

I will be showing how to set up the material for this asset on urp or hdrp scene and how to enable the emission effect on weapon.

1. Open Texture Folder:

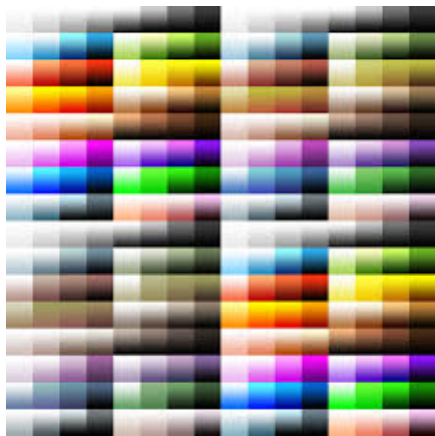
- Locate the folder containing your textures for the 3D asset within the Unity project.

2. Create New Material:

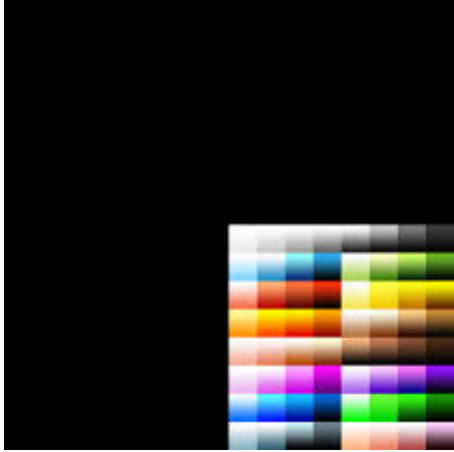
- Right-click within the Unity Project window, select "Create" > "Material" to generate a new material.

3. Assigning Textures:

- In the newly created material, locate the Base Color slot and drag the albedo texture (diffuse texture with color information) into it. This applies the texture to the material's base color.



- Next, find the Emission slot in the material and insert the emission texture that you want to use for the glowing effect. This texture will determine the areas of the object that emit light.



4. Enabling Emission Light:

- To activate the emission effect and make the material emit light, ensure that the Color property in the Emission section is set to a vibrant color or white to enhance the glow effect.

5. Setting Up Glow Effect with Post-Processing:

- To make the emission light glow and enhance the visual impact, enable post-processing in Unity.

- Navigate to the Unity Editor's top menu and select "Window" > "Package Manager."

- In the Package Manager window, search for "Post Processing" and install the Post Processing package if it's not already installed.

6. Enabling Bloom Effect: - Once the Post Processing package is installed, go to the Unity Editor's top menu and select "Window" > "Rendering" > "Post-Processing" to access the Post Processing settings.

- In the Post-Processing window, navigate to the Bloom settings and enable the Bloom effect by checking the box next to it.
- Adjust the Bloom intensity and threshold settings to achieve the desired glowing effect on the emissive parts of the material.

7. Testing and Tweaking:

- Play the scene in Unity to see the glowing effect on your 3D asset. Fine-tune the Bloom effect settings, emission color, and texture intensity to achieve the desired visual result.