MK Glow

In order to use MK Glow, add the MK Glow component to your rendering camera or a Post-processing Profile. On custom render pipelines (LWRP, older HDRP) you are forced to use Post-processing Stack v2.

If possible, always use a **Linear Color Space, Color Grading and HDR** to get the **best** results.

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1.0 Setup Workflow

1.1 Natural

The Natural Workflow is based on a more realistic behavior. No color cutoff, just like in real life. This workflow should give you the most realistic results. Additionally it's super simple to set up.

1. **Adjust the Emission**. You can simply raise the emission on your materials to make them glow.

That's all.

1.2 Threshold

The Threshold Workflow is based on the brightness of the pixels and a threshold value.

1. **Setup your threshold**. The left part of the threshold slider defines your color cutoff, while the right part defines your maximum brightness of the resulting glow. Threshold values are represented in the gamma space.
2. **Adjust the Emission**. You can simply raise the emission on your materials to make them glow.

1.3 Selective

The Selective Workflow allows you to apply a glow effect per object.
This workflow is based on Unity's Replacement Rendering feature (not available in custom render pipelines (LWRP, HD)).

1. **Set your Render Layer**. Controls which layers are redrawn by the Replacement Rendering feature. The recommended setting for the selective Render Layer is *"Everything"* to avoid Z-Issues.
2. **Apply a *"MK/Glow/Selective/"* shader** to the material that is supposed to glow. All shader features are using the exact same raw glow map. The raw glow map can be viewed, by setting the debug view to "raw".
3. **Adjust your glowing material**. Add a glow texture to define which parts should glow and setup the material as you wish.

2.0 Debugging

For debugging you have the DebugView option on the inspector. You can inspect every rendering step which is done while rendering.

None:	Normal rendering is done
Raw Bloom / Lens Flare / Glare:	Shows the parts, which are glowing
Bloom / Lens Flare / Glare:	Shows the finished result of a rendering step
Composite	Shows the combined final result

3.0 Scriptable Render Pipeline Setup

Currently there is no other Post-processing solution available for the built-in SRP's than Post-processing Stack.

1) Import & Setup the Post-processing Stack V2 via the Package Manager. It's also possible to use the Post-processing Stack in the legacy Render Pipeline.
2) Import the LWRP_URP.unitypackage from the "_MK/Glow/Scripts/LWRP_URP" Folder and apply the effect (MK/Glow) to a Post-processing Profile

4.0 Mobile Setup

Post-processing especially on mobile can have heavy performance impacts. However MK Glow has a really good trade-off in terms of quality and performance for mobile.

It's **recommended** to **enable HDR** colors. You can do this under ***"Project Settings/Graphics/Tier Settings/Use HDR".*** 10 Bits per channel should be enough to get nice results.

The following **settings** are recommended for **mobile devices**:

Render Priority	Performance
Quality	Very Low / Low / Medium
Bloom Scattering	5

5.0 FAQ

Q: MK/Glow/Selective/Standard Shader is not visible or throwing a MetaPass Error
A: Fix: Right Click on the *“_MK/Glow/Shaders/VariantsSelective”* folder and select “reimport”

Q: **Selective Workflow doesn't work when using a Custom Render Pipeline**
A: Currently it’s impossible to use the Selective Workflow on custom render pipelines. The Replacement rendering feature, which is required for the selective workflow seems to not get called on SRPs.

Q: When using Post-processing Stack v2 the mk glow component doesn't appear in the editor
A: Add the *"UNITY_POST_PROCESSING_STACK_V2*" to your Scripting Defined Symbols under Player Settings

Q: How to make Screen Spaced UI glow
A: In order to make Screen Spaced UI work, your Render Mode of the Canvas has to be set to *“Screen Space - Camera”*, otherwise no Post-processing is applied to Screen Spaced Elements.

6.0 Feedback / Get in touch

Do you have some cool stuff to show?
I would love to see your results (High resolution screenshots / videos) using the shader!

Questions, bug reports, feature requests, feedback:
Feel free to get in touch via support@michaelkremmel.de.