

Sleek Render

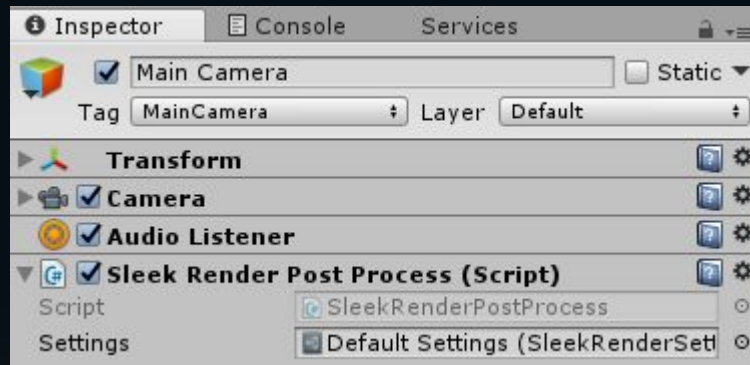
v 0.1 Beta

Thanks for using Sleek Render.
Please read the setup and usage part carefully.

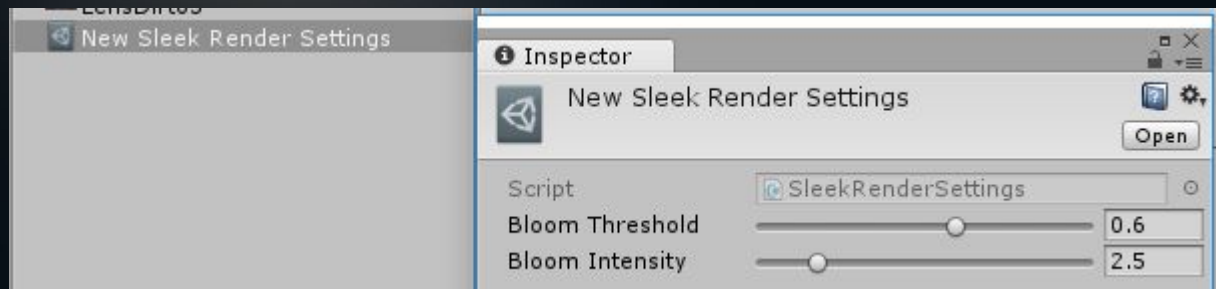
1. Setup

Steps are simple:

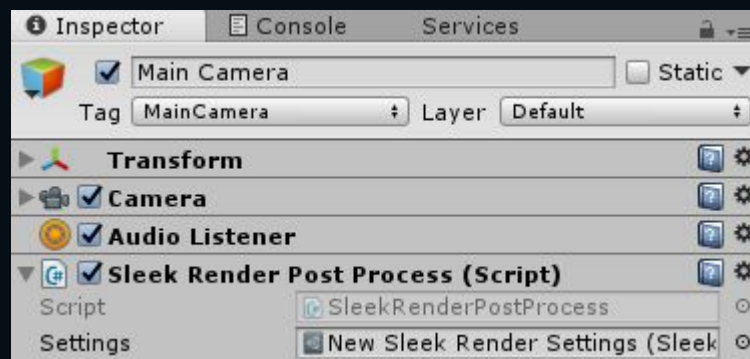
1. Add “*SleekRenderPostProcess*” component to your scene camera.



2. Create a Sleek Render Settings asset in the Project View. To do it, right click anywhere inside the Project View in Unity, and choose Create -> Sleek Render Settings. This will create a settings asset where you can tweak the Bloom rendering parameters.



3. Link this newly created asset to a “*SleekRenderPostProcess*” component “*Settings*” field.



4. Tweak Bloom parameters via this newly created settings asset.
5. Done. You're awesome.

2. Script control

To edit bloom parameters via scripts, add “*using SleekRender*” line at the top of your script, create a “*SleekRenderSettings*” public field. Then, link the same settings asset that is used to control the bloom effect on your main camera. After that, changing parameters is done simply by accessing and changing public fields of the settings asset.

3. Support

For any questions related to this package, feel free to write to:

- Unity forum thread <https://goo.gl/pzgt3p>
- support e-mail support@nadezhdin.org