

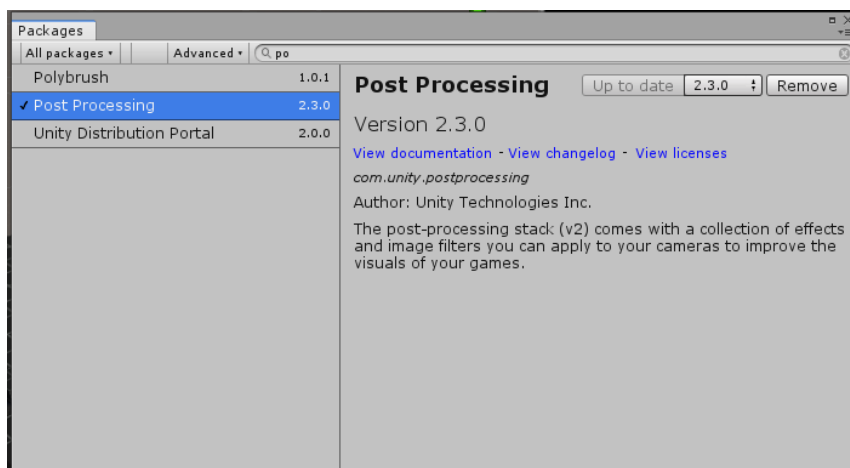
Bloom Post Processing Guide Paper

Most important condition is using 'Bloom' post effects like see promotion videos, demoscene and screenshots. If you have your own post processing, setting 'bloom' in your own post processing system. If not and using Unity post processing, just follow below process.

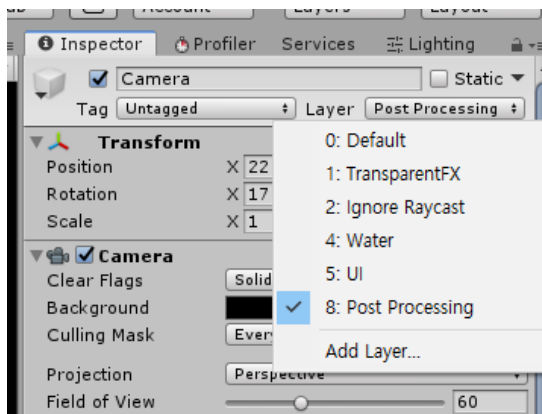
Please Follow via your render pipeline (Standard, URP, HDRP)

A. Standard Render Pipeline

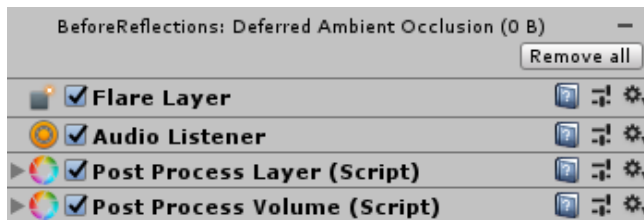
1. Please download and import 'PostProcessing' package.



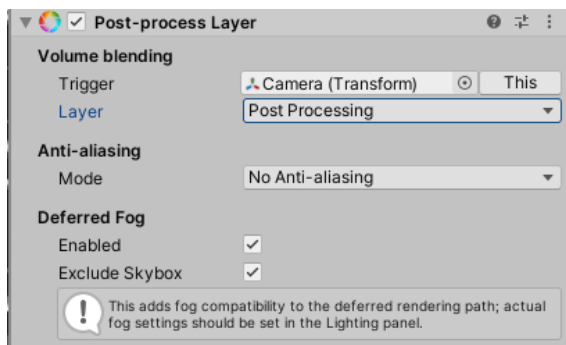
2. You need to set layer in Scene Camera. In this example set camera's layer to 'Post Processing'



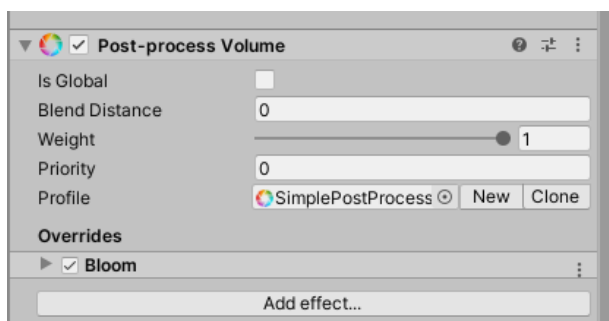
3. Attach 'Post Processing **Layer and Volume**' in main camera



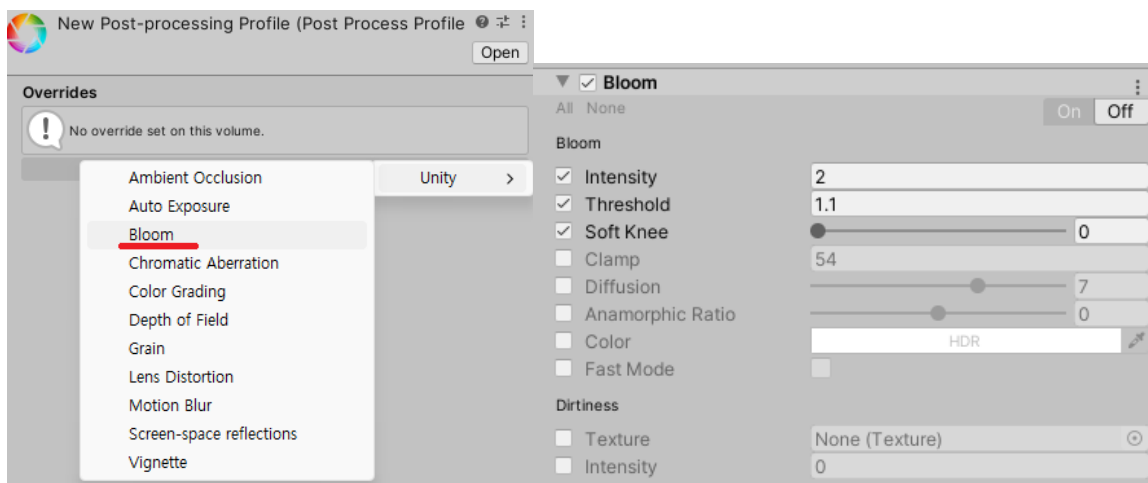
4. Click 'This' in Trigger Button and set Layer to 'Post Processing(or your one)'



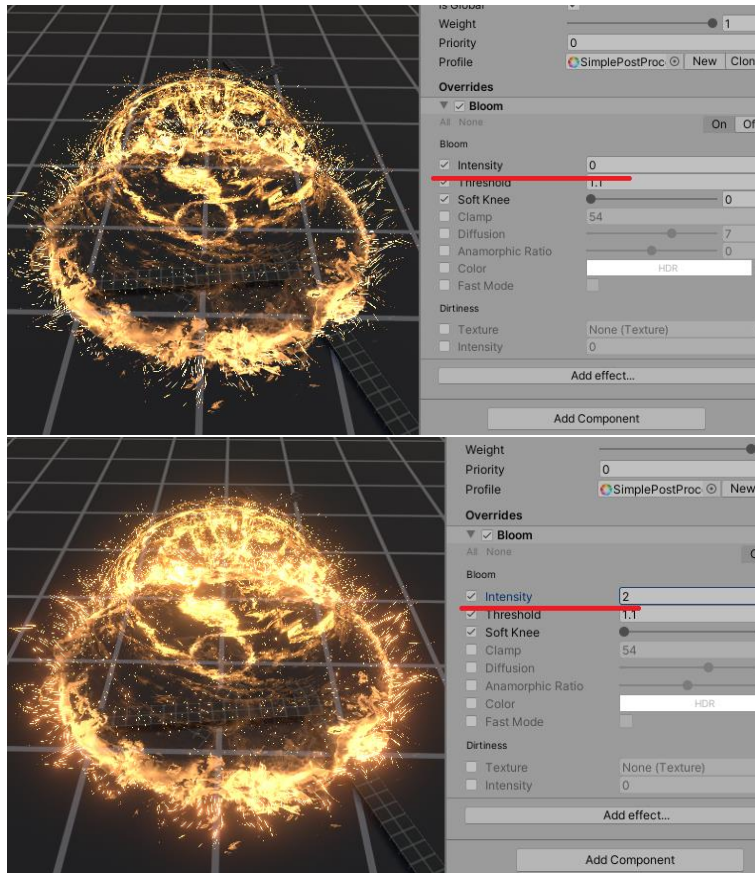
5. Check 'Is Global' and set Profile that already made or your one. 'SimplePostProcess' is a sample post process profile and use this.



5-1. If you have your own post process profile, or want to make new, Please setting '**Bloom**'.



The key feature is '**Bloom**'. You must setup 'Bloom' effect for look like look like videos,demoscene, screenshot. Here is different via 'Bloom' Intensity.

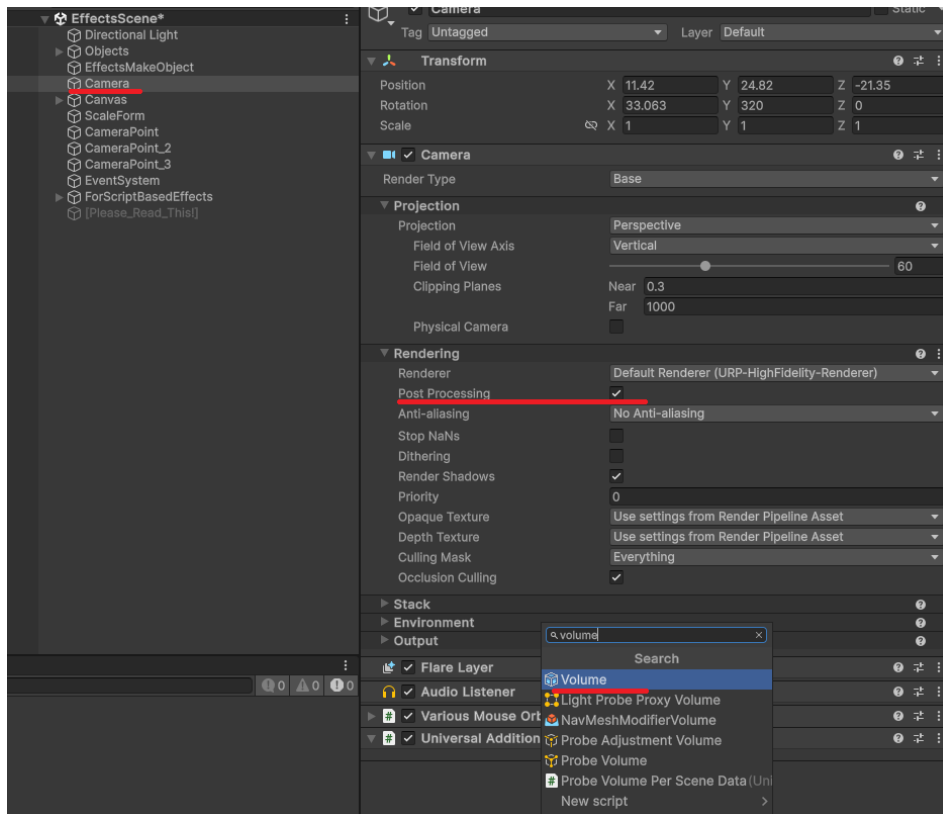


6. If you well settings '**Bloom**' Post Processing, you can see like promotion videos.

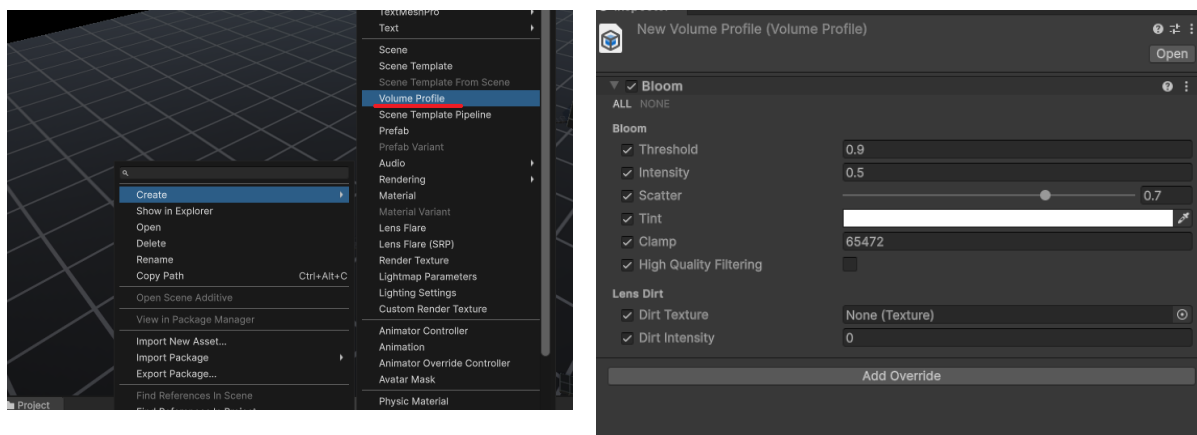


B. UPR (Universal Render Pipeline)

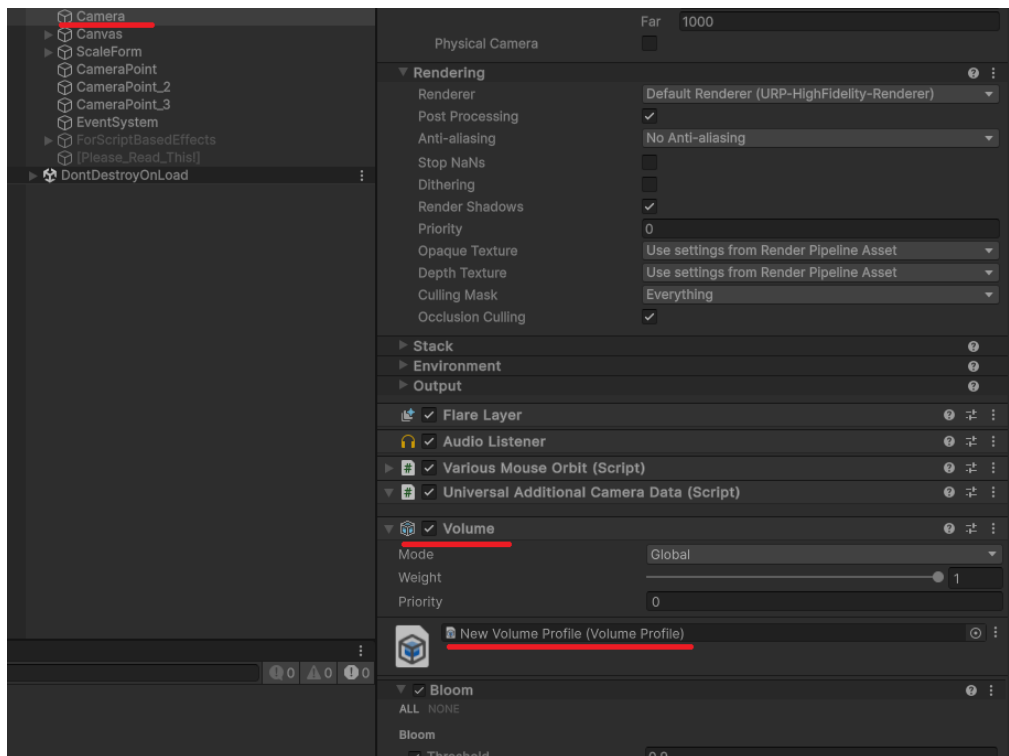
1. Add 'Volume' to your main camera with 'Post processing' On
(Not need to install Post Processing Plugin)



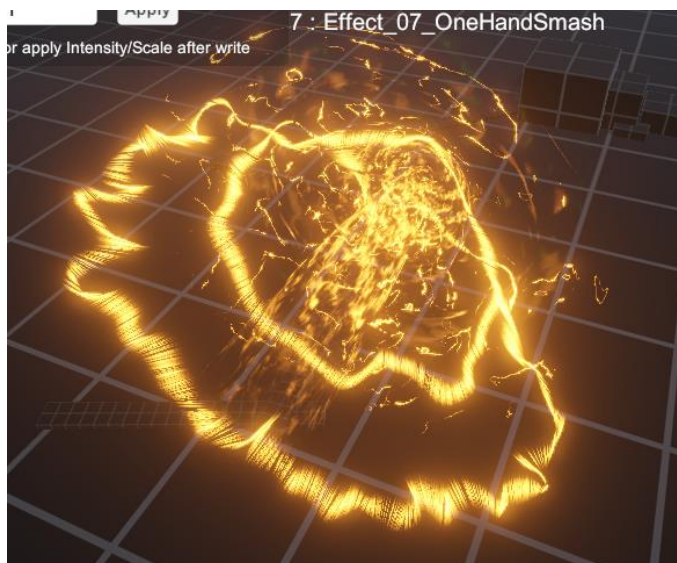
2. Make 'Volume Profile' and add 'Bloom'. Setting Bloom like below image.



3. Attach the made Volume Profile to your main camera volume component



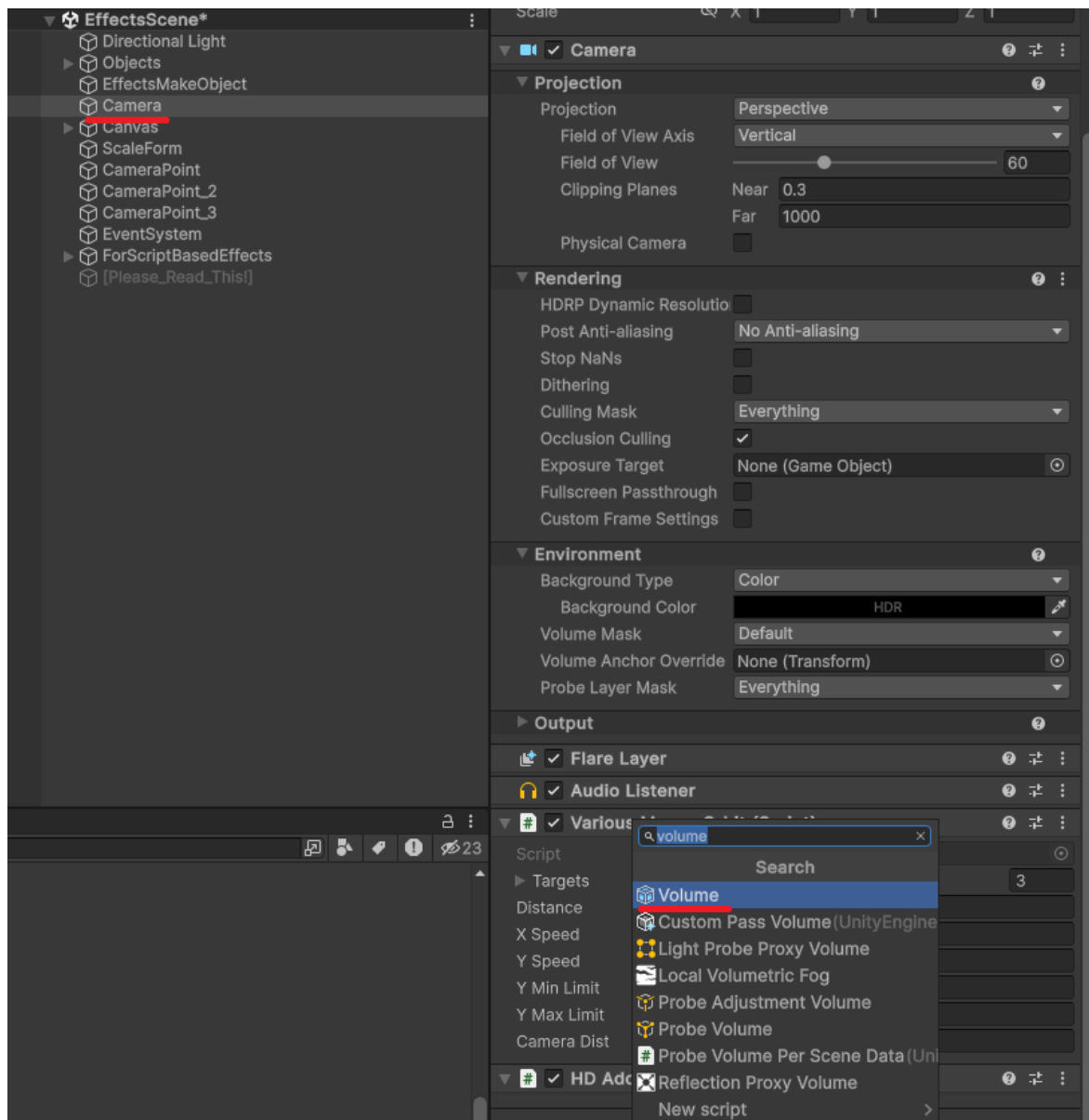
4. Then, you can see well like demo scene.



C. HDPR (High Definition Render Pipeline)

1. Add 'Volume' to your main camera with 'Post processing' On

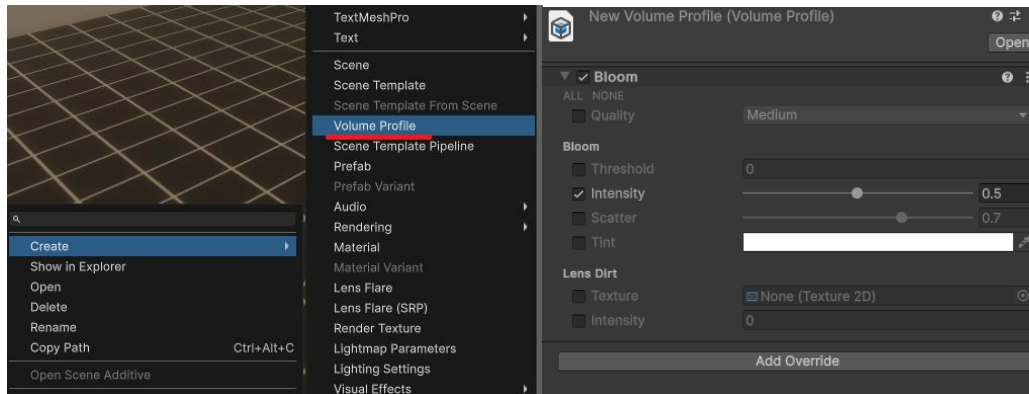
(Not need to install Post Processing Plugin)



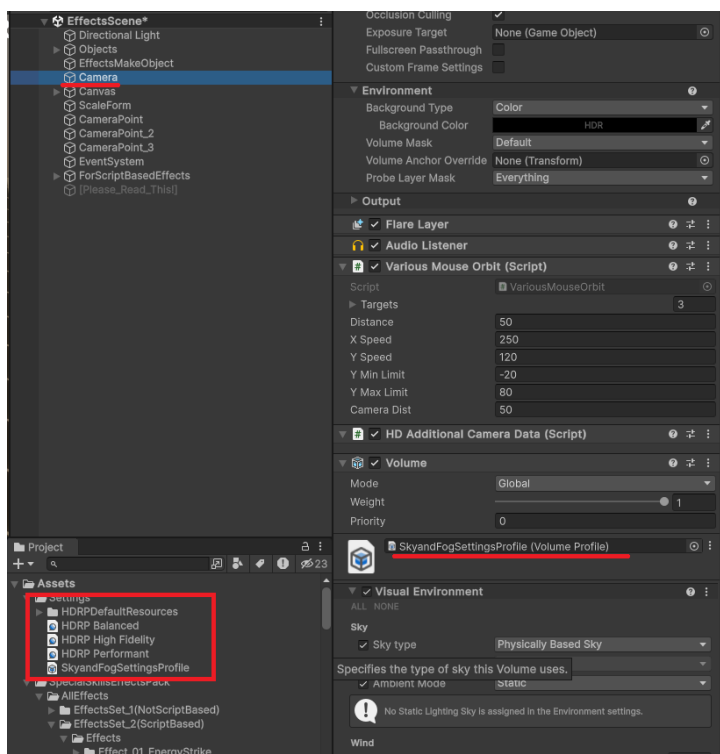
2. Make 'Volume Profile' or Using HDRP profile presets and add '**Bloom**'. Setting Bloom like below image. Please Follow one of below 2 ways.

(In Demoscene, using 'SkyandFogSettingsProfile' that preset of HDRP)

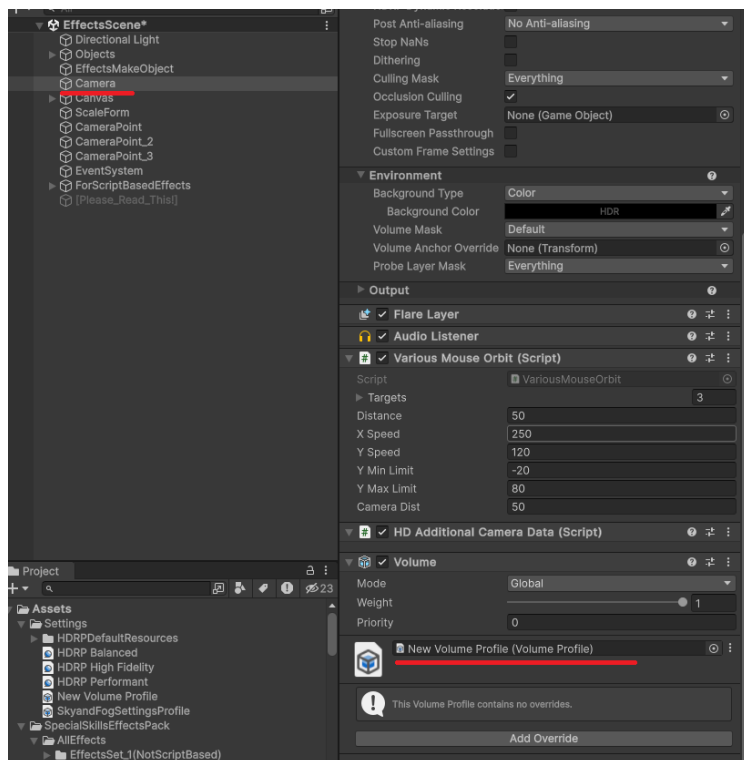
2-1 Make 'Volume Profile' and setting Bloom



2-2 Using Already made HDRP volume profile presets. This presets are different via HDRP version so, please select what you look like good.



3. Attach the made Volume Profile to your main camera volume component



4. Then, you can see well like demo scene.

