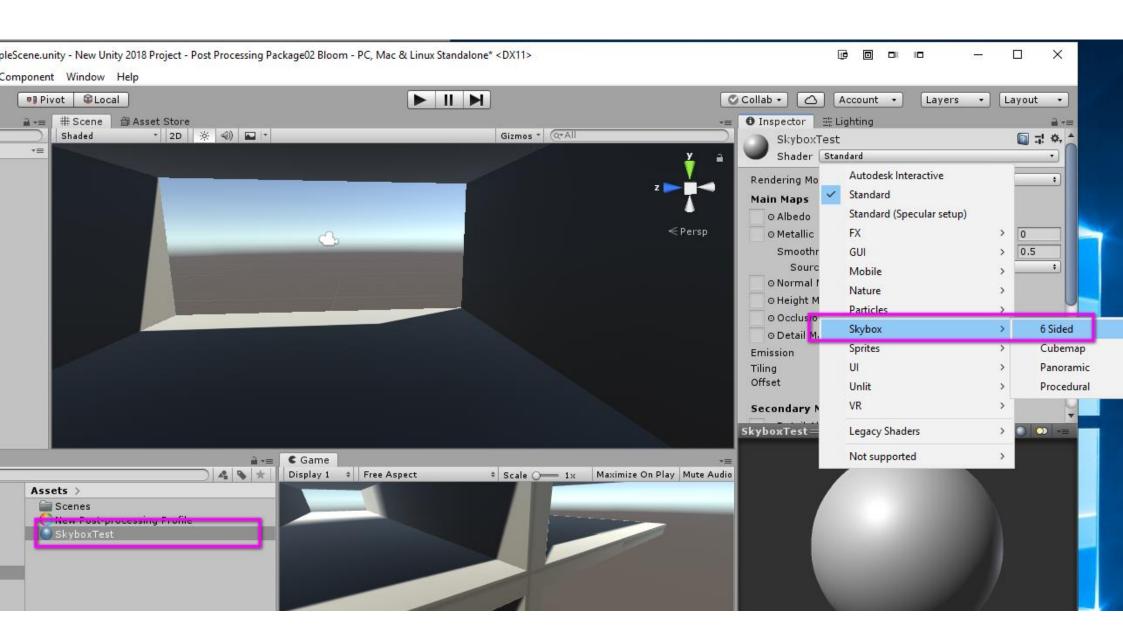
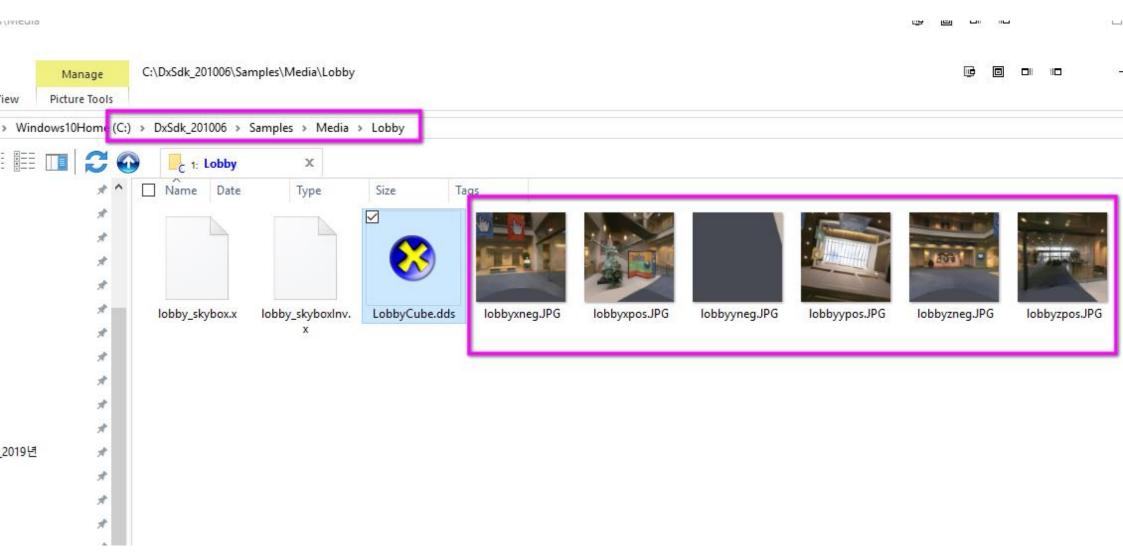
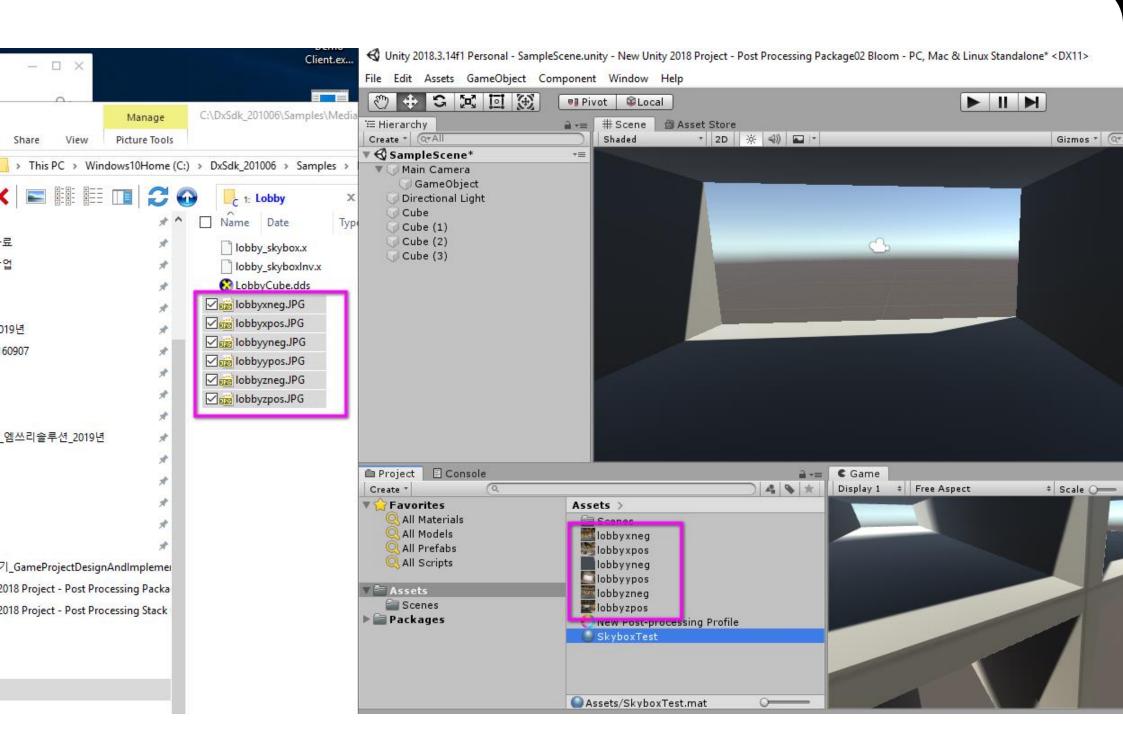


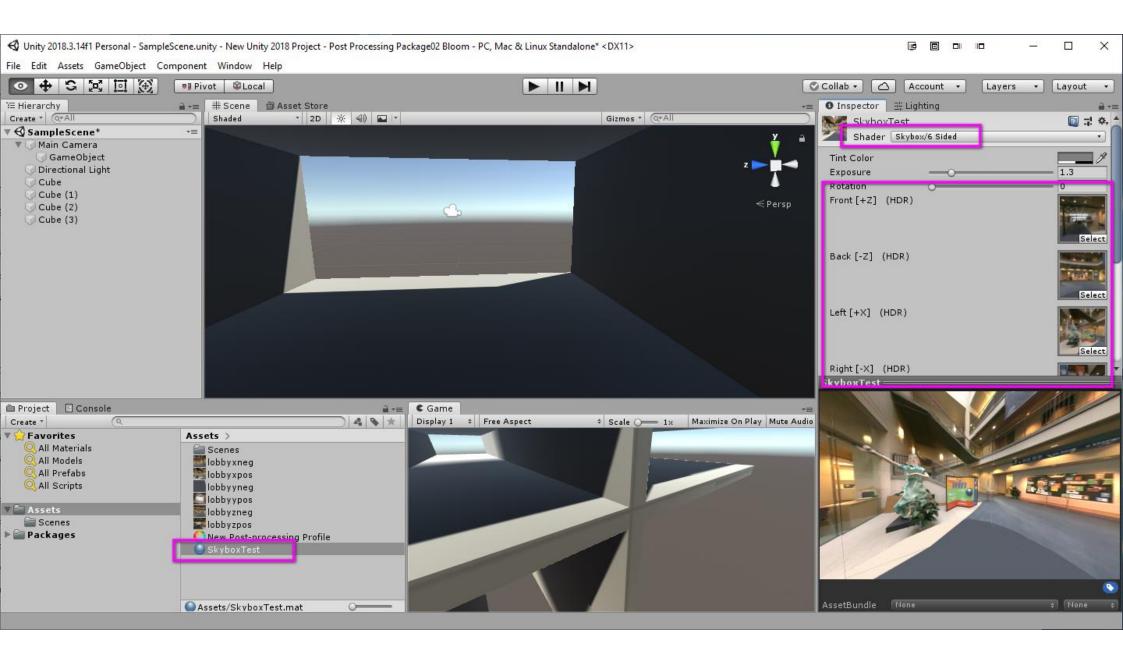
Unity Post Processing Package Adding Skybox

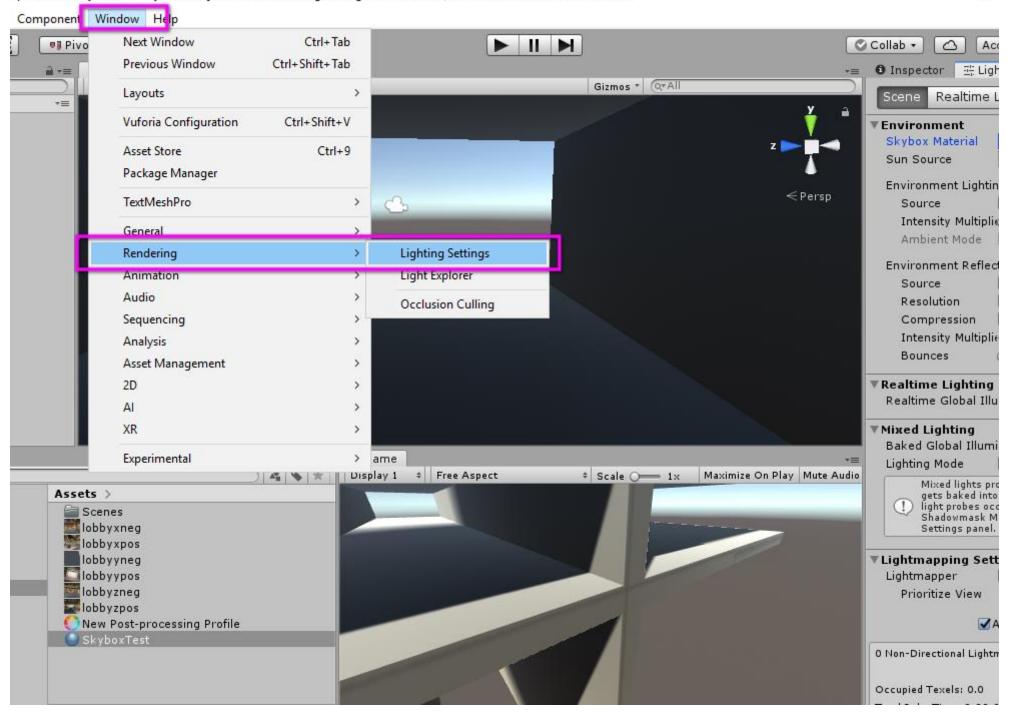
<u>jintaeks@dongseo.ac.kr</u> May 13, 2019 le Edit Assets GameObject Component Window Help **▶** || **▶** 河 回 河 Pivot @Local ○ Collab + 0 Account + Laye # Scene # Asset Store 1 Inspector E Lighting Hierarchy reate * Q+All - 2D ※ 4) 🔤 -Gizmos + Q+All Shaded Assets **⊗** SampleScene* +≡ Main Camera GameObject Directional Light Cube Cube (1) ← Persp Cube (2) Cube (3) Folder C# Script Shader Testing Create Playables Show in Explorer Assembly Definition Open TextMeshPro Delete Scene Rename Post-processing Profile Copy Path Alt+Ctrl+C Prefab Variant Open Scene Additive Audio Mixer Import New Asset... Material Import Package Export Package... Render Texture Find References In Scene Project Console **Lightmap Parameters** Select Dependencies 0 reate * e Audio Favorites Assets > Custom Render Texture Ctrl+R Refresh All Materials Scenes Sprite Atlas All Models Reimport New Post-processing Profile All Prefabs SkyboxTest Sprites Reimport All All Scripts Tile Extract From Prefab Animator Controller Scenes Run API Updater... Animation Packages Update UlElements Schema Animator Override Controller

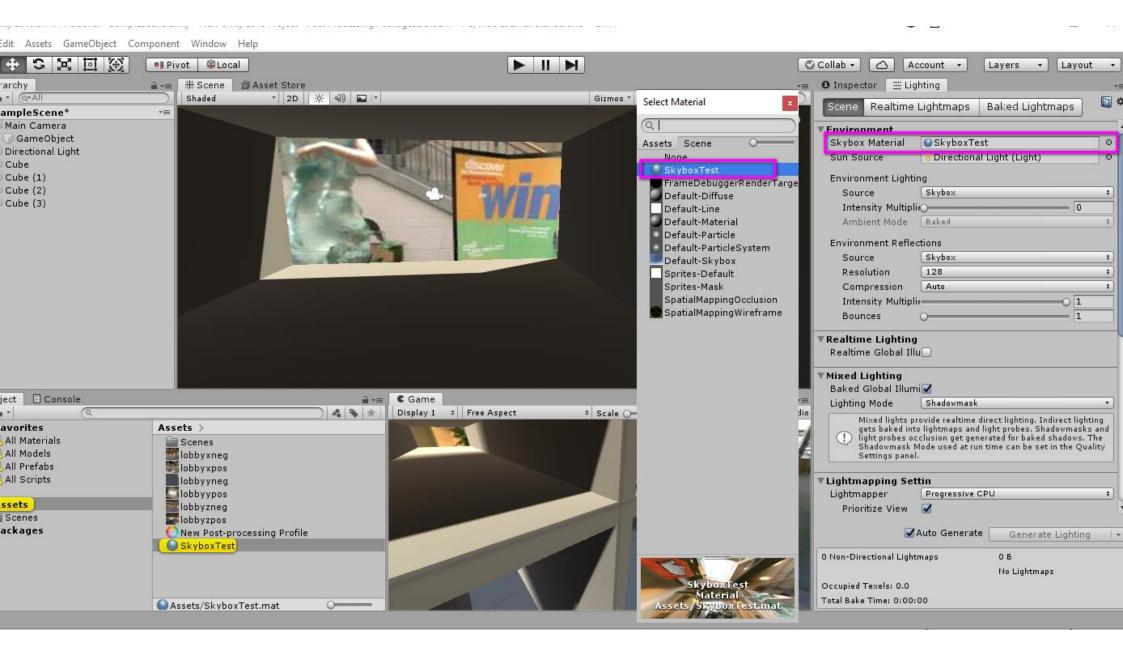












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