



LOW POLY SERIES: LANDSCAPE

Setting up Post Process effects in Unity 5.5

Overview

This documentation covers setting up post process effects for Unity 5.5 or earlier. 5.6+ and later use the Post Process Behaviour.

If you encounter any issues please contact me at:

Stoolfeathergames@gmail.com

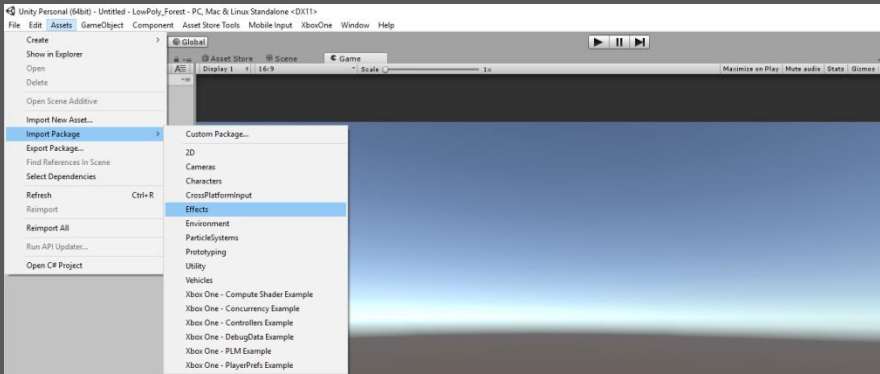
Or

Post your questions and requests on the Unity Forums:

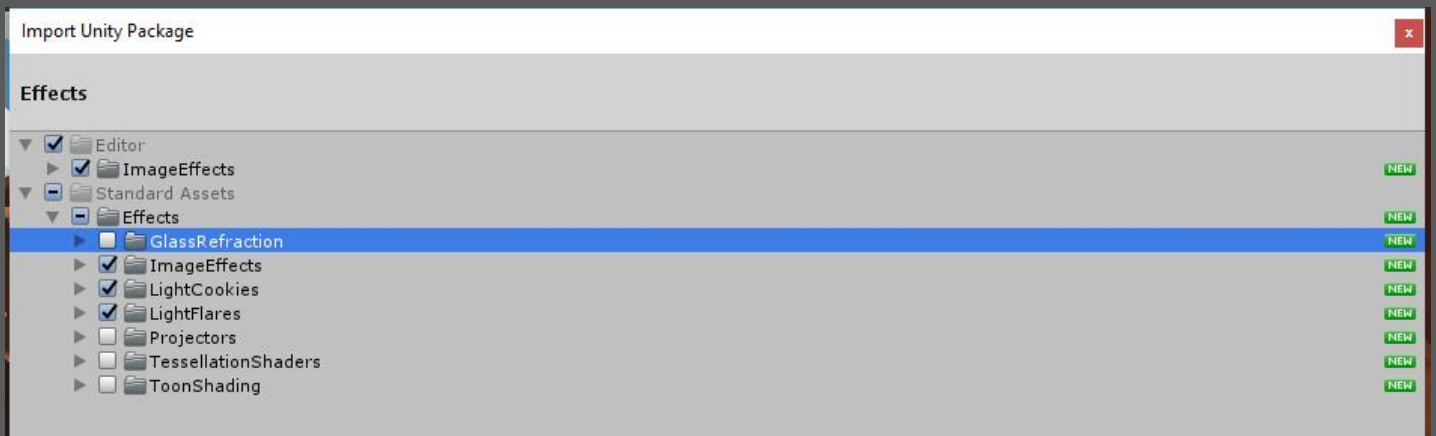
<https://forum.unity3d.com/threads/released-low-poly-series-landscape.428572/#post-2913199>

Importing Standard Post Process Effects:

The Demo and Diorama scenes utilize some of Unity's Standard Post Process Effects scripts. To import the basic effects package, go to: Assets->Import Package -> Effects.

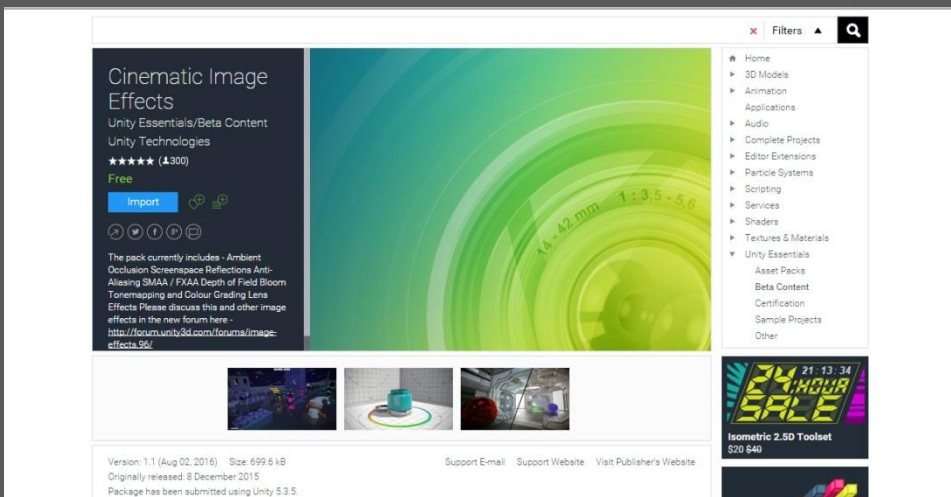


You can deselect “GlassRefraction”, “Projectors”, “TessellationShaders” and “ToonShading”



Importing Cinematic Image Effects:

The Demo and Diorama scenes utilize Unity's free Cinematic Image Effects package. This package contains many advanced Post Process Effects scripts used the set the look and feel of this set. To import these, open Windows->Asset Store and search for “Cinematic Image Effects”

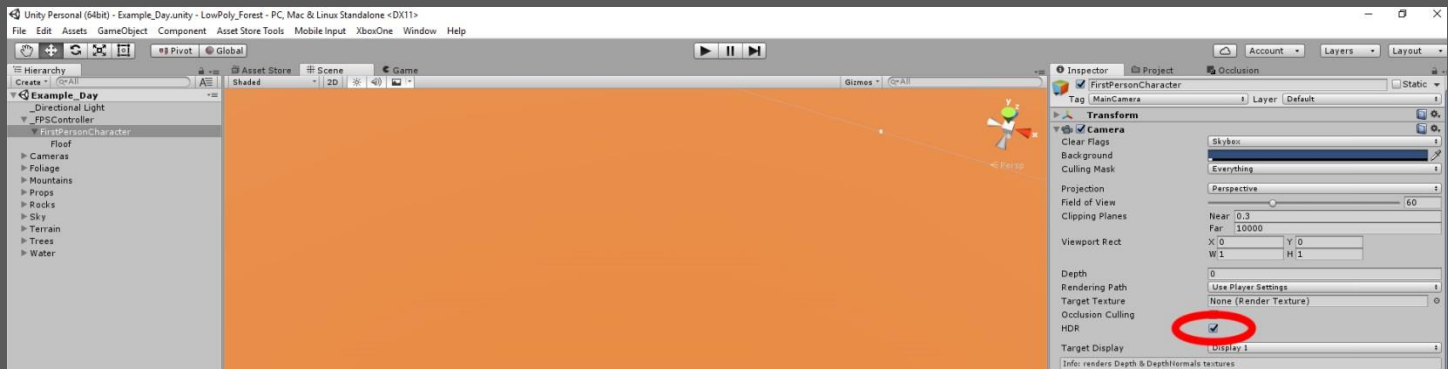


Import the entire package. You are now ready to add post process scripts to your cameras.

Camera Setup

The scenes require any camera to have HDR enabled. To set this, select any camera you are using and check the “HDR” flag. The Cameras in the Demo and Diorama Scenes are already setup.

Note: If you are adding scripts to the “FPSController” The camera located on the child object of the main prefab.



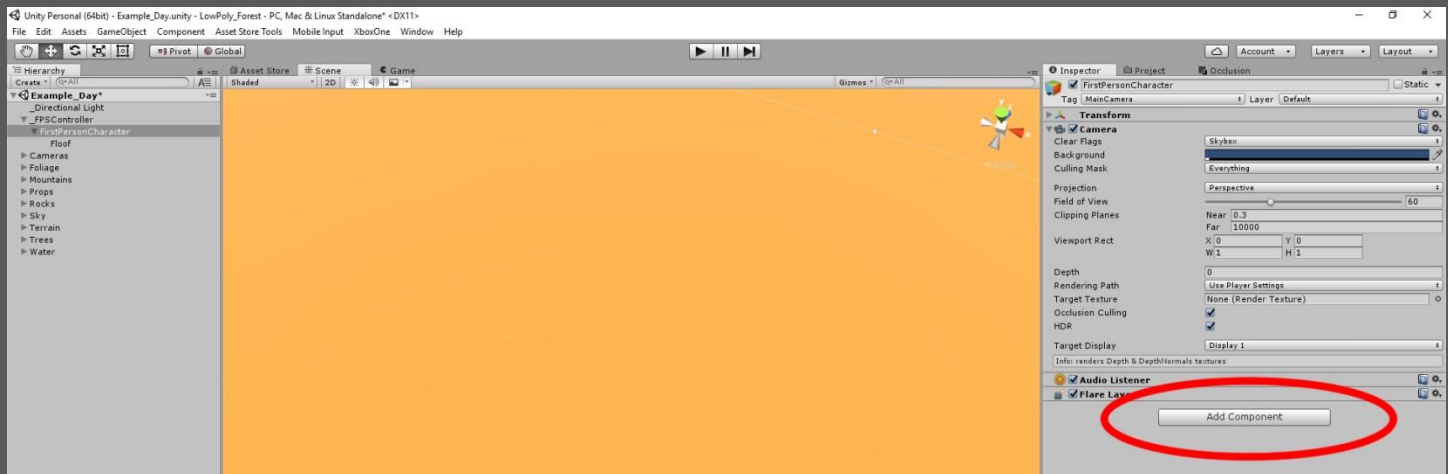
Post Process Effect Settings - PC

The following is a breakdown of the settings I used to achieve the presented look. You must add all of these scripts to any camera you are using to achieve the look that was presented on the asset store.

Note: results may vary based on your monitor or other project and lighting settings you may already be using.

Adding Post Process Scripts

Select a camera, press the “Add Component” button and begin typing the name of the script you would like to use.

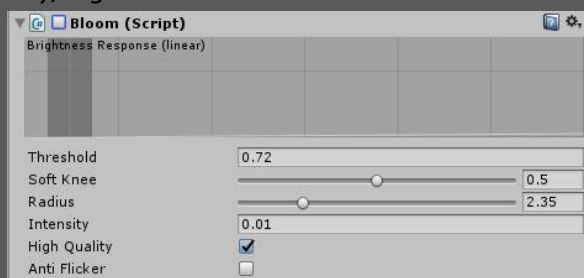


Bloom

This is used to get give bright areas a glow. These are the settings I use.

Note: Unity has two bloom scripts, I use the newest one with the graph. Pictured below.

Day/Night



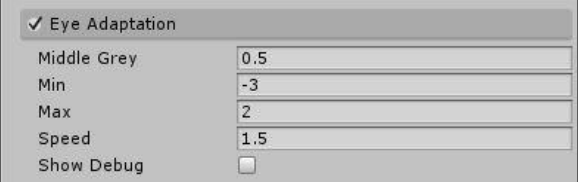
Tonemapping and Color Grading

This is used to adjust color levels and tones. The following is a breakdown of each section of this script and how I use it.

Eye Adaptation

This adjust the brightness of the scene based on how much light is in the area. When the scene is darkly lit this script adjusts the level to allow the player to see better. This is a great tool for areas like caves that vary between very dark and very bright areas. These are the settings I use.

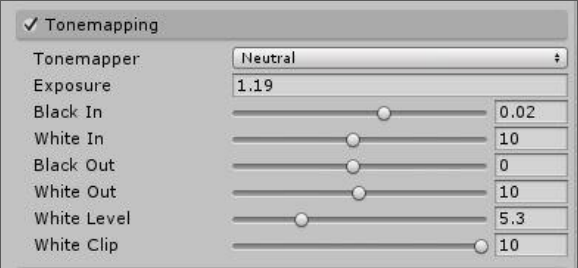
Day /Night



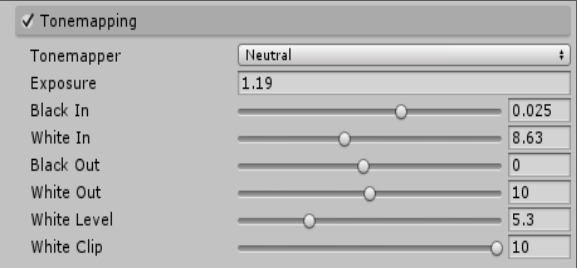
Tonemapping

This balances out the white and black levels of the scene and allows you to adjust exposure. These are the settings I use.

Day



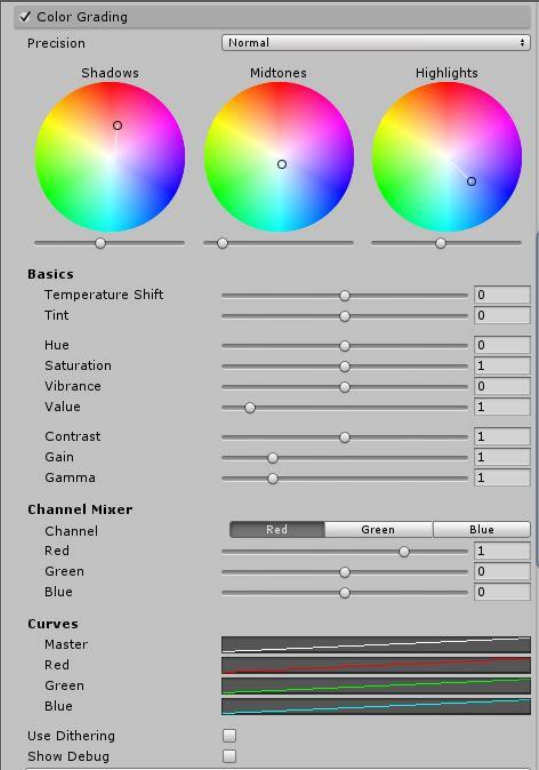
Night



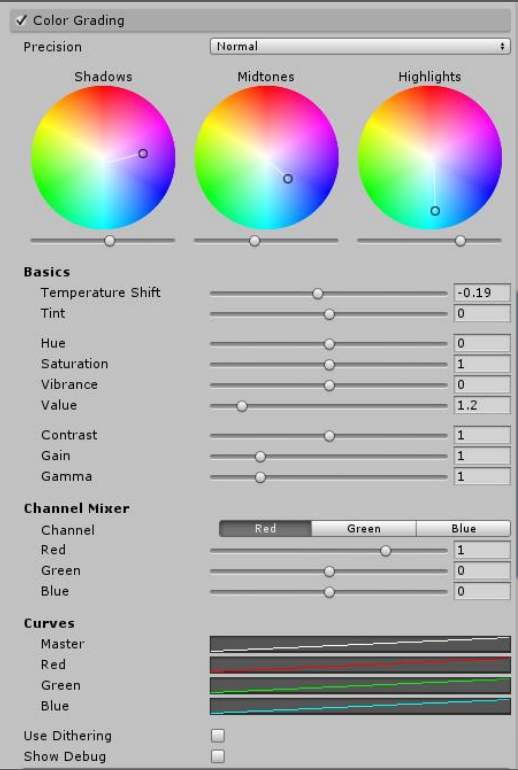
Color Grading

This allows you to adjust colour vales based on tones. You can also do high level adjustments like contrast, hue and saturation but I did not adjust those for these scenes. These are the settings I use.

Day



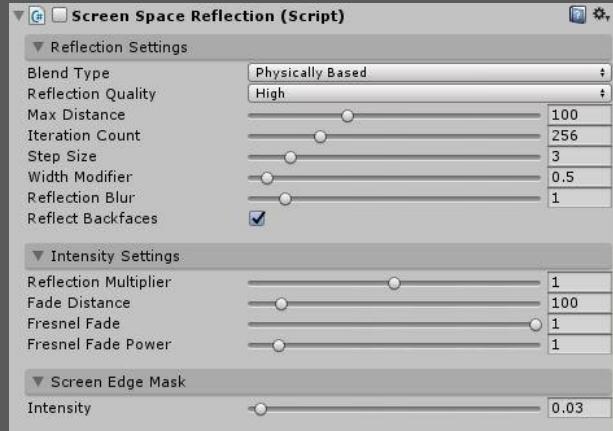
Night



Screen Space Reflection

This is used to get more realistic reflections on the water. These are the settings I use.

Day/Night

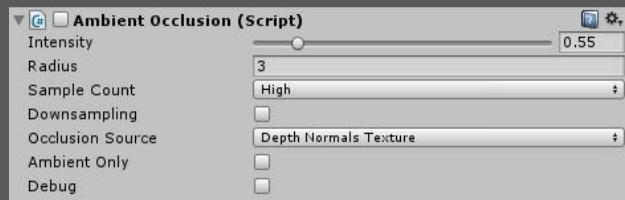


Ambient Occlusion

This is used to add a dark color in crevices where objects come in contact with one another. This helps to ground meshes and obscures intersections. These are the settings I use.

Note: There is also a Screen Space Ambient Occlusion but I believe it only works in Forward Rendering.

Day/Night

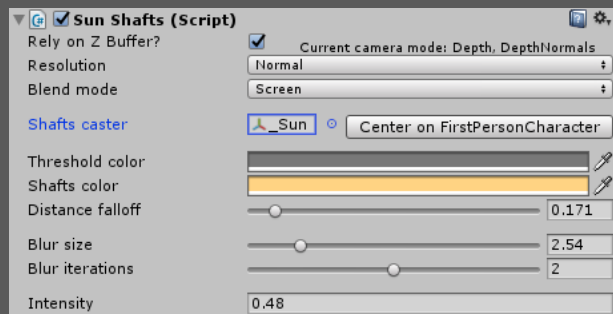


Sun Shafts

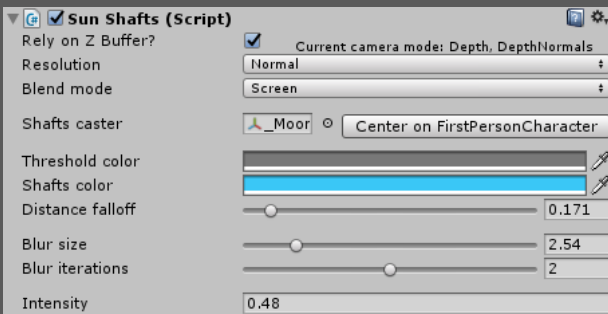
This is used to sun shafts. You can see them when you look toward the sun/moon with objects obscuring part of the view.

Note: You have to add the _Sun or _Moon into Shafts caster in order to have the shafts come from correct direction.

Day



Night



Optional Effects

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 a scrip on the camera called "Global Fog" These are the settings I use.

Day

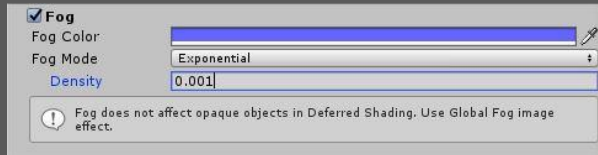


Night

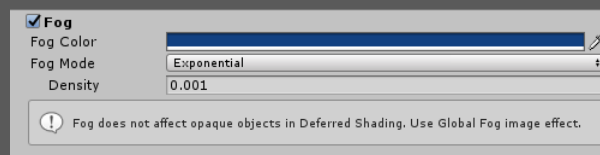


Secondly I adjust some fog settings found at the bottom of the scene tab in the lighting window. Windows->Lighting. These are the settings I use.

Day

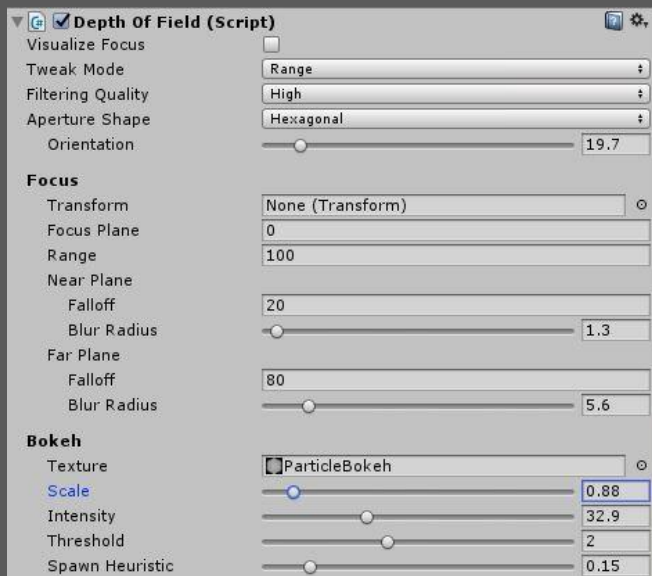


Night



Depth of Field

This script blurs out objects that are far from the player and objects that are very close the camera. These are the settings I used for the FPS controller but each screenshot camera had unique settings.



Post Process Effect Settings - Mobile

The following is a breakdown of the settings I used to achieve the presented look in the mobile scene. You must add all of these scripts to any camera you are using to achieve the look that was presented on the asset store.

Note: Use the PC settings from above but only add the following scripts.

- *Bloom*
- *Tonemapping and Color Grading*
- *Sun Shafts*

Optimizing the mobile build further

- *Remove bloom and sunshafts.*
- *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](#)*

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