



Post Processing – Unity 2019.1

Overview

This documentation covers downloading and using Post-Processing

If you encounter any issues please contact me at:

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Post-Processing

Unity has a post processing package you must install to use the following features. Please follow Unity's setup steps to get it working: <https://docs.unity3d.com/Packages/com.unity.postprocessing@2.1/manual/Quick-start.html>

Adding pre-existing profiles

I created profiles for each of my scenes. You can use these if you wish to get the same look presented on the asset store screenshots and videos.

Download profiles

All the profiles are available here:

https://drive.google.com/open?id=1b39H21VtxSrTLsRPUOPA_tSJoPZ_-8Ps

Using the Profiles

Download the profiles you want to use, add them to your project and simply add them to a Post-Processing Volume.

Fog Effect

The following effects are not necessary but can add a nice layer of polish to the scene.

Global Fog

Fog is adjusted in two places. First there is an effect on the profiles. Here you can choose to exclude the skybox if you wish.

Secondly I adjust some fog settings found at the bottom of the scene tab in the lighting window. Windows->Lighting. I use various settings for each screenshot or video.

Optimizing the mobile build further

- *Remove other post-processing effects*
- *Reduce the size of scene and/or object count.*
- *Further reduce recomputed lighting bake size. "Realtime resolution"*
- *Use Baked GI instead*
- *Use Occlusion Culling*

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