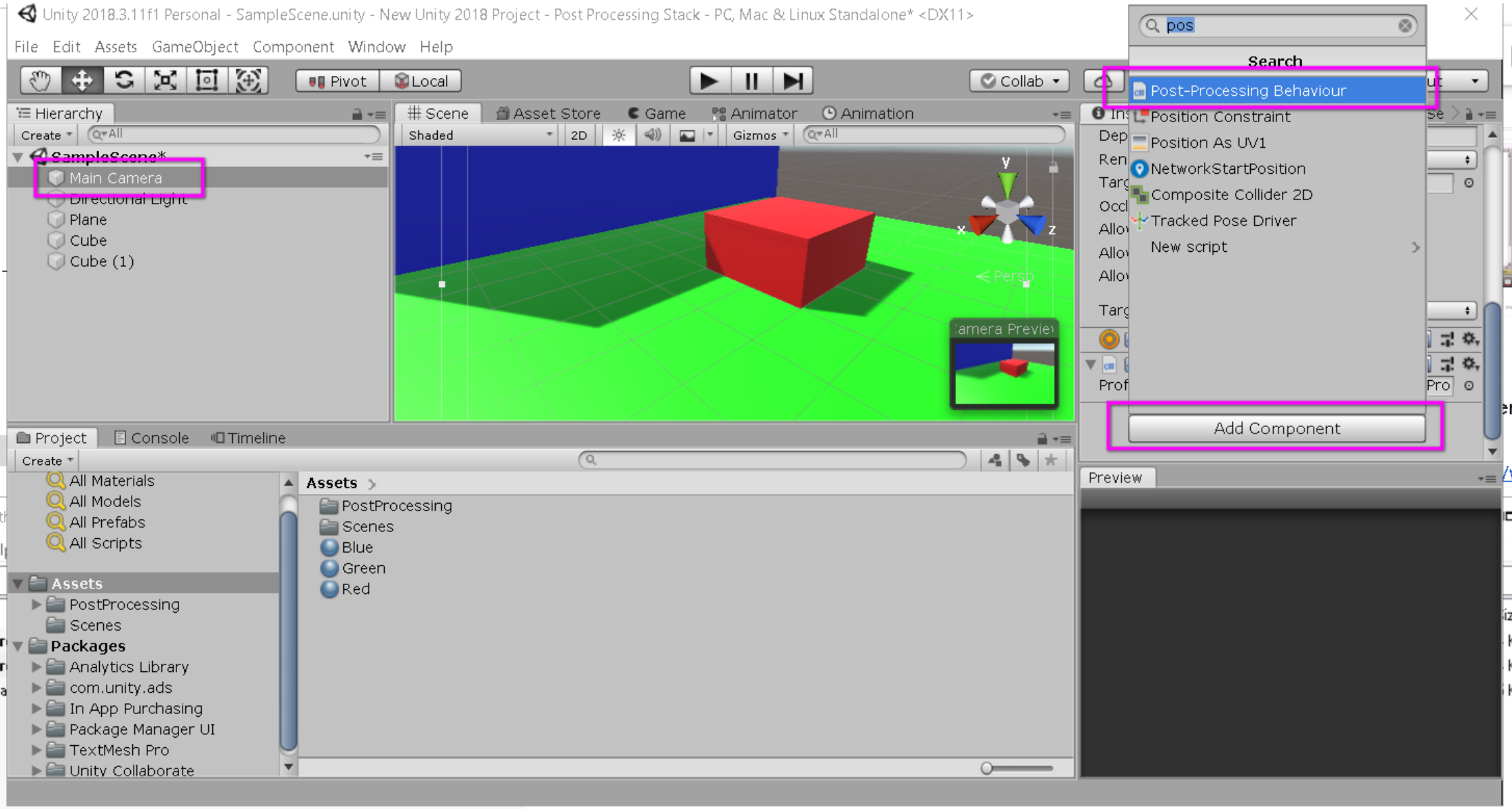
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Tracked Pose Driver
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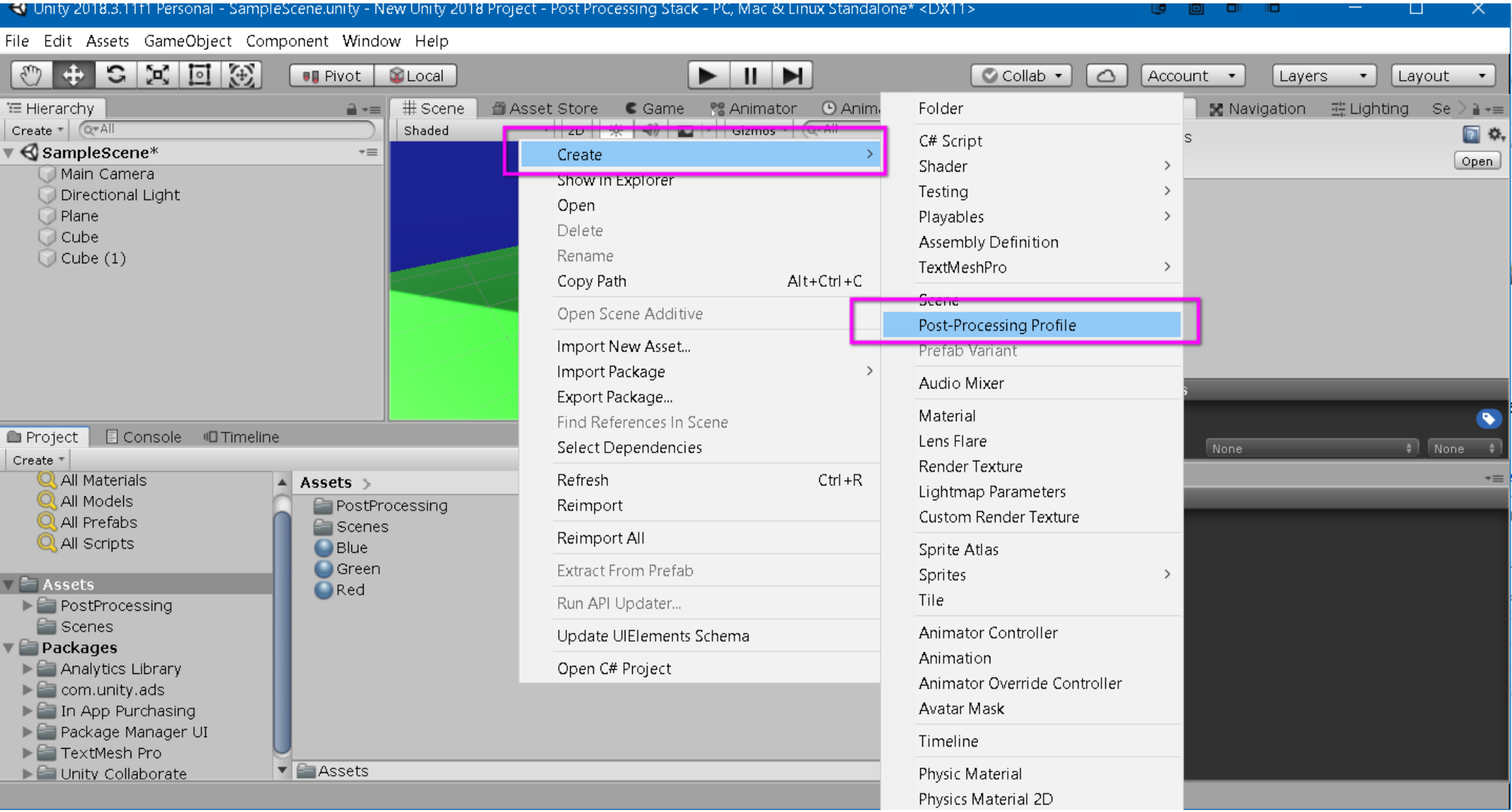
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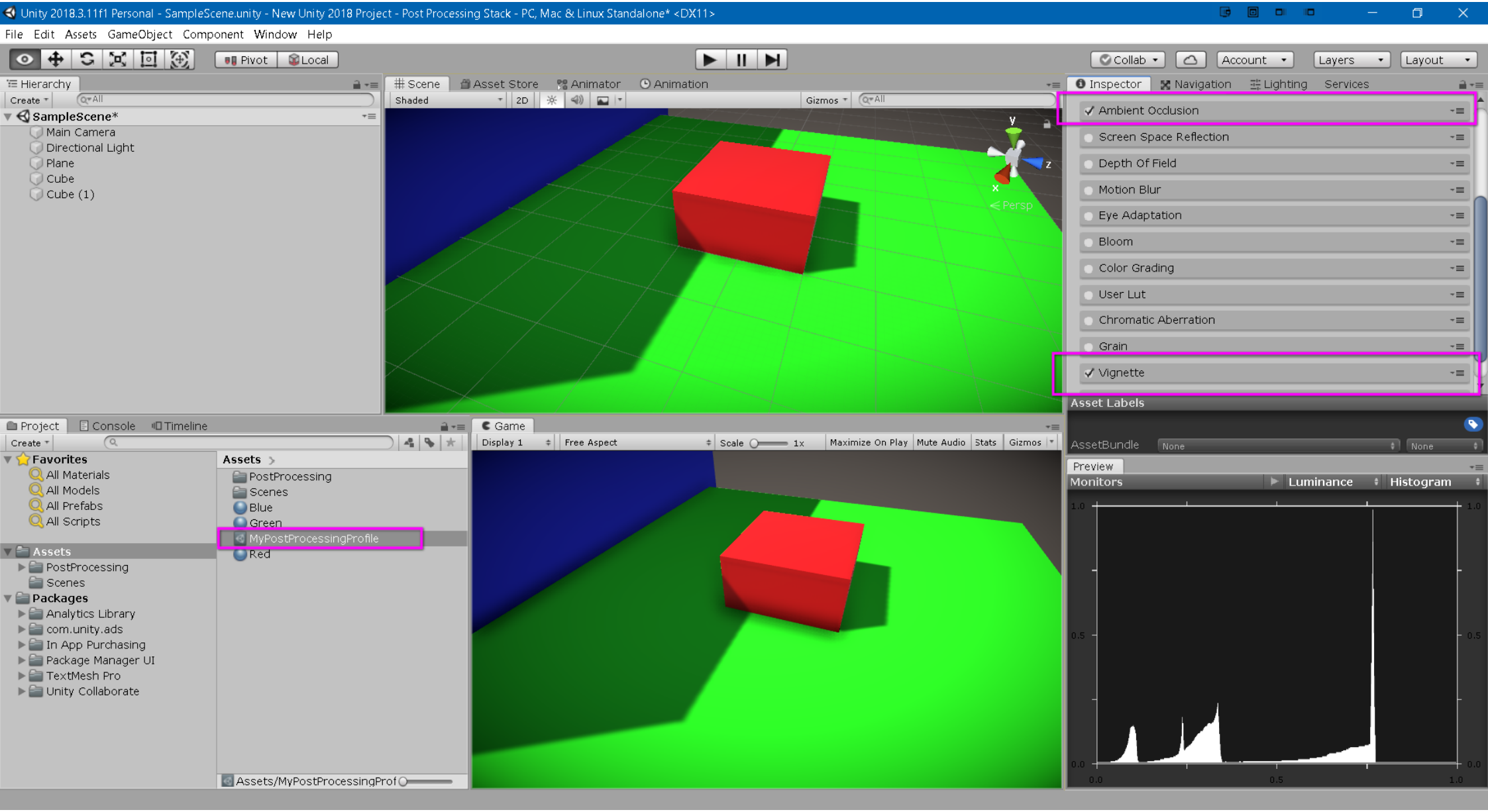
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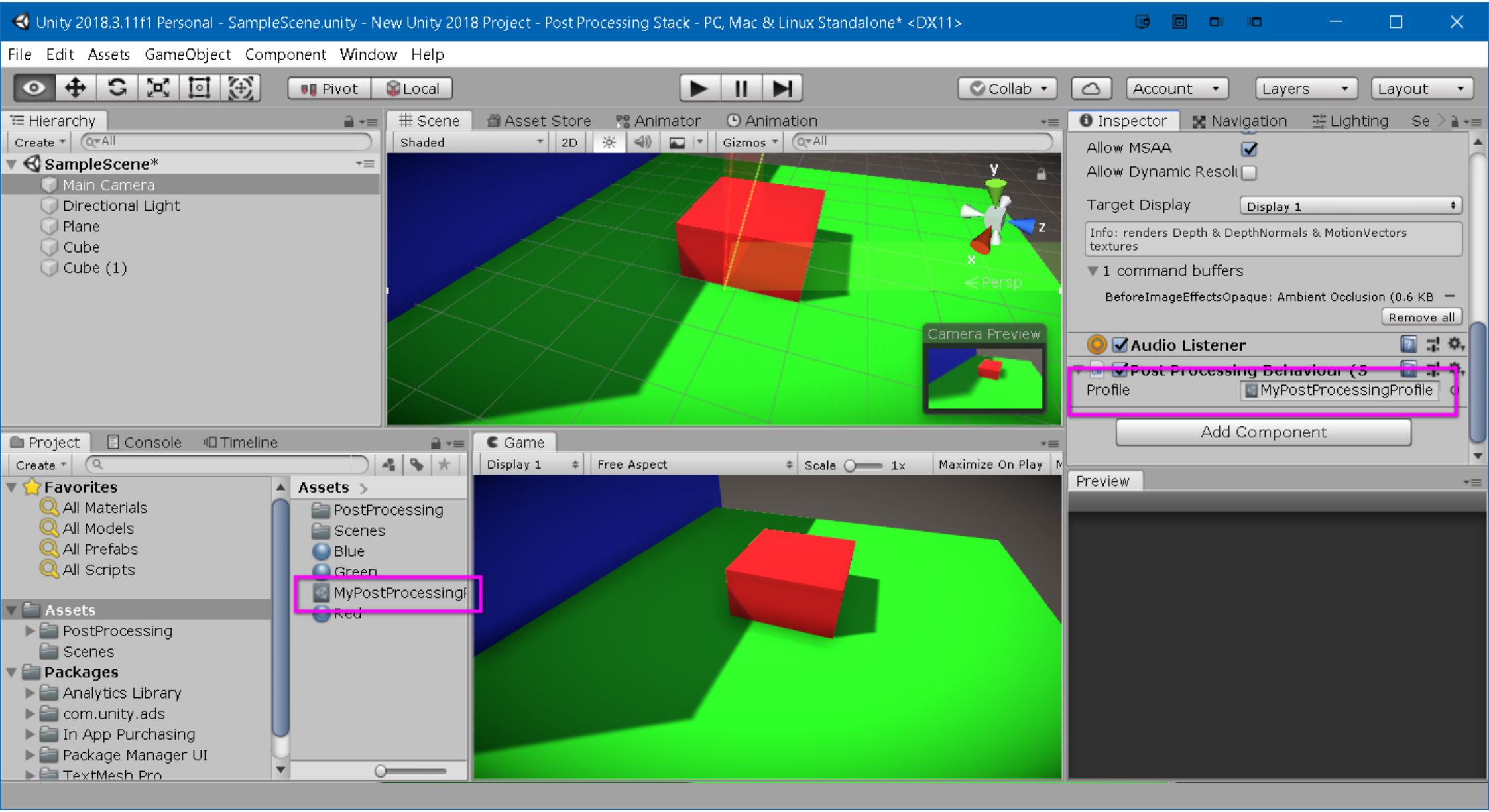
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Allow MSAA
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Target Display Display 1
Info: renders Depth & DepthNormals & MotionVectors textures
1 command buffers
BeforeImageEffectsOpaque: Ambient Occlusion (0.6 KB
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