Post Processing Stack – Unity 5.6

Overview

This documentation covers downloading and using the Post-Processing Stack.

If you encounter any issues please contact me at:
Stoolfeathergames@gmail.com

Or

Post your questions and requests on the Unity Forums:
https://forum.unity3d.com/threads/released-low-poly-series-landscape.428572/#post-2913199

The Post-Processing Stack

Unity introduced the Post-Processing Stack in Unity 5.6. The new system allows users to create post process profiles and quickly add them to a camera. All Post Process effects are stored in a single asset. For more information please visits the Unity Forum Post https://forum.unity3d.com/threads/new-post-processing-stack-pre-release.435581/

A quick start guide is available here: https://github.com/Unity-Technologies/PostProcessing/wiki

Importing the new system

Visit the asset store, Find, Download and Import the Post-Processing Stack into your project.
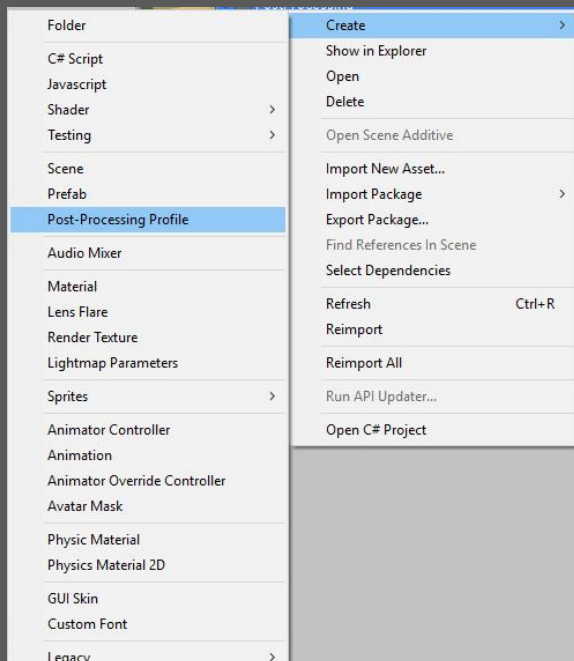

Using the new Post-Processing Stack

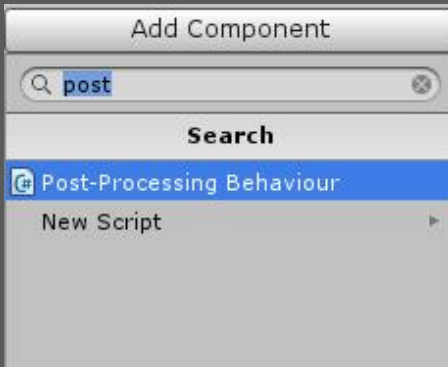The following is a quick overview on how to get up and running with the new system.

Creating a new Profile

Right click in the Project View and navigate to Create->Post-Processing Profile.

Adding the behavior script to a Camera

Select a Camera in your scene. Click "Add Component" and add a "Post-Processing Behaviour" script.


Adding a profile to the script

Add your previously created profile into the open variable in the script. Either click and drag your script in or click the little circle on the right and navigate to your profile.

Editing the profile

Once added to your camera you can select your profile in the project view and edit the settings. You can even edit in play mode! Activate any post-processing you wish to use and adjust their values. A full breakdown of each effect is available in the quick start guide: https://github.com/Unity-Technologies/PostProcessing/wiki
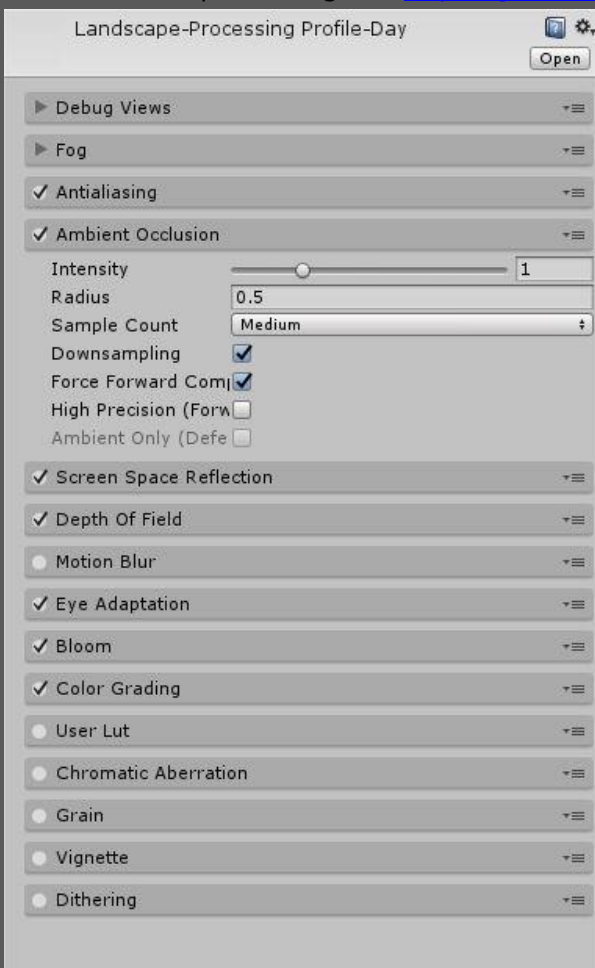
Adding pre-existing profiles

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=0B8iA-K5N7-oCcVpQbzllWi1aQzQ

Contents
Low Poly Landscape - Day
Low Poly Landscape - Night
Low Poly Landscape - Day Mobile
Low Poly Landscape - Terrain

Using the Profiles
Download the profiles you want to use, add them to your project and simply add them to any camera that has a "Post-Processing Behaviour" script on it.
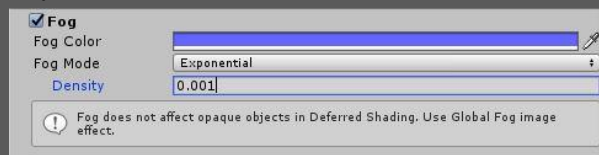
Fog Effect

The following effects are not necessary but can add a nice layer of polish to the scene.
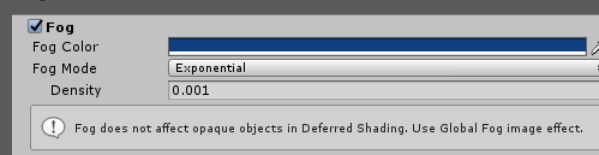
Global Fog
Fog is adjusted in two places. First there is an effect on the profiles. Here you can choose to exclude the skybox if you wish.

Secondly I adjust some fog settings found at the bottom of the scene tab in the lighting window. Windows->Lighting. These are the settings I use.

Day   *Night*

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:* Unity Reference

www.Stoolfeather.com