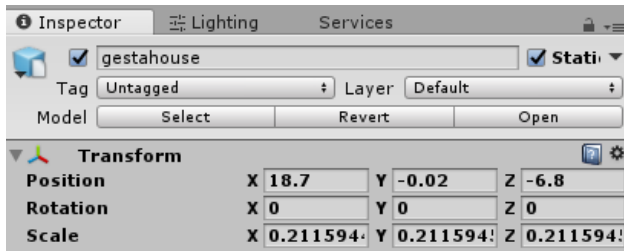## Post Processing Profiles

11 different settings for Post Processing.
With the help of these settings you could get realistic graphics just in few clicks. Effects: UE, Cry, Realistic, Lomo, Crazy, Camera Bw, Camera1, Blood, Purple, Cinematic, Narc.
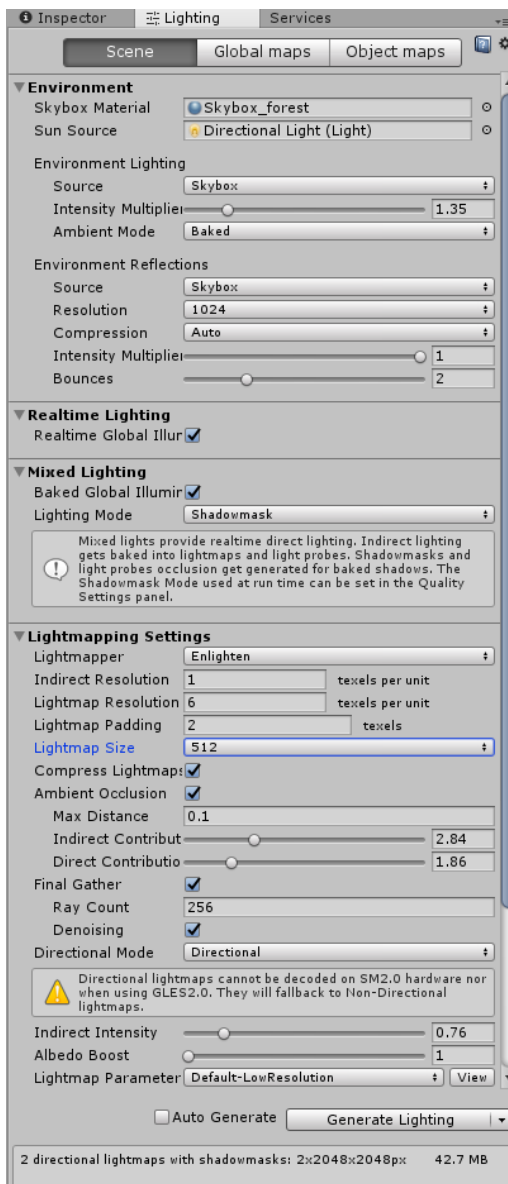Also there are 3 graphic settings: low, medium, high.

For realistic result use baked lighting

Check static objects.

Windows -> Lighting -> Settings -> Generate Lighting

VolumetricLights (https://github.com/SlightlyMad/VolumetricLights).
Assets -> PostProcessing Profiles -> ForVolumetricLights