# Fantasy Sky and Moon Island Documentation

1. We suggest using Linear color space which can be found from (Edit>Project>Settings>Players).

2. If you do not have post processing installed, we suggest install it from (Window>Package Manager). Click the All button and select "Post processing". After that, click the Install button.

3. Most the shaders is Unity standard shader.
   Albedo
   MetallicSmoothness (Metallic in R channel and inverted roughness in A channel)
   Normal
   Occlusion
   Emission

4. Make sure your scene lighting is used.
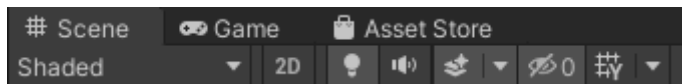
5. For properly using our post-processing, you need to manually set it up. As unity usually disconnect the post-processing component and fail the review process by Unity.

a. Select your main camera in the Hierarchy which is at the upper left corner of your Unity widows.
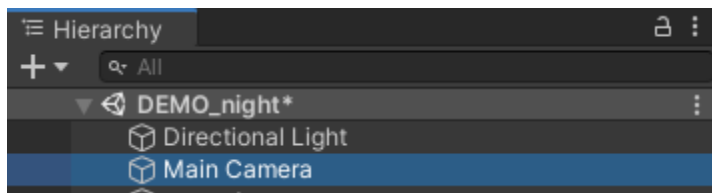
b. Enter post and select Post-process Layer. Enter post and select Post-process Volume. Now you have two components.
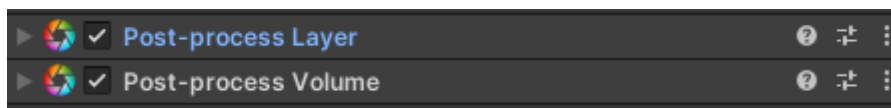
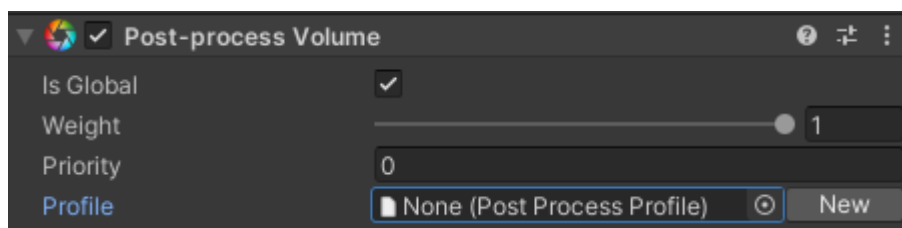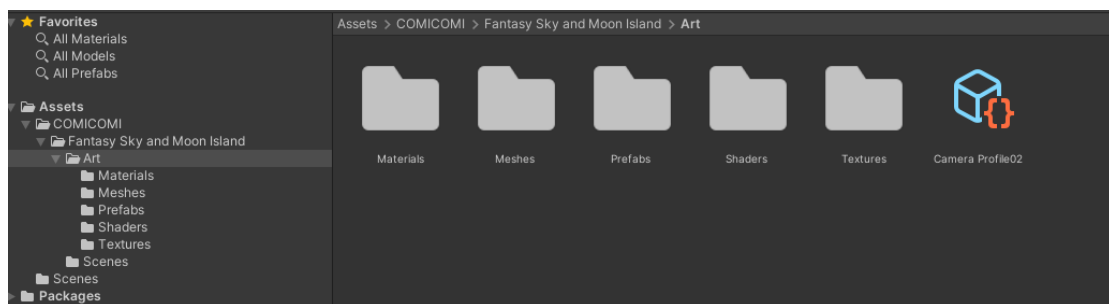c. Open the Post-process Layer and from the Layer part, select Everything.
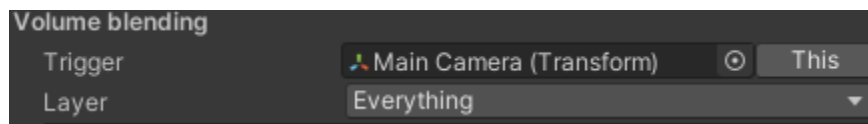
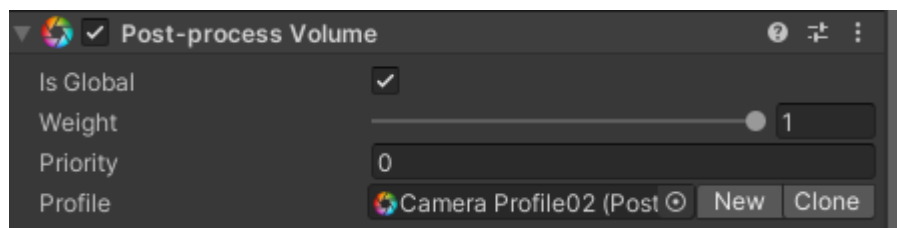d. For the Anti-aliasing, from the Mode part, select Subpixel Morphological Anti-aliasing (SMAA)
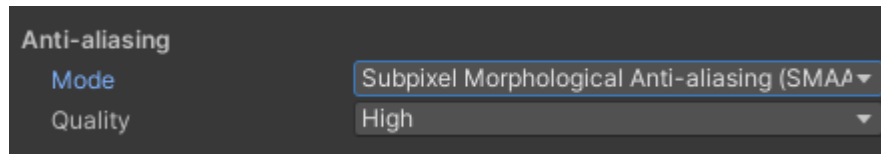
e. Open the Post-process Volume and make sure the is Global is on.

f. In the Project folder, find Camera Profile02 and drag it and drop it in the blank area of Profile under the Post-process Volume section.

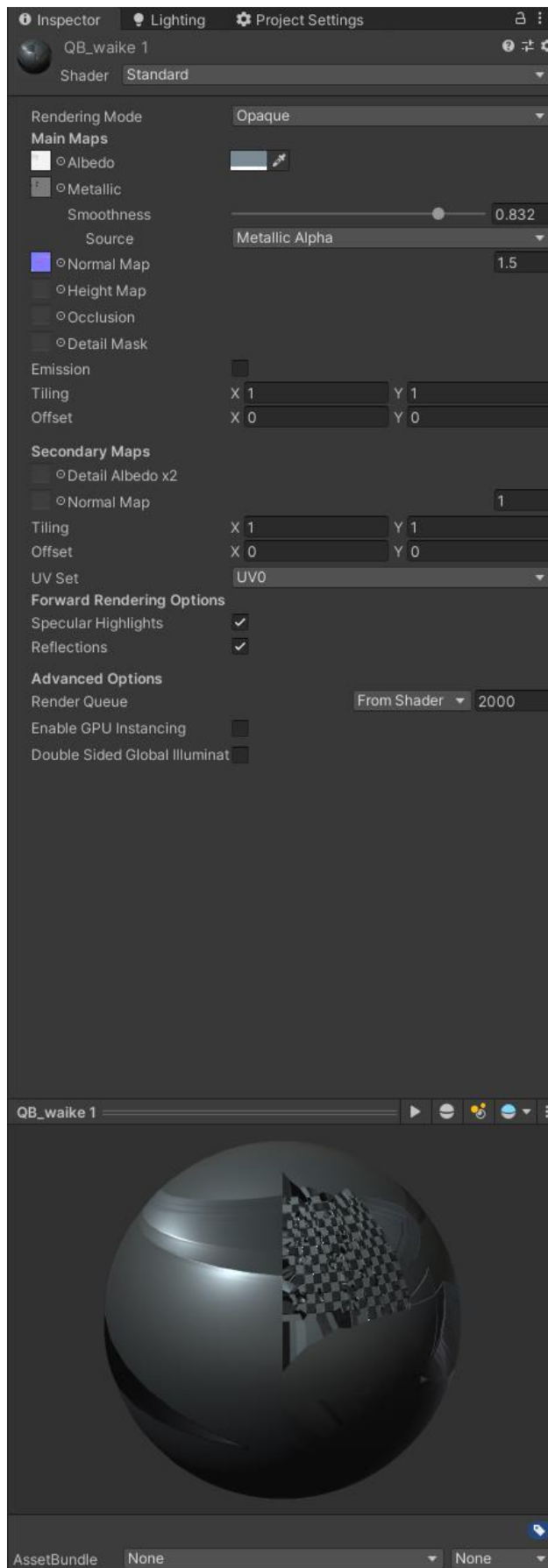
g. And now you have your post-process successfully set up.

h. Keep in mind we have two scenes, one is the day scene and one is the night scene. Make sure to select the related post-process profile.
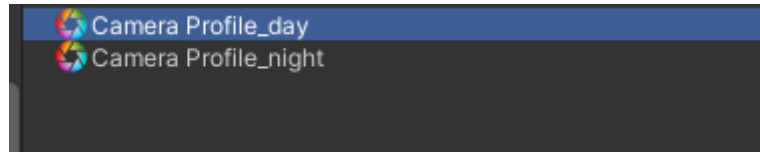
6. Here are the custom shaders that we use in this package.

The standard Shader

The water shader.