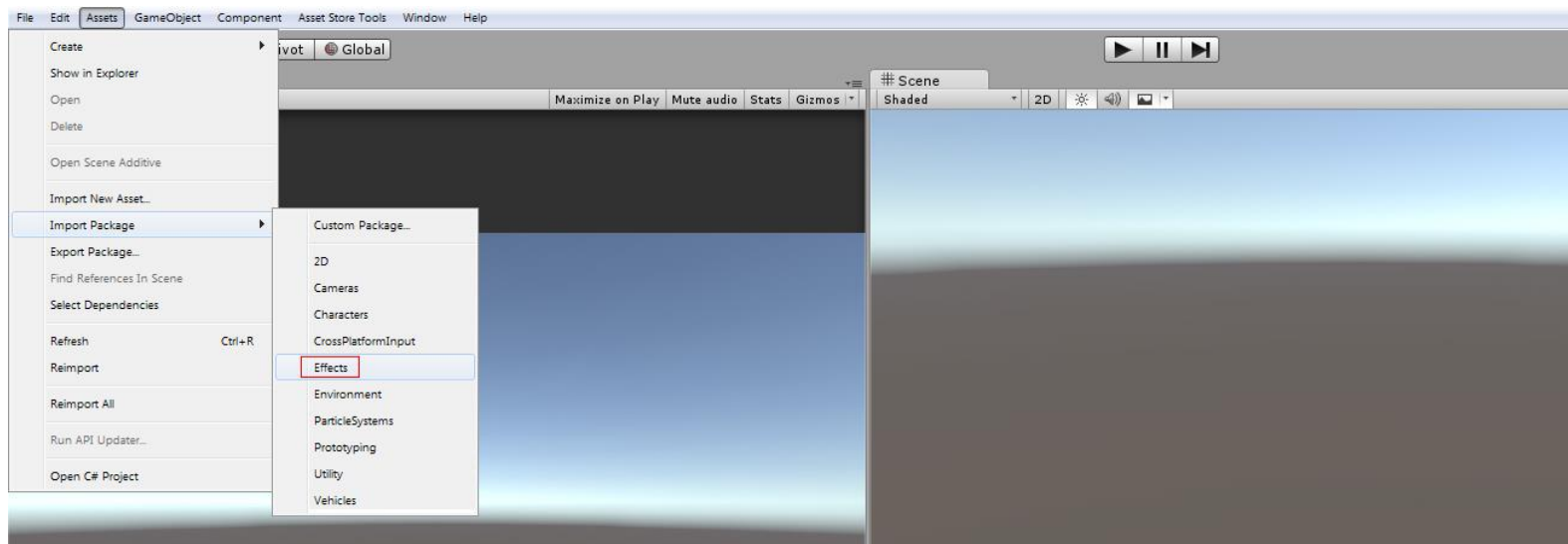
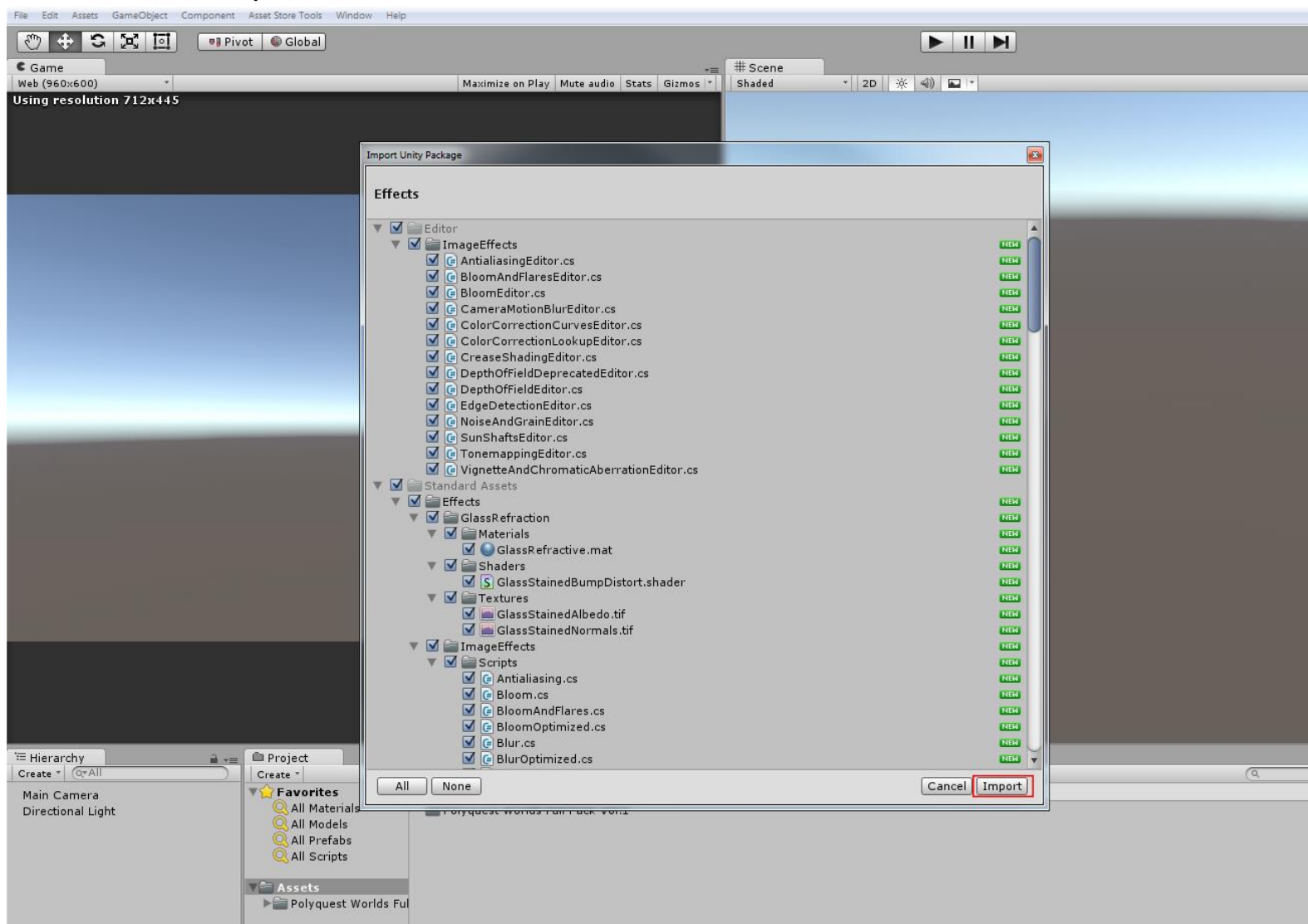


Before doing anything, you have to import those 2 standard assets to your Polyquest project by following those 6 simple steps (unfortunately unity doesn't allow us to include standard assets to the published packages anymore, you will have to do this yourself. The standard assets were used for camera shaders & lightflares so you need it otherwise you will get error messages in your console):

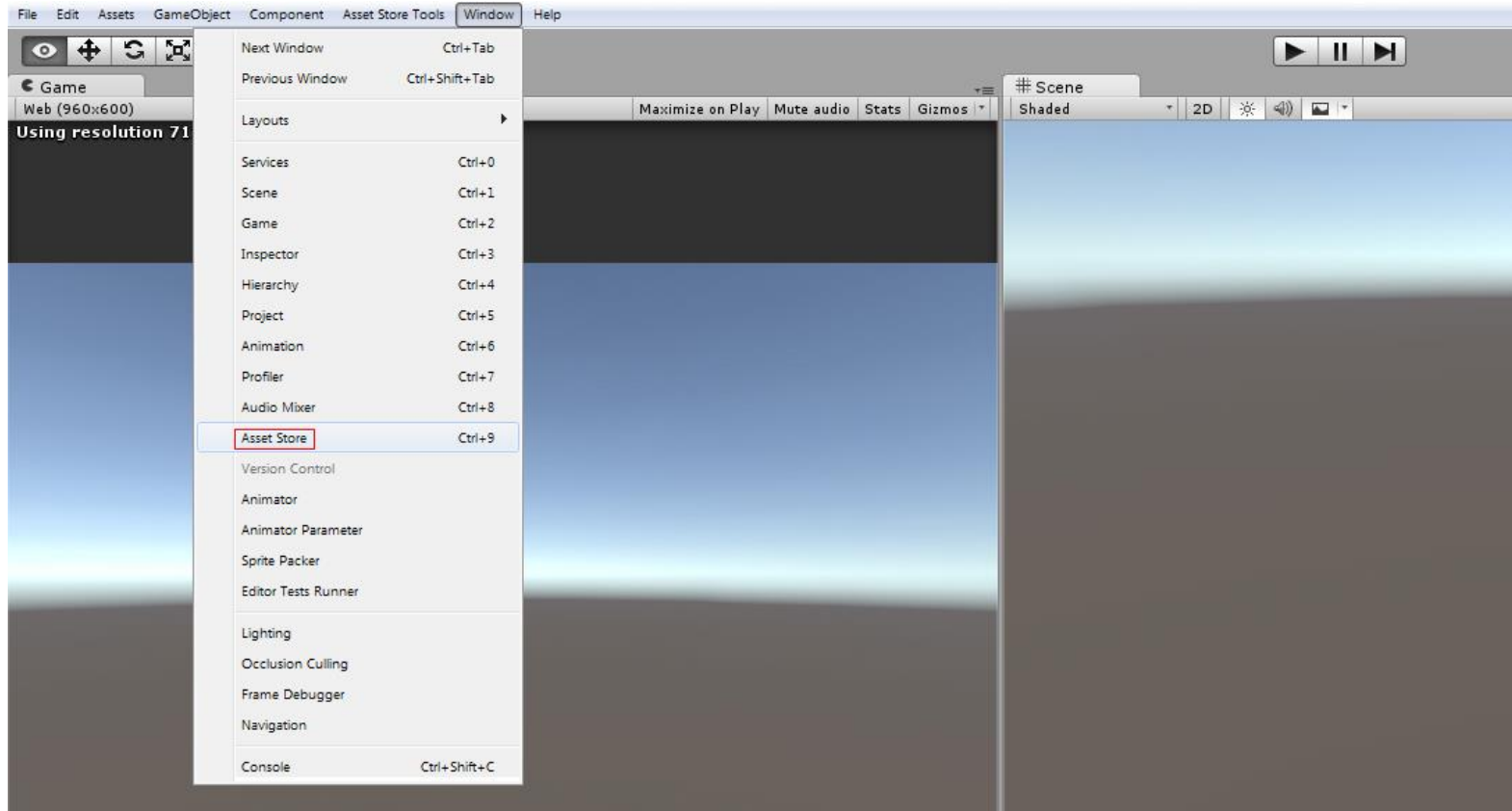
1-Go to “Assets/Import Package/Effects” and click “Effects”:



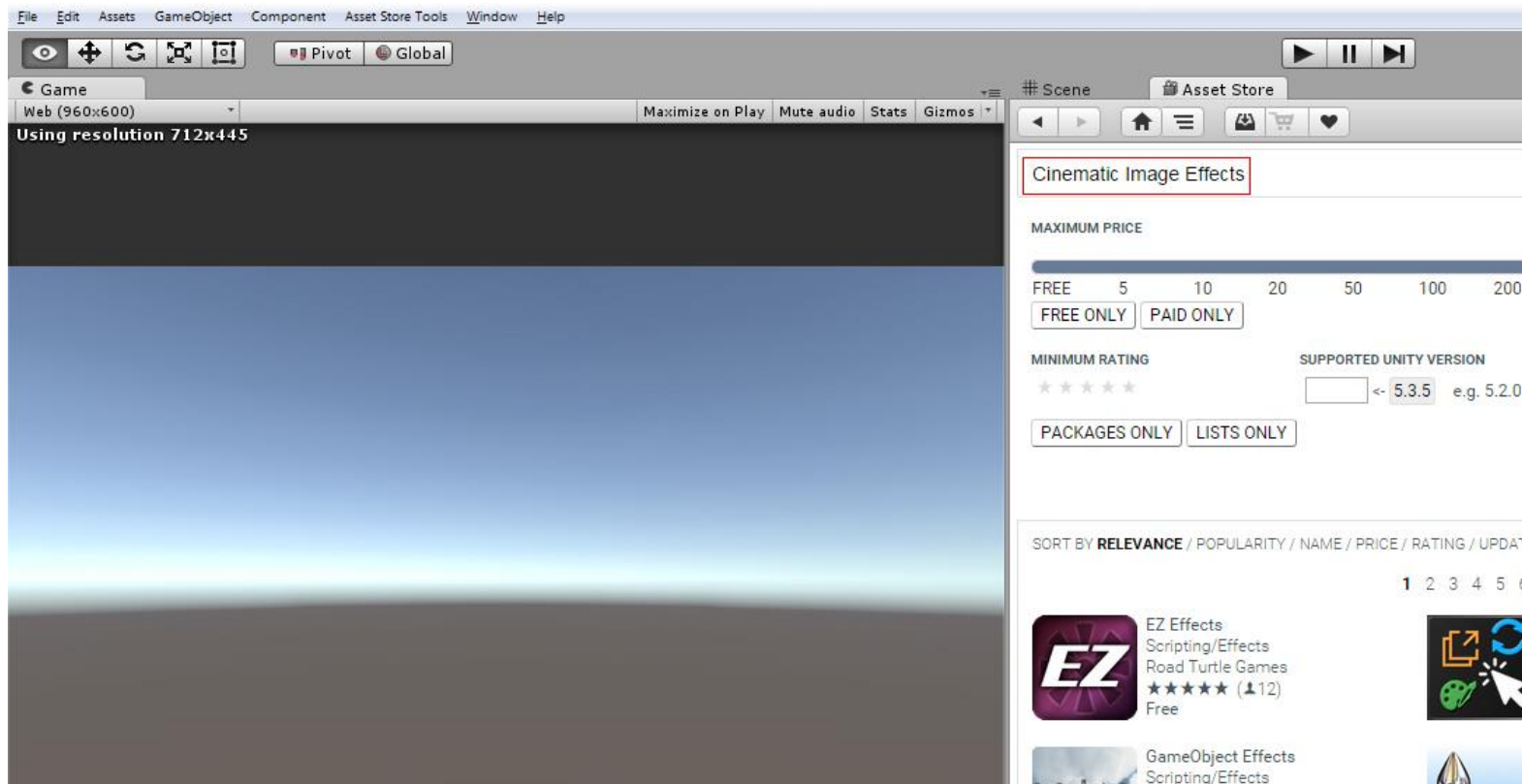
2- Then click “Import”:



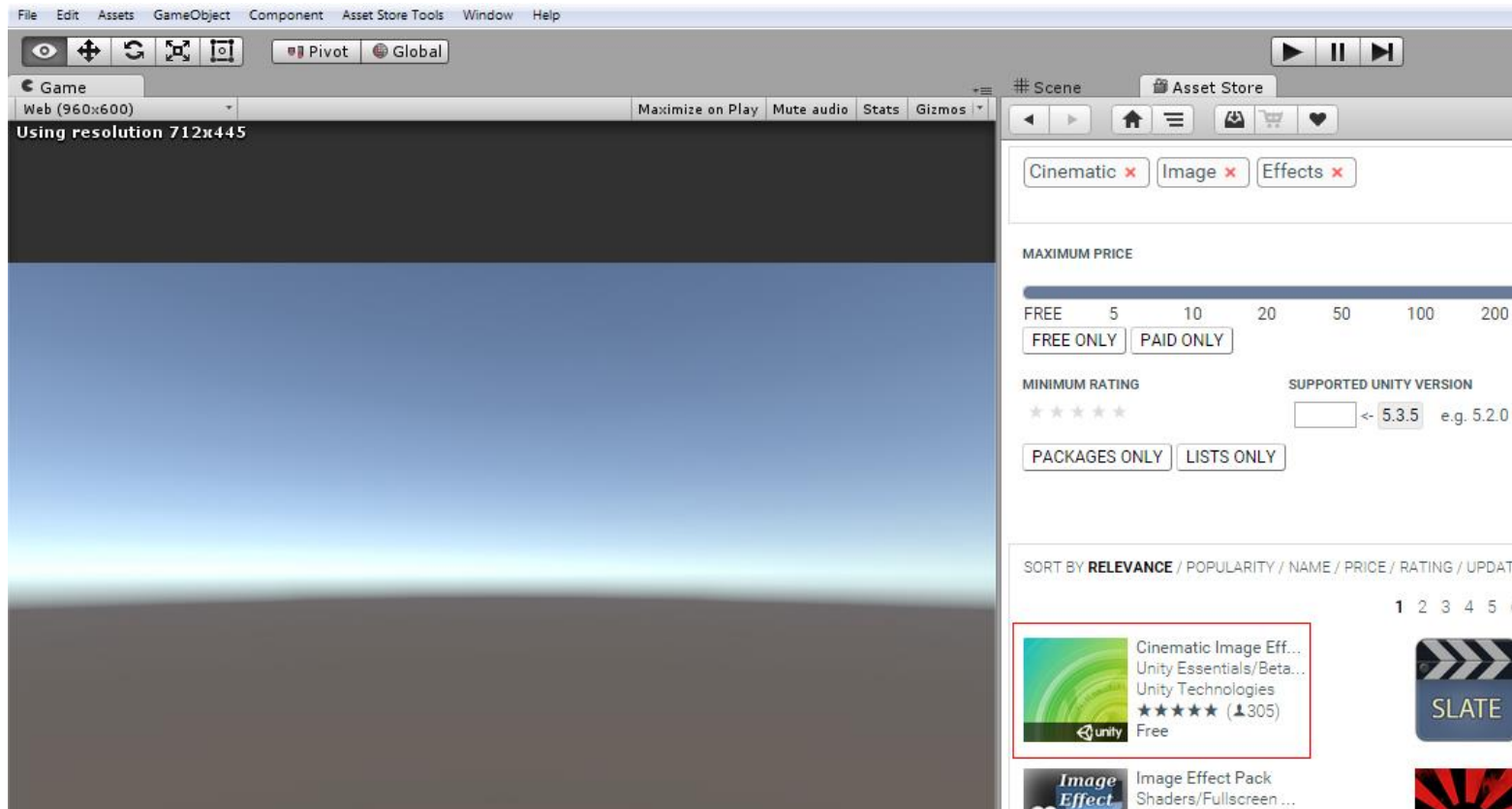
3-Open the “Asset Store” window by going to “Window/Asset Store”:



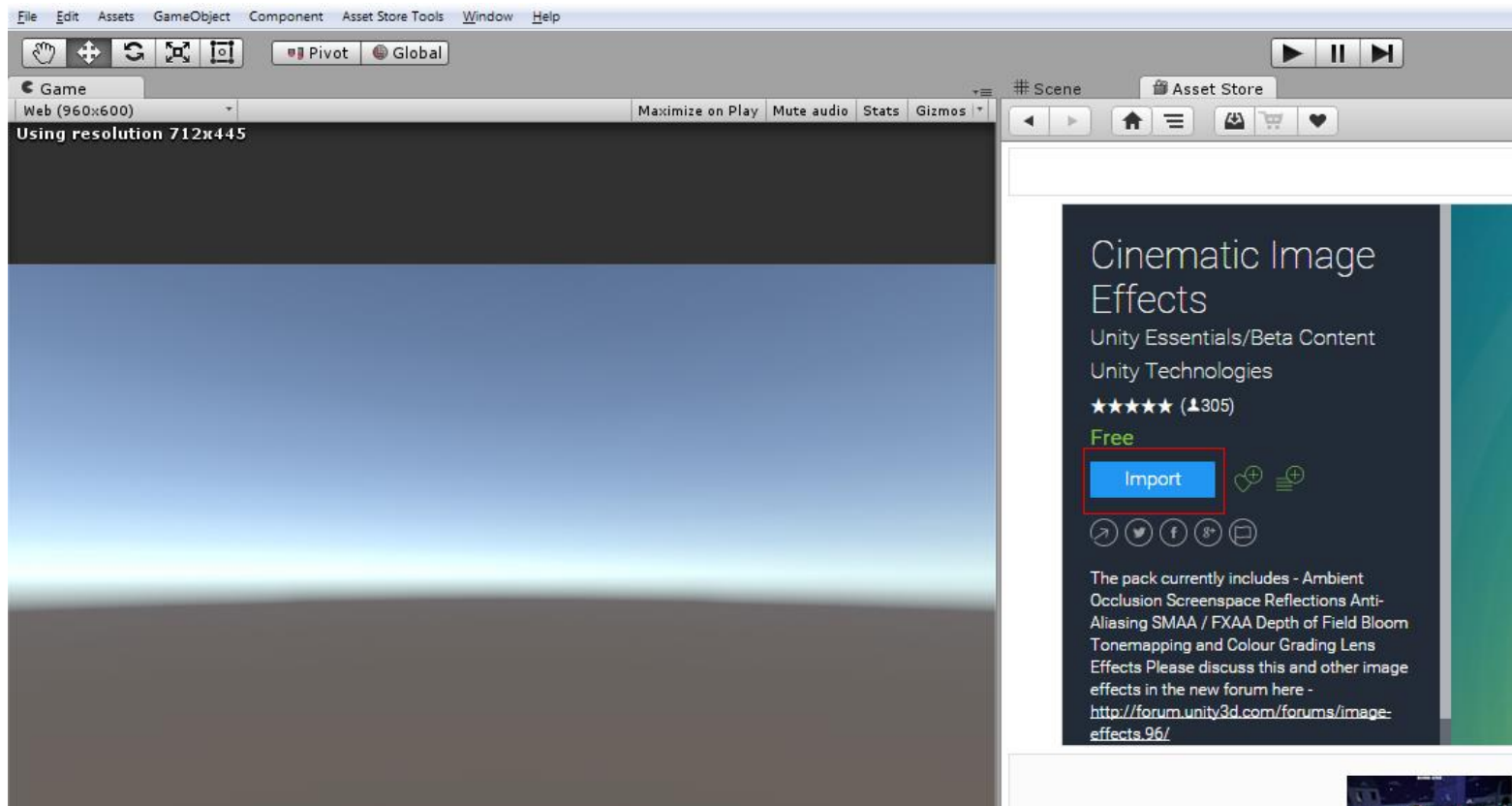
4-In the search bar type “Cinematic Image Effects” and hit enter:



5-Then click on this free package by Unity:



6-Import it to your project by clicking on “import”:



*If you don't see the “effects” button under the “import package tab” then reinstall your version of Unity and make sure you have “Standard Assets” checked **ON** during the installation process.