



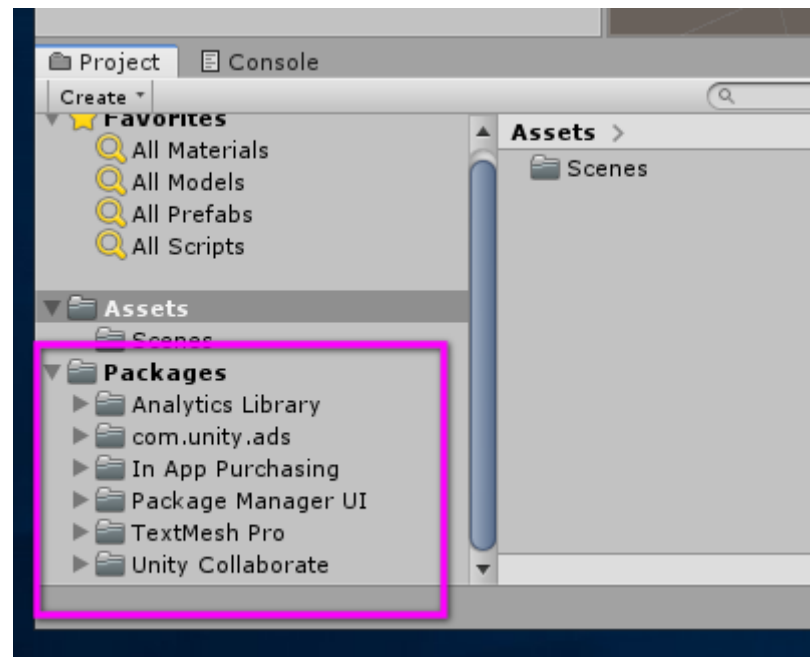
DIVISION OF  
DIGITAL CONTENTS  
DONGSEO UNIVERSITY

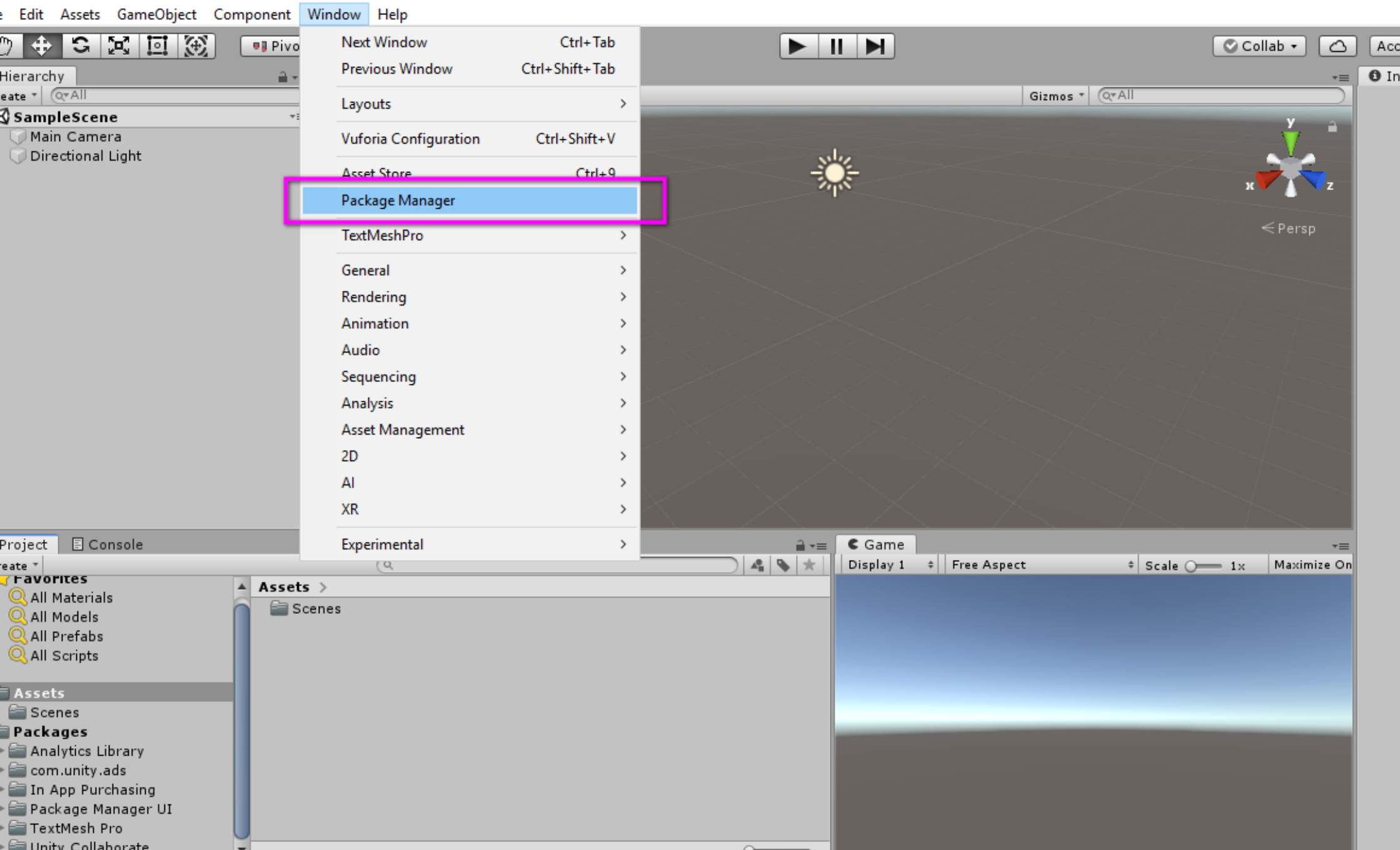
# Unity Post Processing Package

# **Adding Ambient Occlusion**

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The screenshot shows the Unity 2018.3.14f1 interface. The Package Manager window is open, displaying a list of installed and available packages. The 'Post Processing' package is selected and highlighted with a red box. The package details for 'Post Processing' 2.1.6 are shown on the right side of the window. The 'Install' button is also highlighted with a red box.

Package Name	Version
✓ Ads	2.0.8
Alembic	1.0.5
✓ Analytics Library	3.2.2
Asset Bundle Browser	1.7.0
Burst	1.0.2
Cinemachine	2.2.8
⚙ In App Purchasing	2.0.3
Mathematics	1.0.1
Oculus (Android)	1.29.1
Oculus (Desktop)	1.29.1
OpenVR (Desktop)	1.0.5
✓ Package Manager UI	2.0.7
<b>Post Processing</b>	<b>2.1.6</b>
PreBuilder	4.0.0
✓ TextMesh Pro	1.3.0
⚙ Unity Collaborate	1.2.15
Windows Mixed Reality	1.0.9
Xiaomi SDK	1.0.3

**Post Processing**  
Version 2.1.6  
[View documentation](#) - [View changelog](#) - [View licenses](#)  
*com.unity.postprocessing*  
Author: Unity Technologies Inc.  
The post-processing stack (v2) comes with a collection of effects and image filters you can apply to your cameras to improve the visuals of your games.

**Assets**  
Scenes

**Assets**  
Scenes  
**Packages**  
Analytics Library  
com.unity.ads  
In App Purchasing  
Package Manager UI  
TextMesh Pro

The screenshot shows the Unity 2018 interface. The top menu bar includes Assets, GameObject, Component, Window, and Help. The main view is the Scene view, showing a 3D grid. The Package Manager window is open, displaying a list of installed and available packages. The 'Post Processing' package is highlighted with a pink rectangle. The right sidebar shows the 'Post Processing' package details, including its version (2.1.6) and a description of the post-processing stack (v2).

**Package Manager**

Package Name	Version
✓ Ads	2.0.8
Alembic	1.0.5
✓ Analytics Library	3.2.2
Asset Bundle Browser	1.7.0
Burst	1.0.2
Cinemachine	2.2.8
⬇ In App Purchasing	2.0.3
Mathematics	1.0.1
Oculus (Android)	1.29.1
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OpenVR (Desktop)	1.0.5
✓ Package Manager UI	2.0.7
✓ <b>Post Processing</b>	<b>2.1.6</b>
ProBuilder	4.0.5
✓ TextMesh Pro	1.3.0
⬇ Unity Collaborate	1.2.15
Windows Mixed Reality	1.0.9
Xiaomi SDK	1.0.3

**Post Processing** Up to date 2.1.6

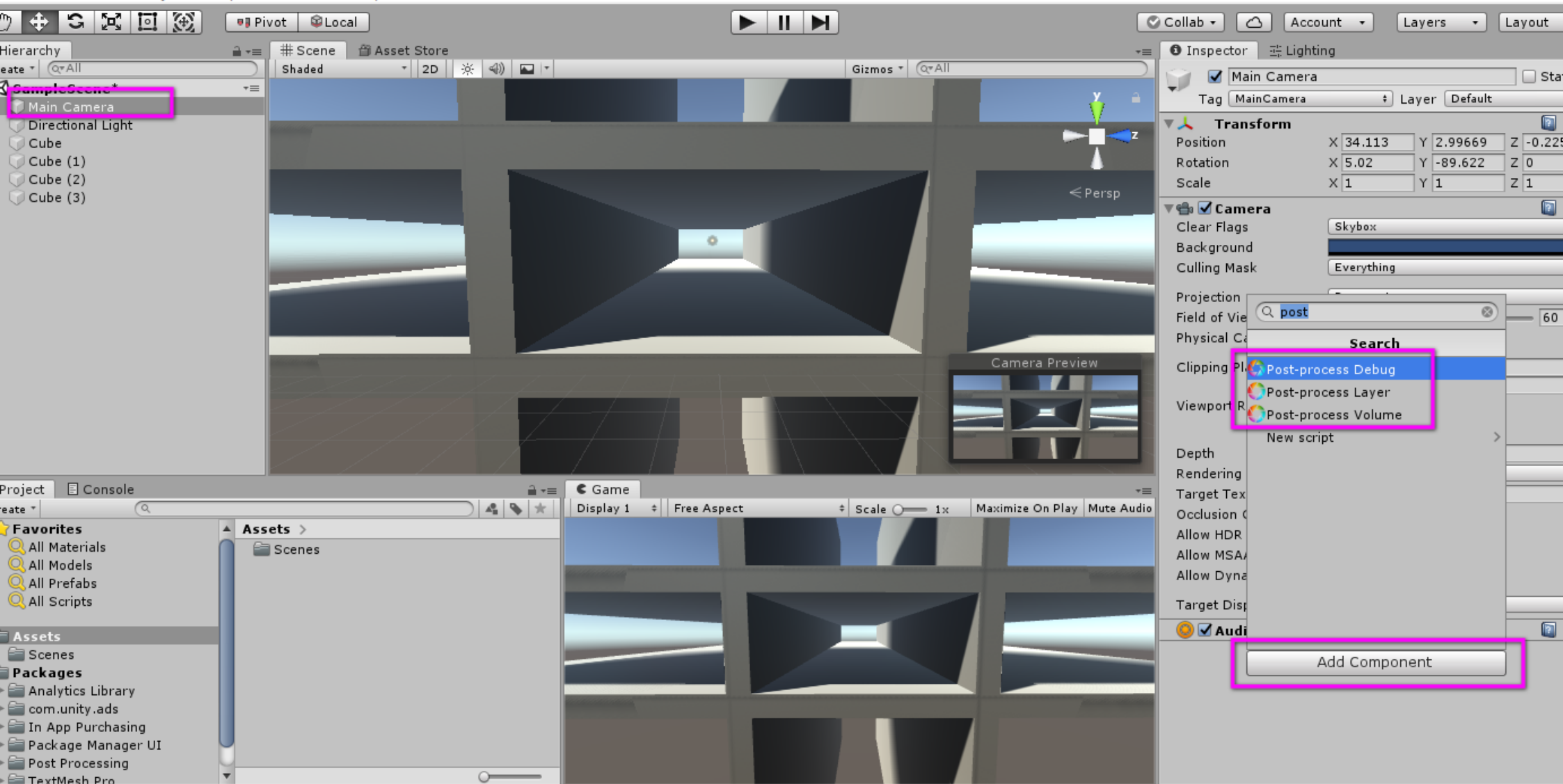
Version 2.1.6

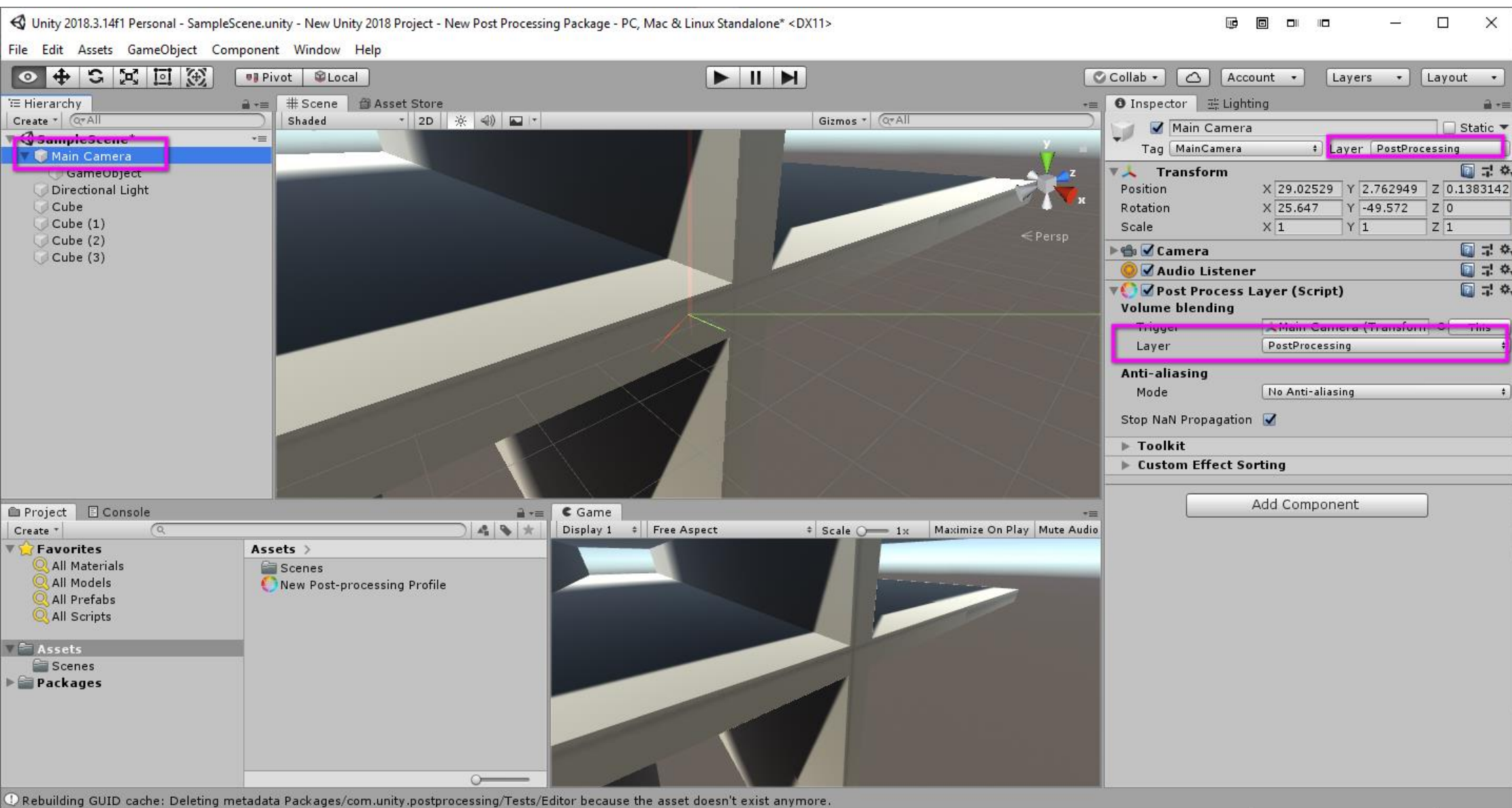
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*com.unity.postprocessing*

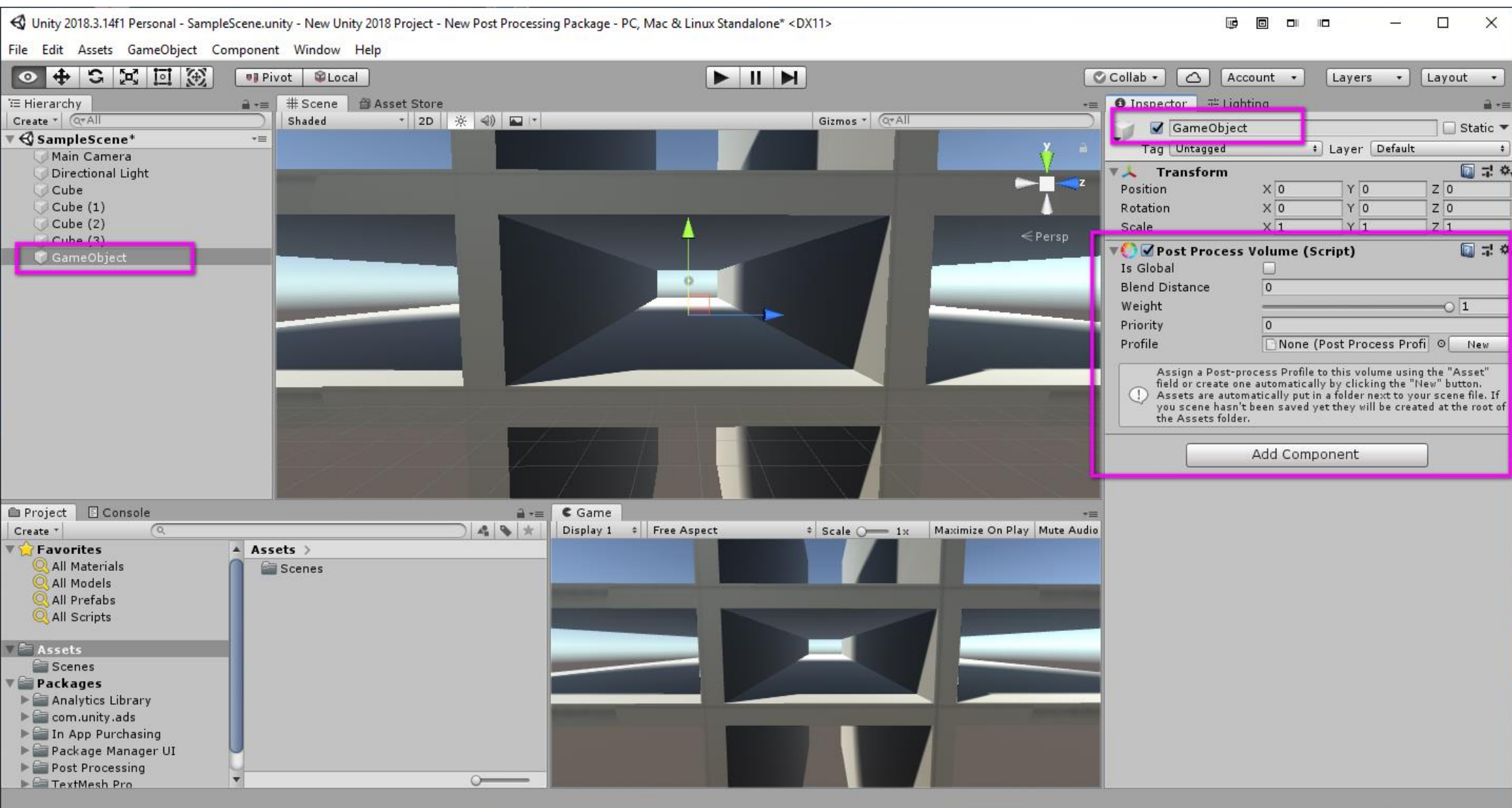
Author: Unity Technologies Inc.

The post-processing stack (v2) comes with a collection of image filters you can apply to your cameras to improve the visual quality of your games.

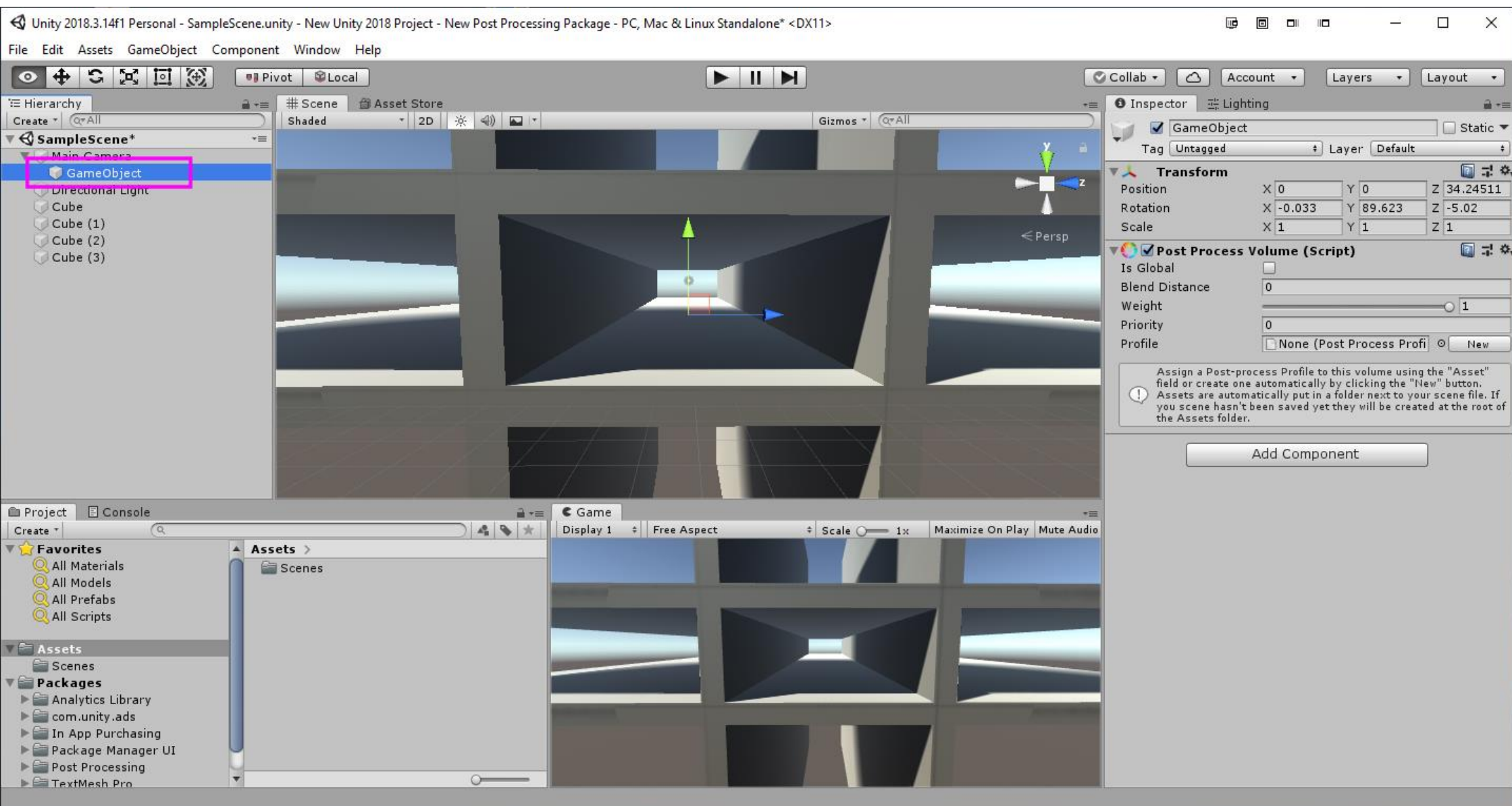


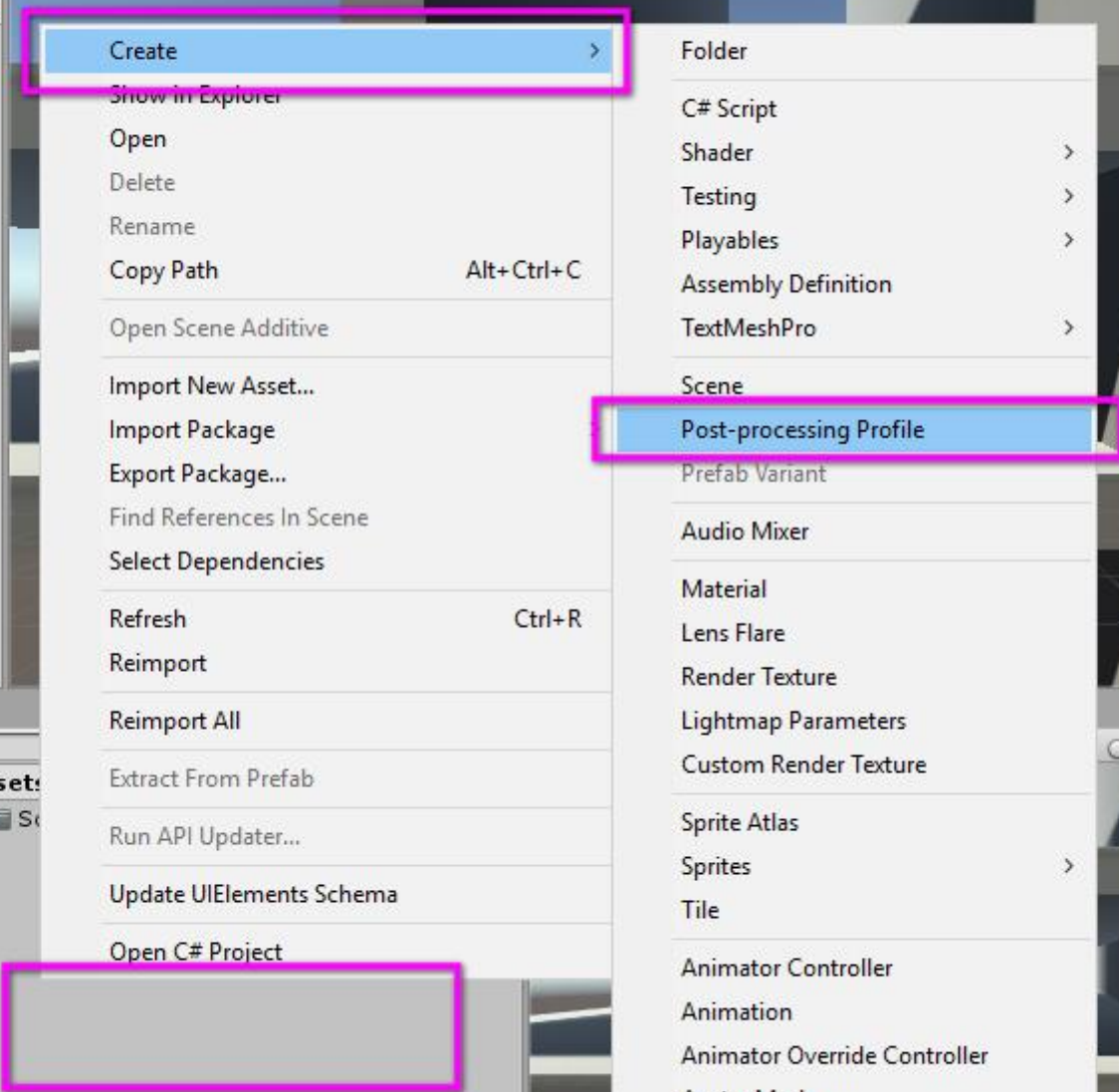


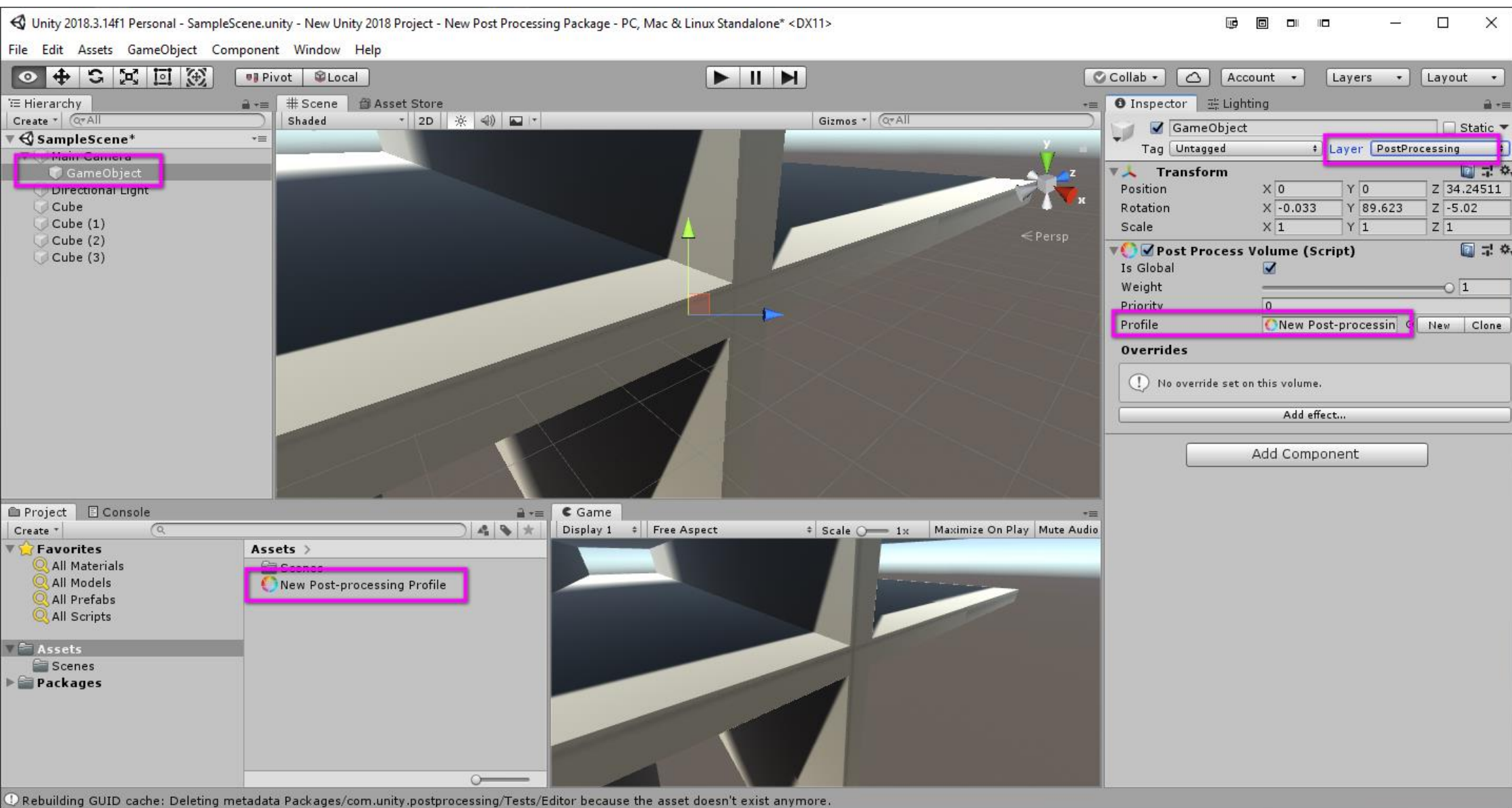




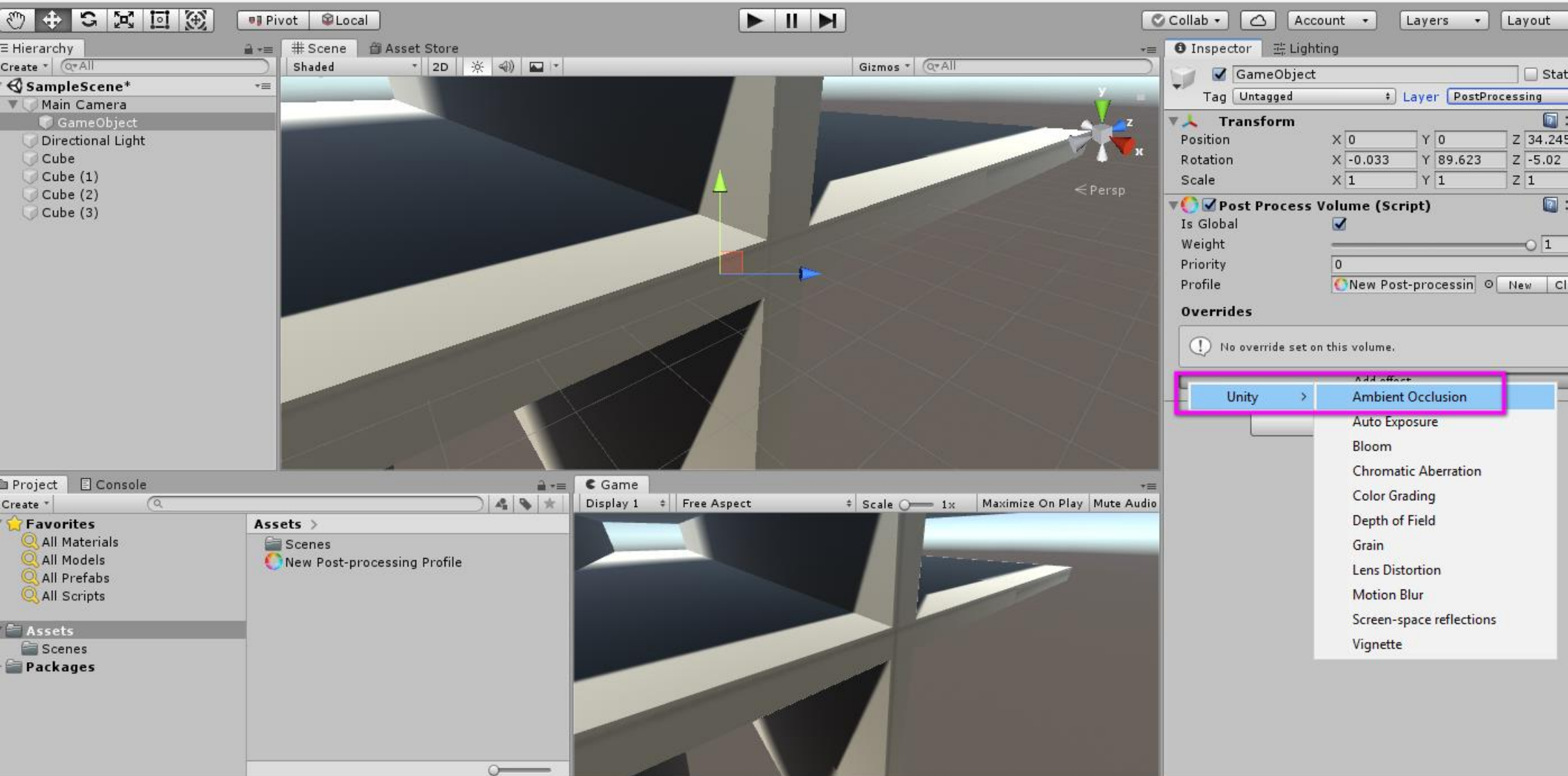


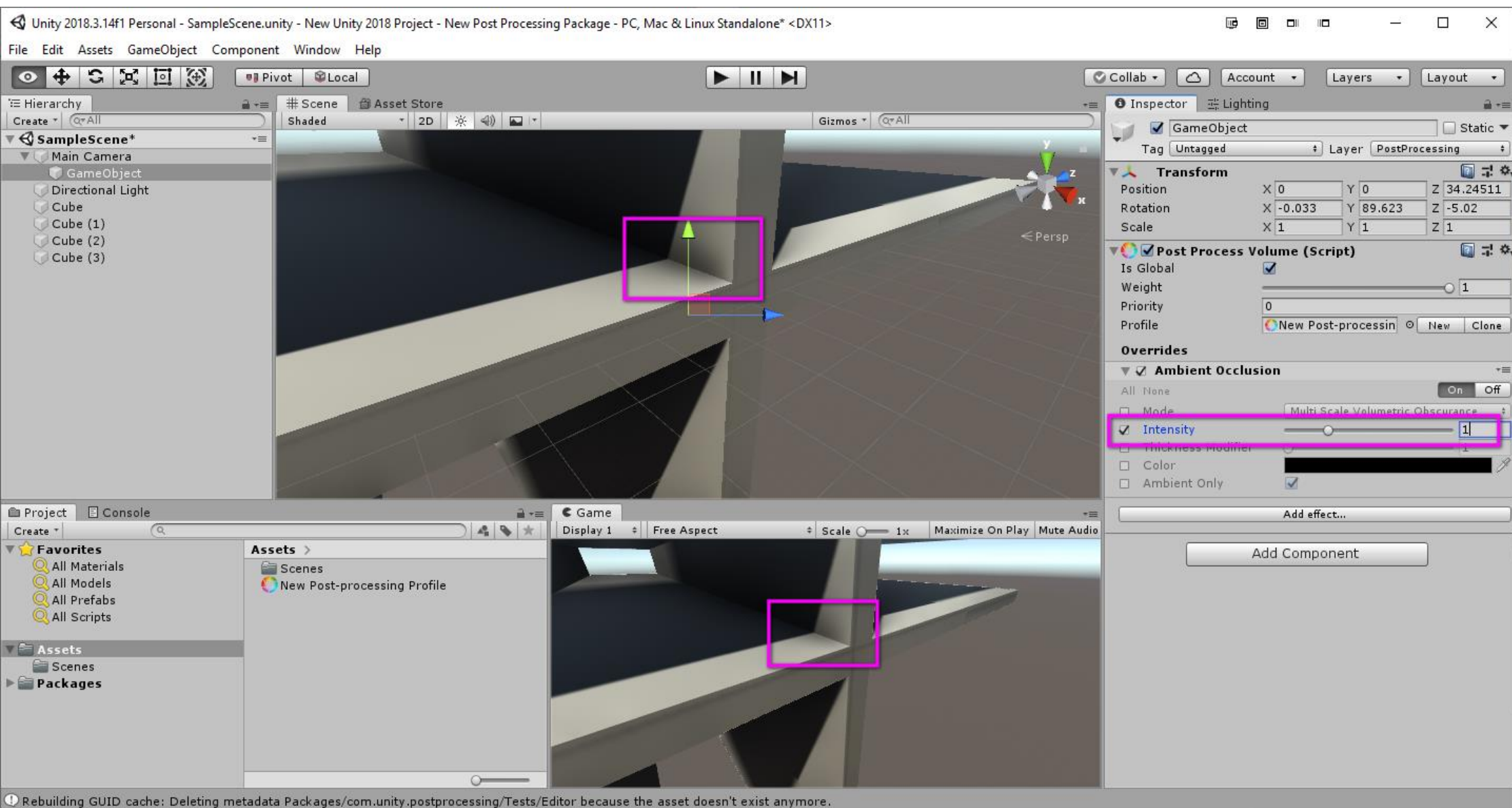


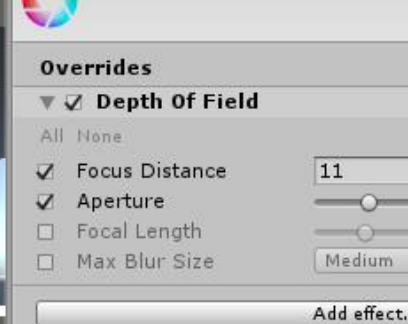
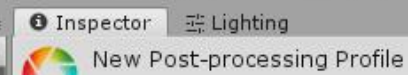
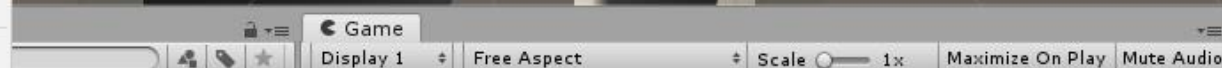
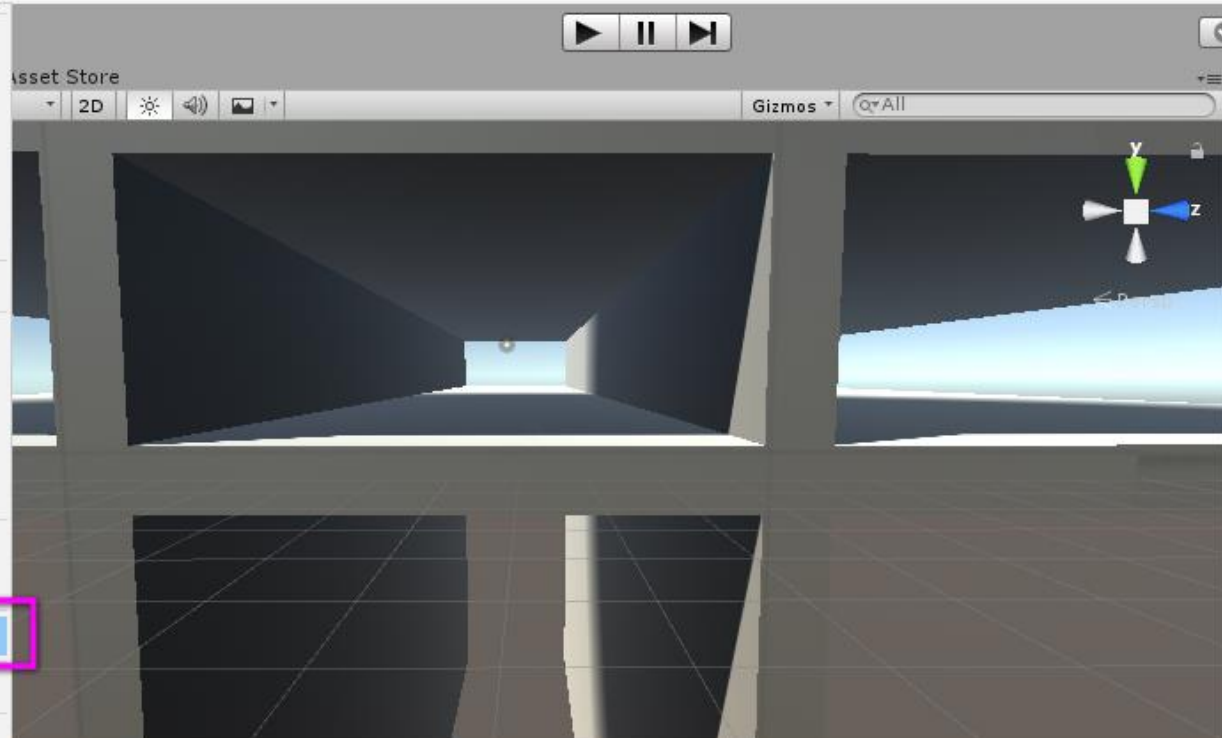
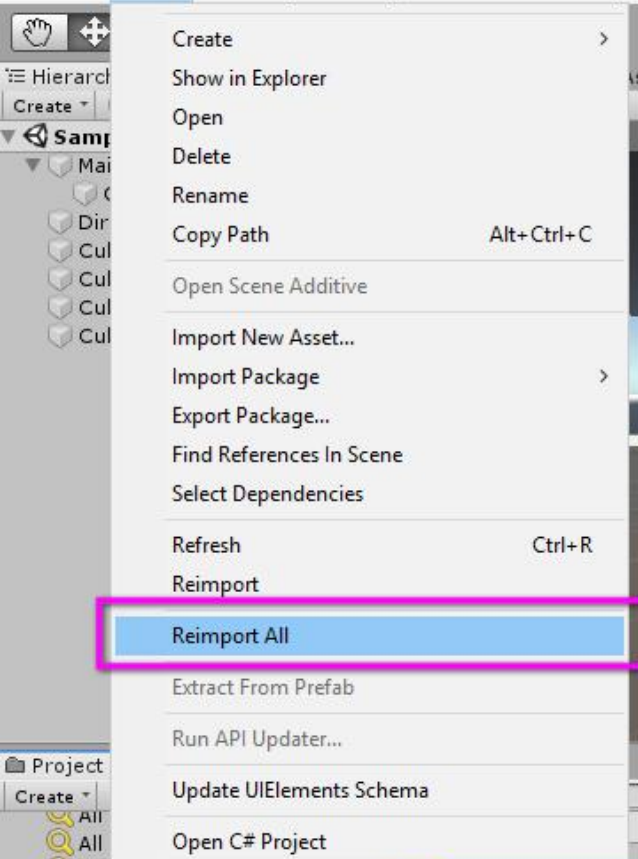






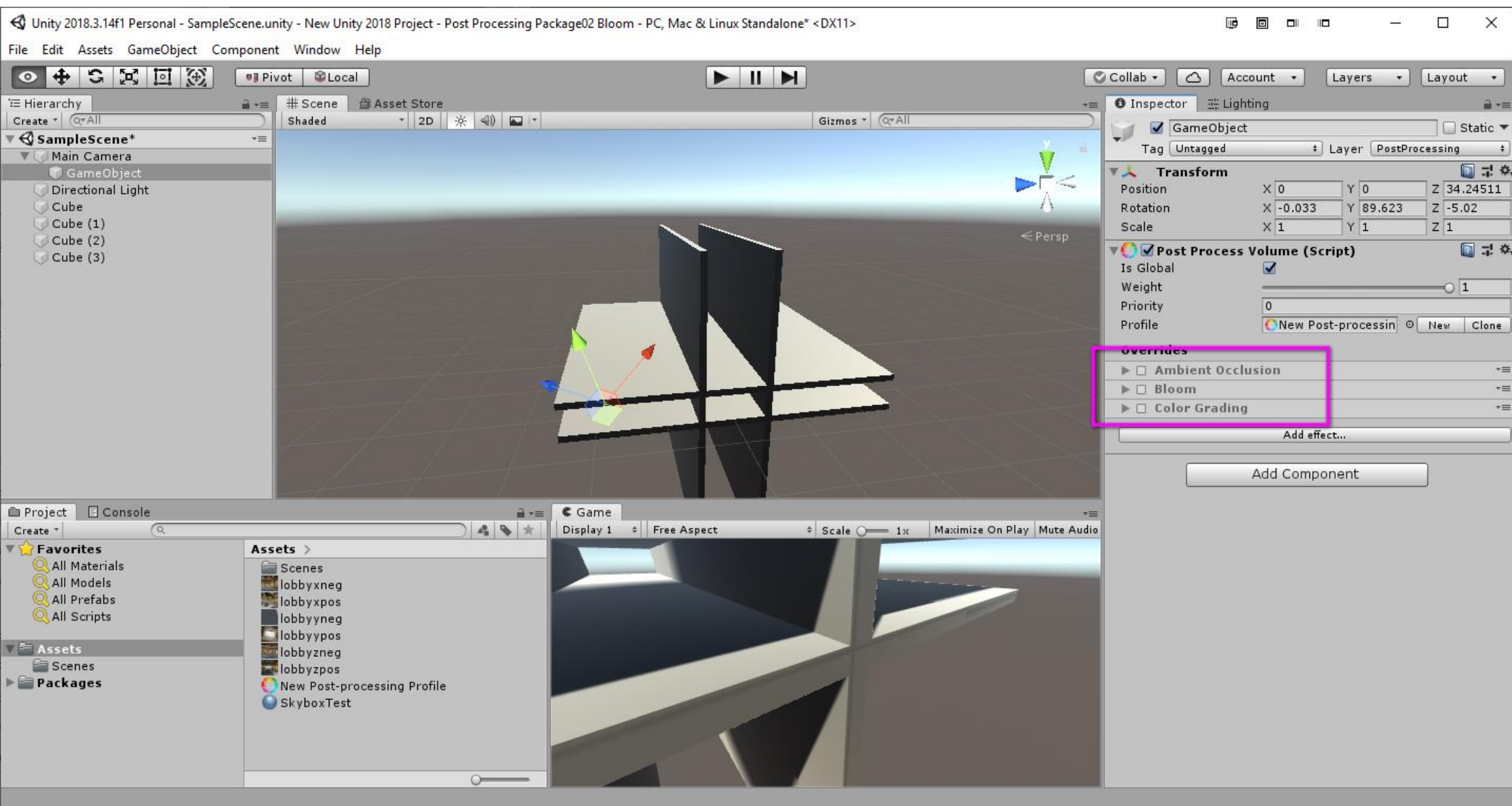


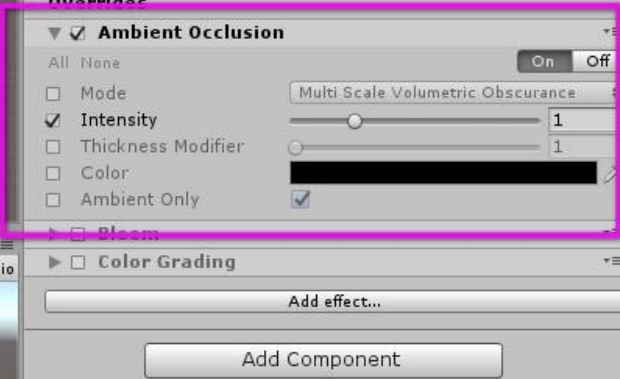


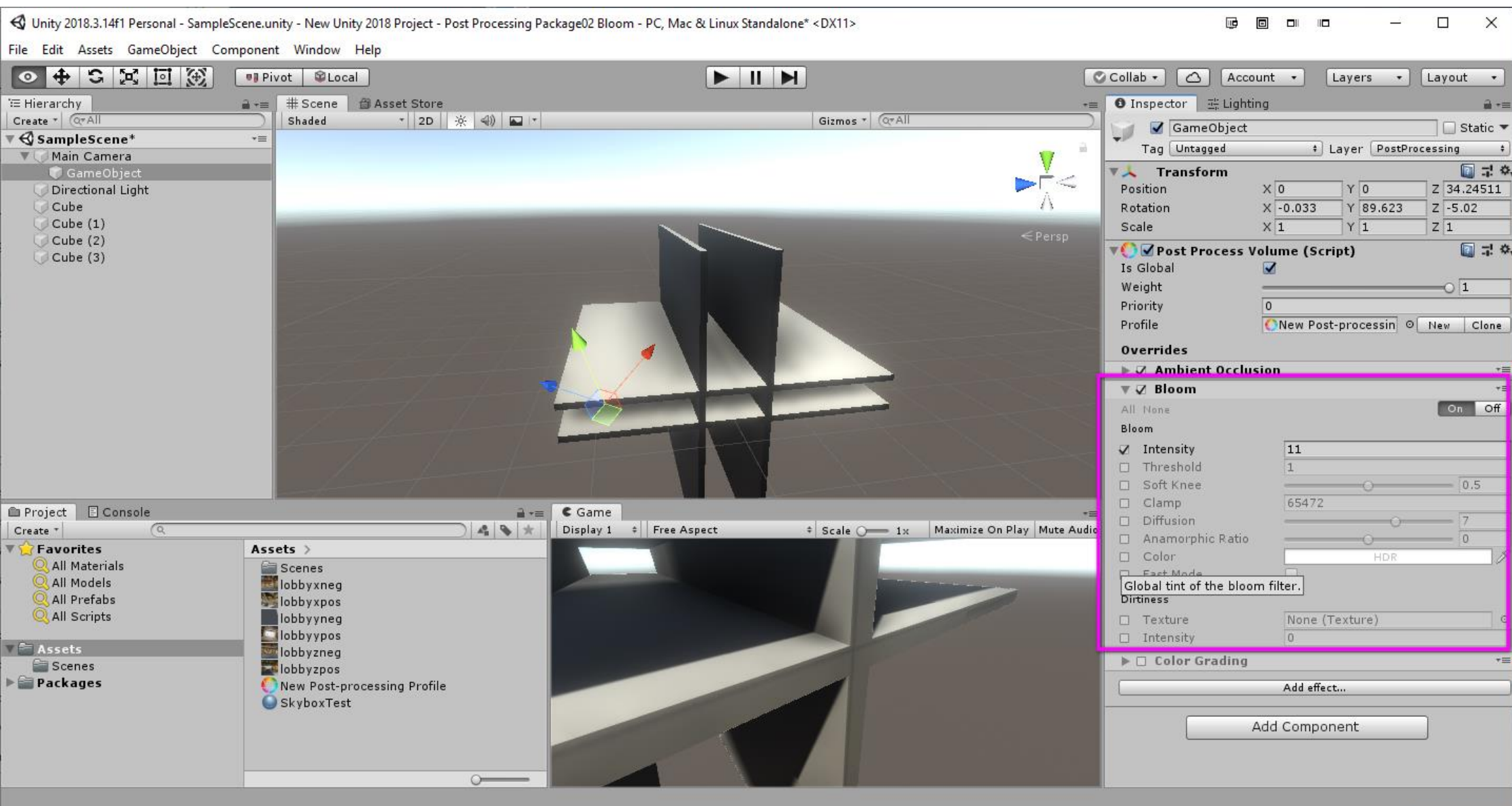


# More Effects

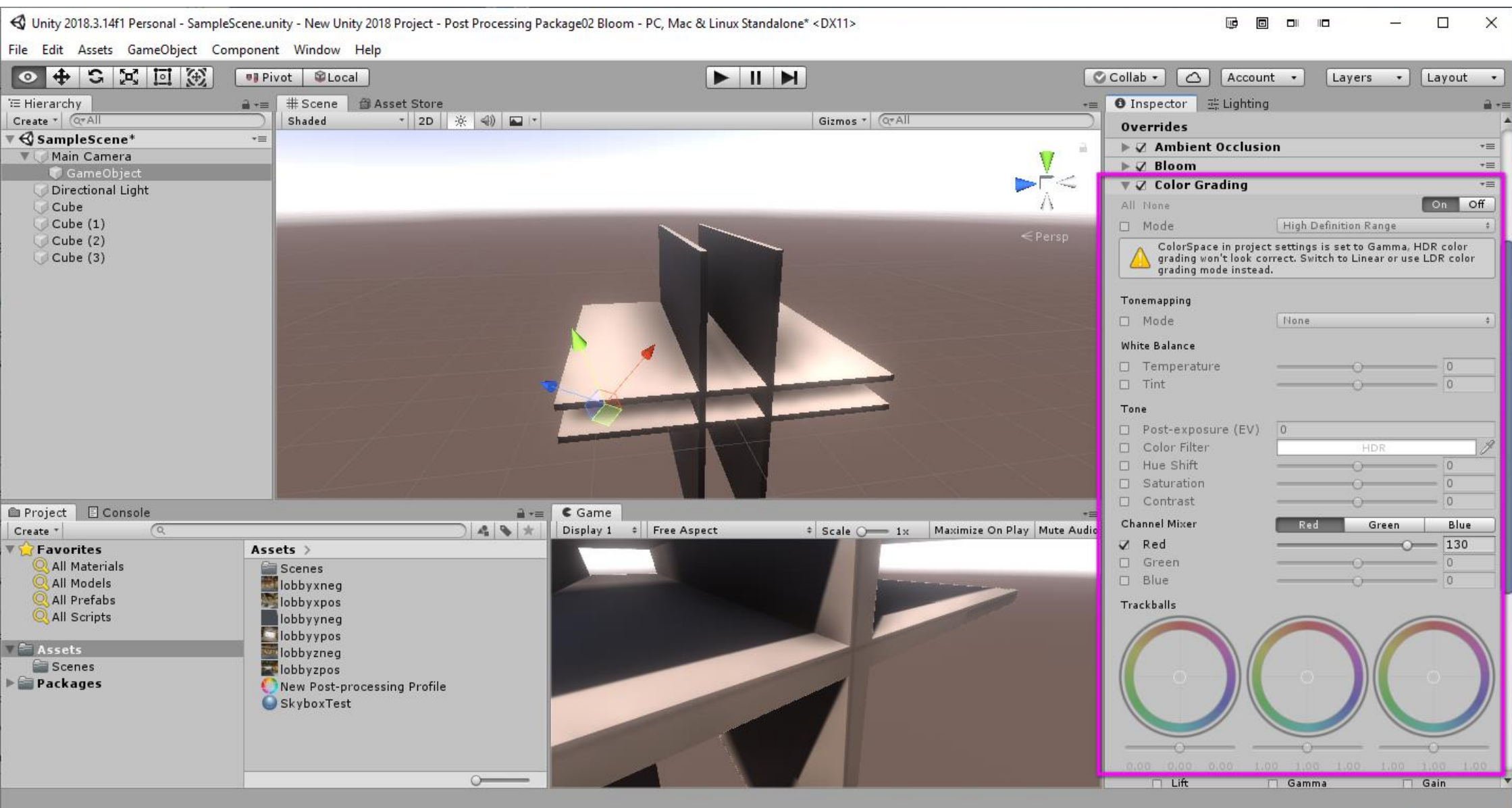












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