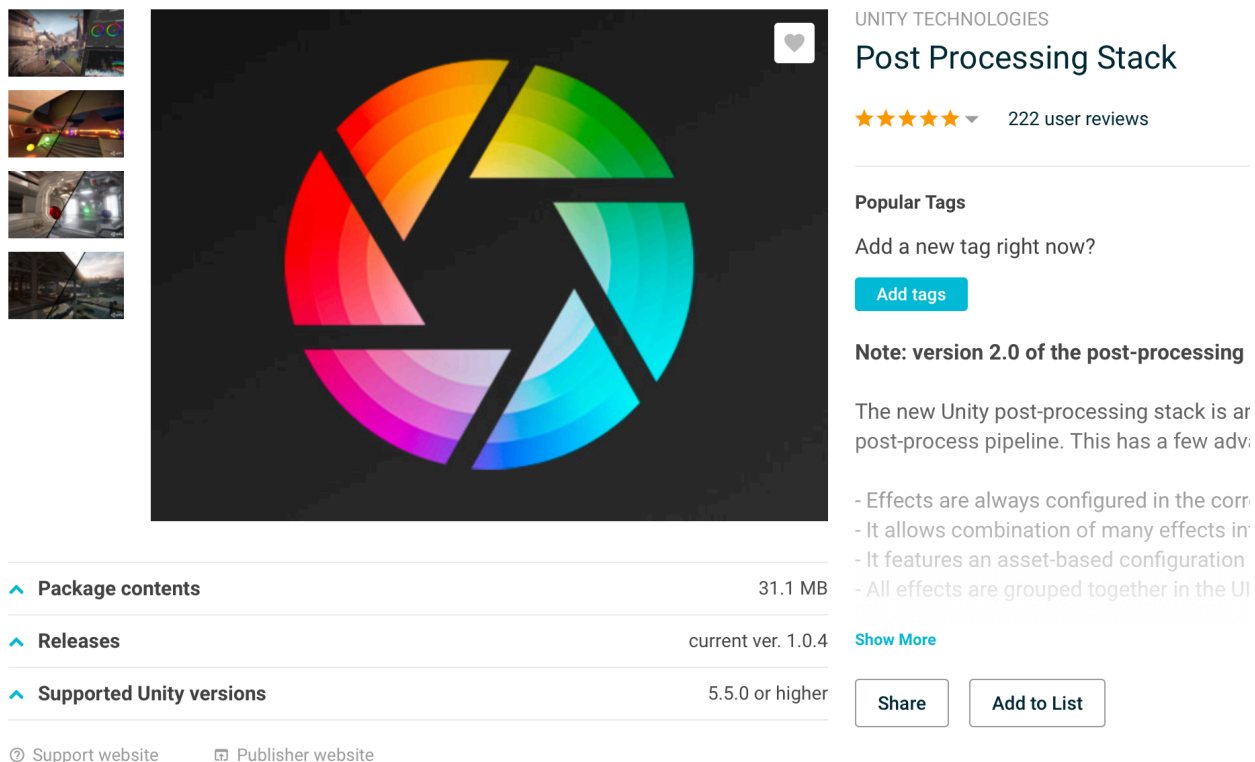# Post Processing Render Effects Guid Paper

   This asset based on 'Post Processing Stack' made by 'UNITY TECHNOLOGIES' so if you want to fully feel like video, screenshots, effect scene, you must need this system.

1.   Download & Import '**Post Processing Stack**'
Here is link :
 https://assetstore.unity.com/packages/essentials/post-processing-stack-83912

UNITY TECHNOLOGIES

Post Processing Stack

★★★★★ ▾   222 user reviews

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Note: version 2.0 of the post-processing

The new Unity post-processing stack is an
post-process pipeline. This has a few adva

- Effects are always configured in the corr
- It allows combination of many effects in
- It features an asset-based configuration
- All effects are grouped together in the UI

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∧ **Package contents**	31.1 MB
∧ **Releases**	current ver. 1.0.4
∧ **Supported Unity versions**	5.5.0 or higher

ⓘ Support website   ◲ Publisher website

2. Select camera gameobject, and add '**Post Processing Behavior**'

Occlusion Culling	☑
Allow HDR	☑
Allow MSAA	☐
Target Display	Display 1 ▾

☑ Flare Layer

☑ GUI Layer

☑ Audio Listener

▼ ☑ Mouse Orbit (Script)

Script	MouseOrbit
Target	EffectsMakeObject (Transform)
Distance	0
X Speed	250
Y Speed	120
Y Min Limit	-20
Y Max Limit	80
Camera Dist	20

▼ ☑ Post Processing Behaviour (Script)

Profile	None (Post Processing Profile)
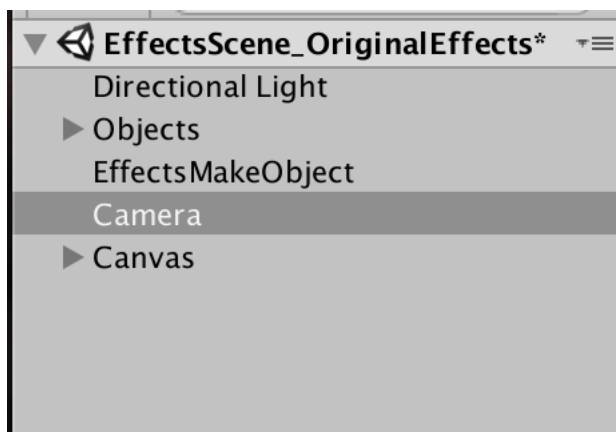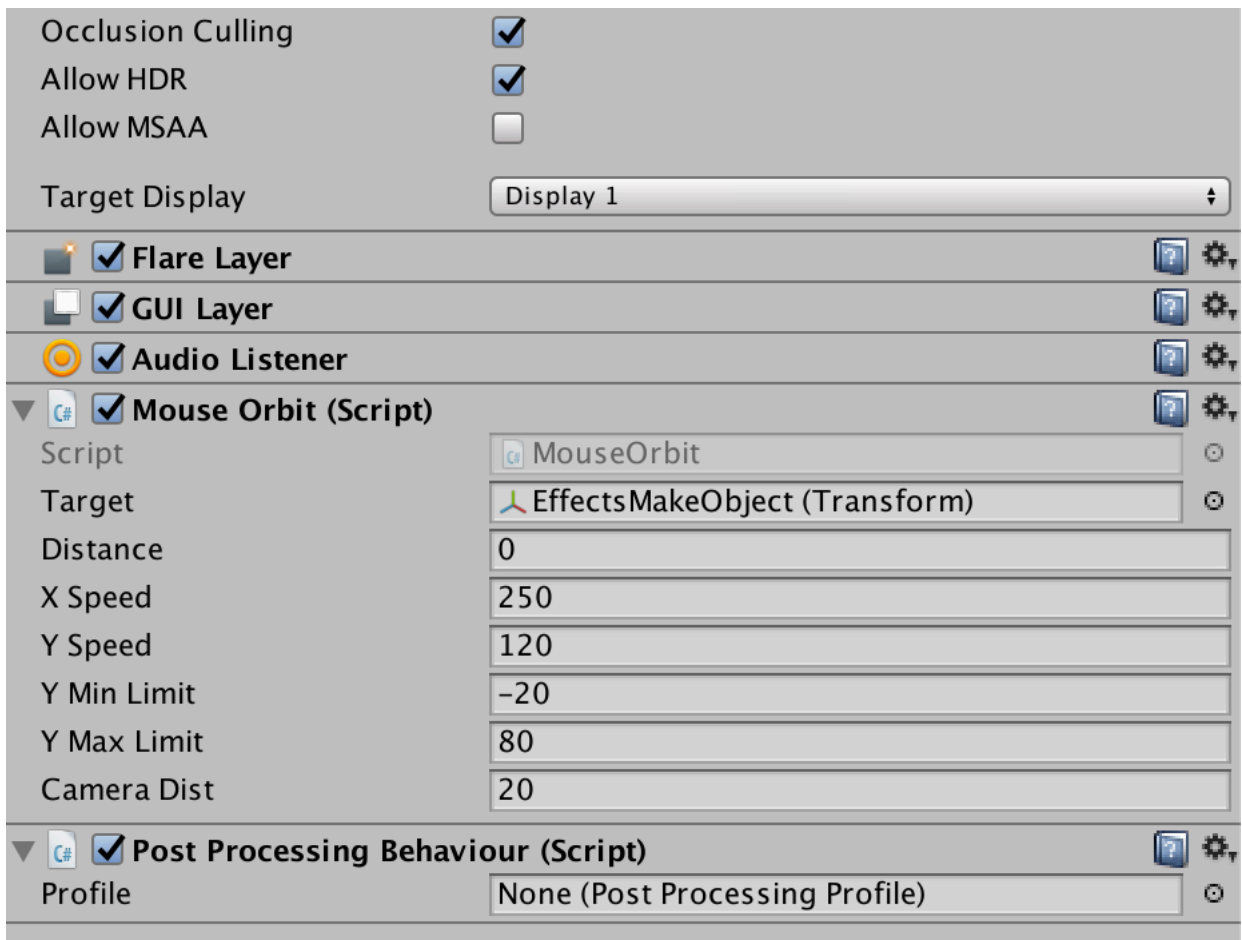
3. Put included profile 'BasicBloomProfiler' to 'Post Processing Behaviour' squre. BasicBloomProfiler is only activated 'Bloom' function

▼ 📁 FantasySpellsEffectsPack
  ▶ 📁 AllEffects
    🔷 BasicBloomProfiler
  ▶ 📁 Materials
  ▶ 📁 Models

☑ Audio Listener

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▼ ☑ Post Processing Behaviour (Script)

Profile	BasicBloomProfiler (PostProcessingProfile)

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