

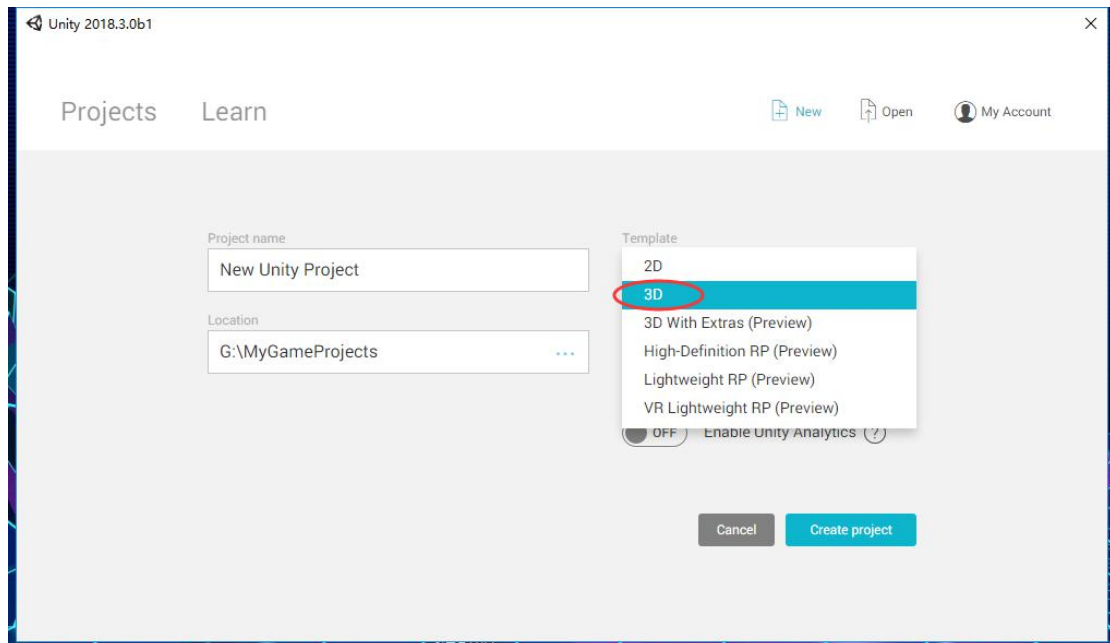
Hi,Thanks for your purchase!

Unity5.6-2017

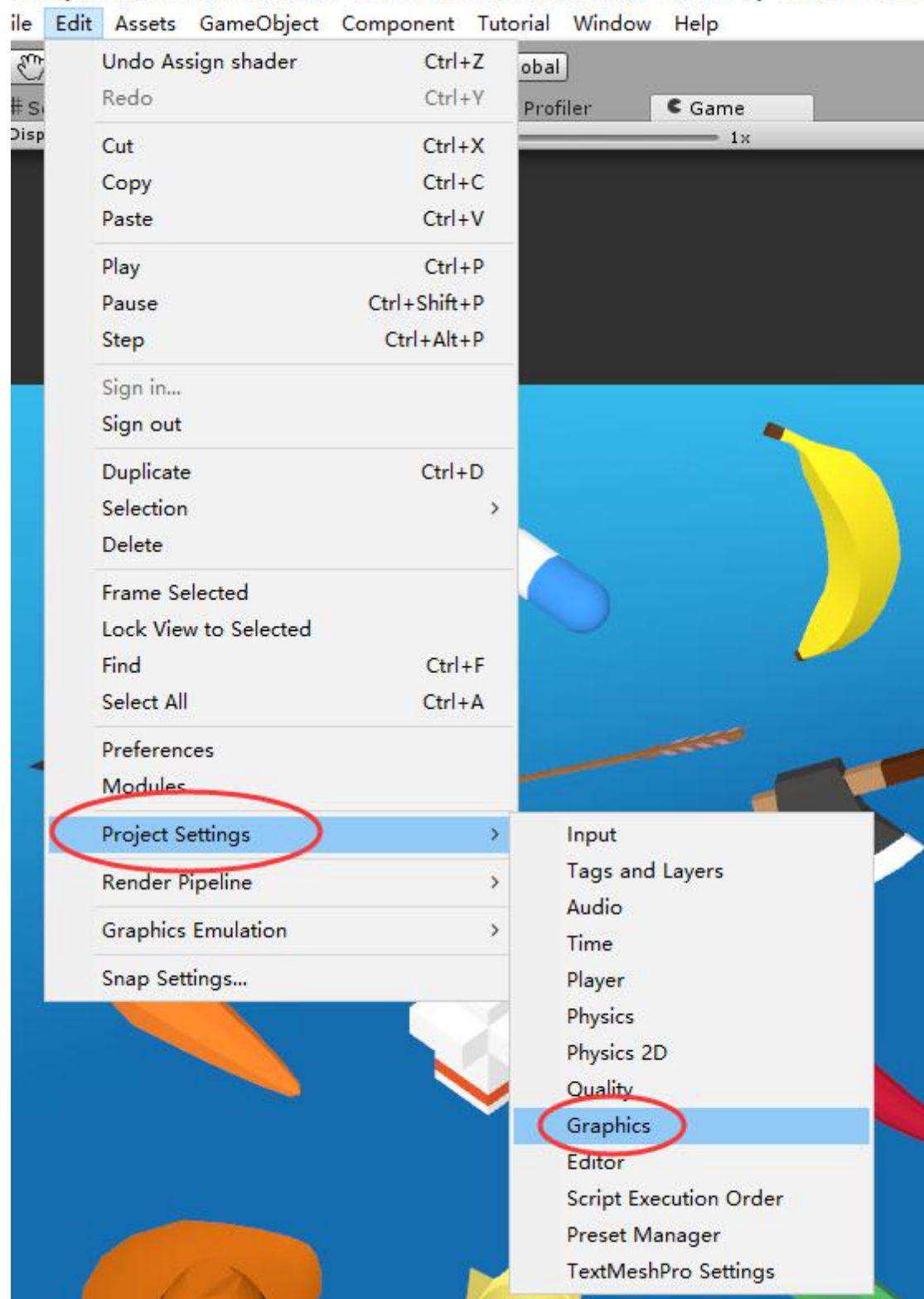
-Firstly, please go to “Player Setting” and set “Color Space” to “Linear” mode.

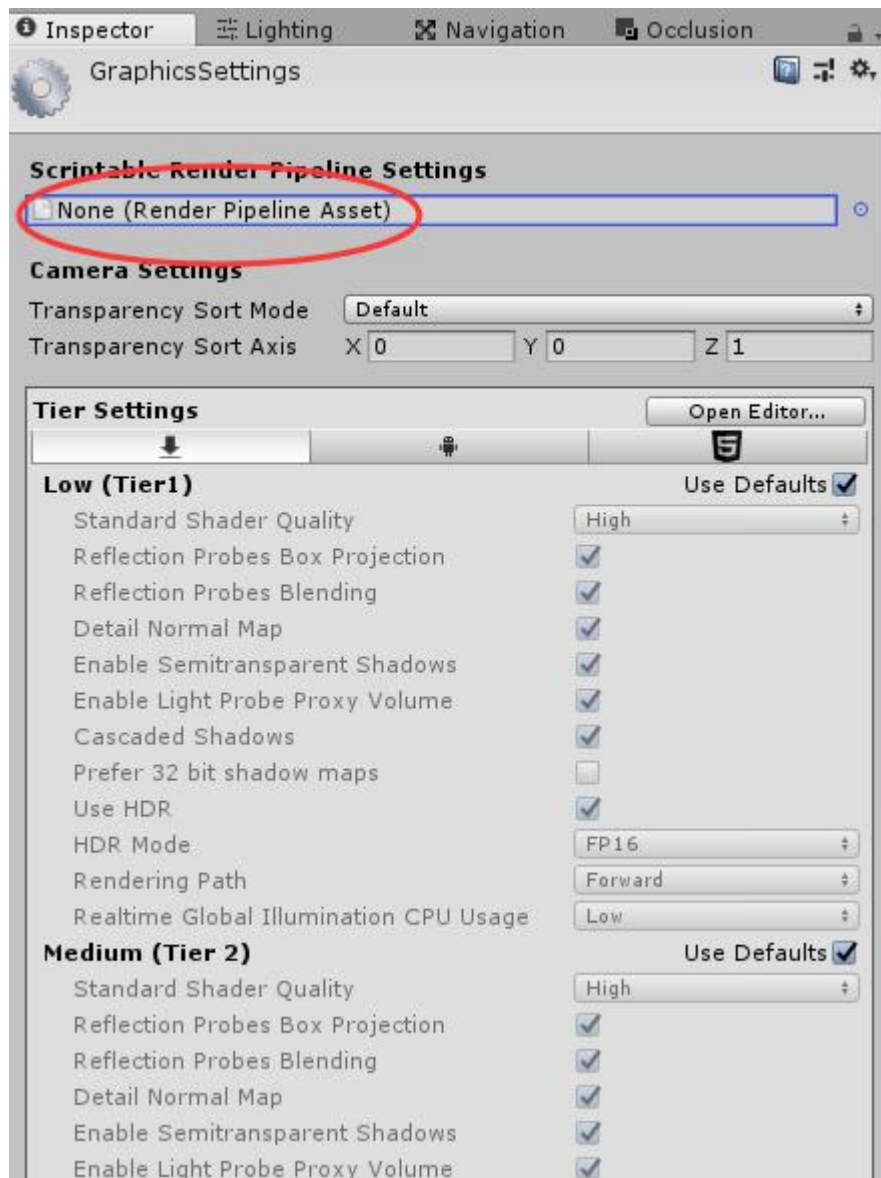
-Additional,you can go to “Graphic Setting” set the “Rendering Path” to “Deferred” mode(not necessary).

-Build-In Render pipeline

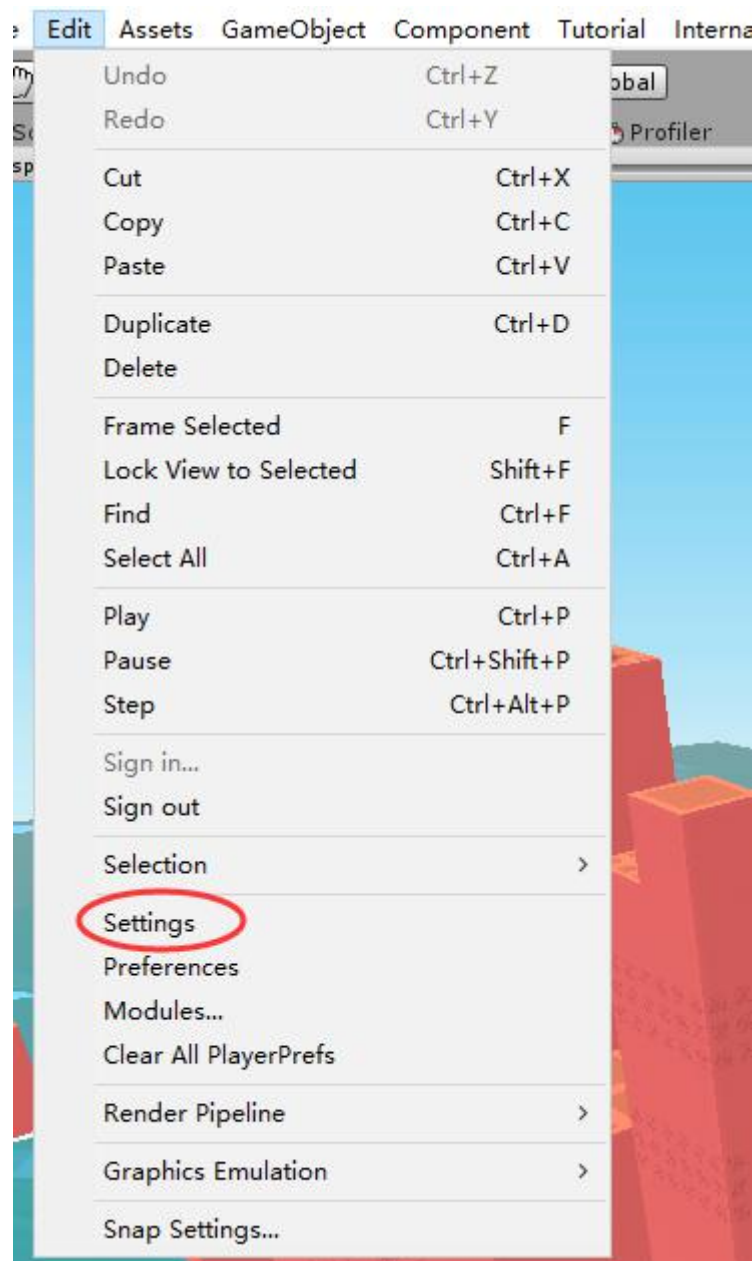


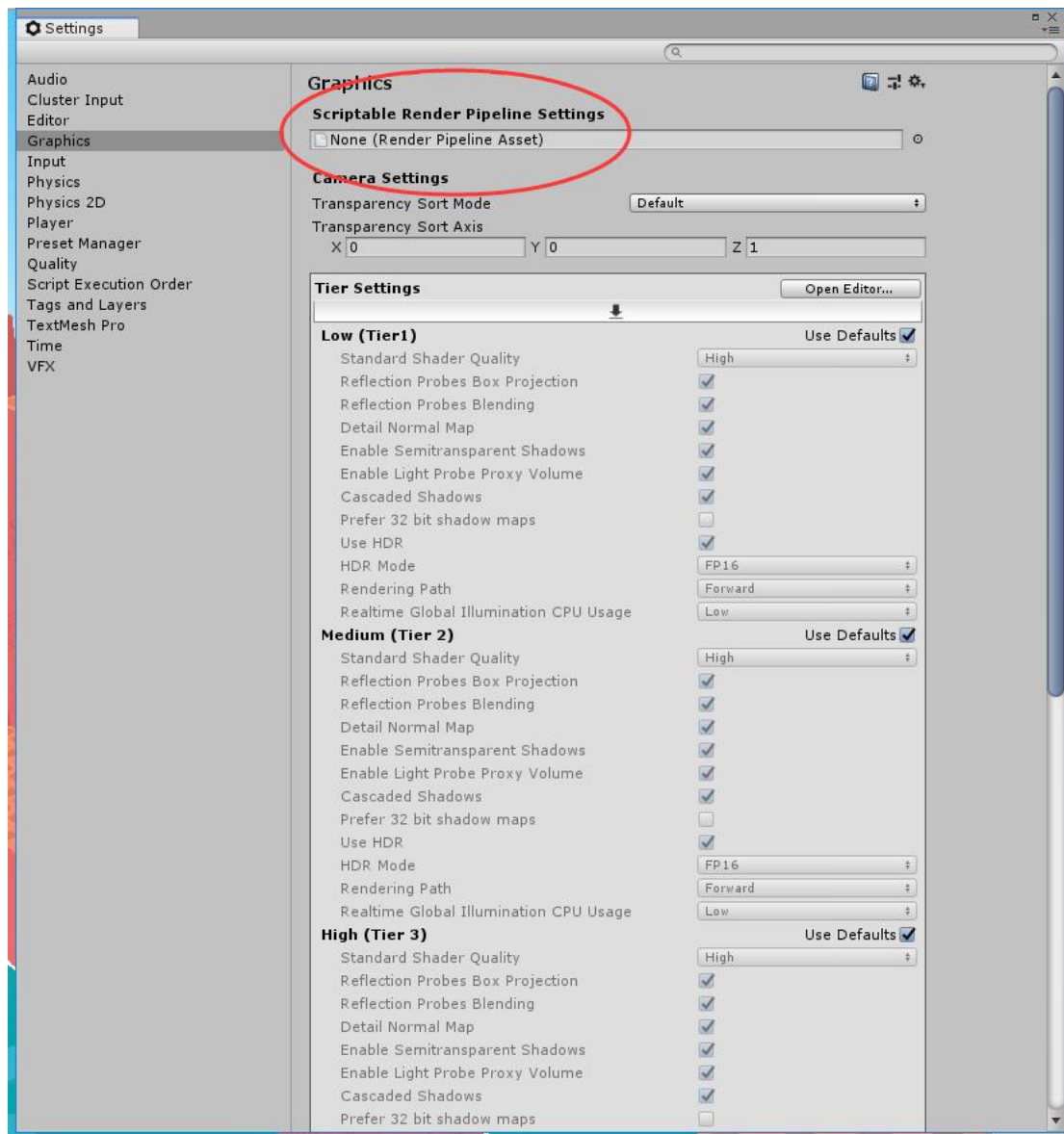
2018.2:





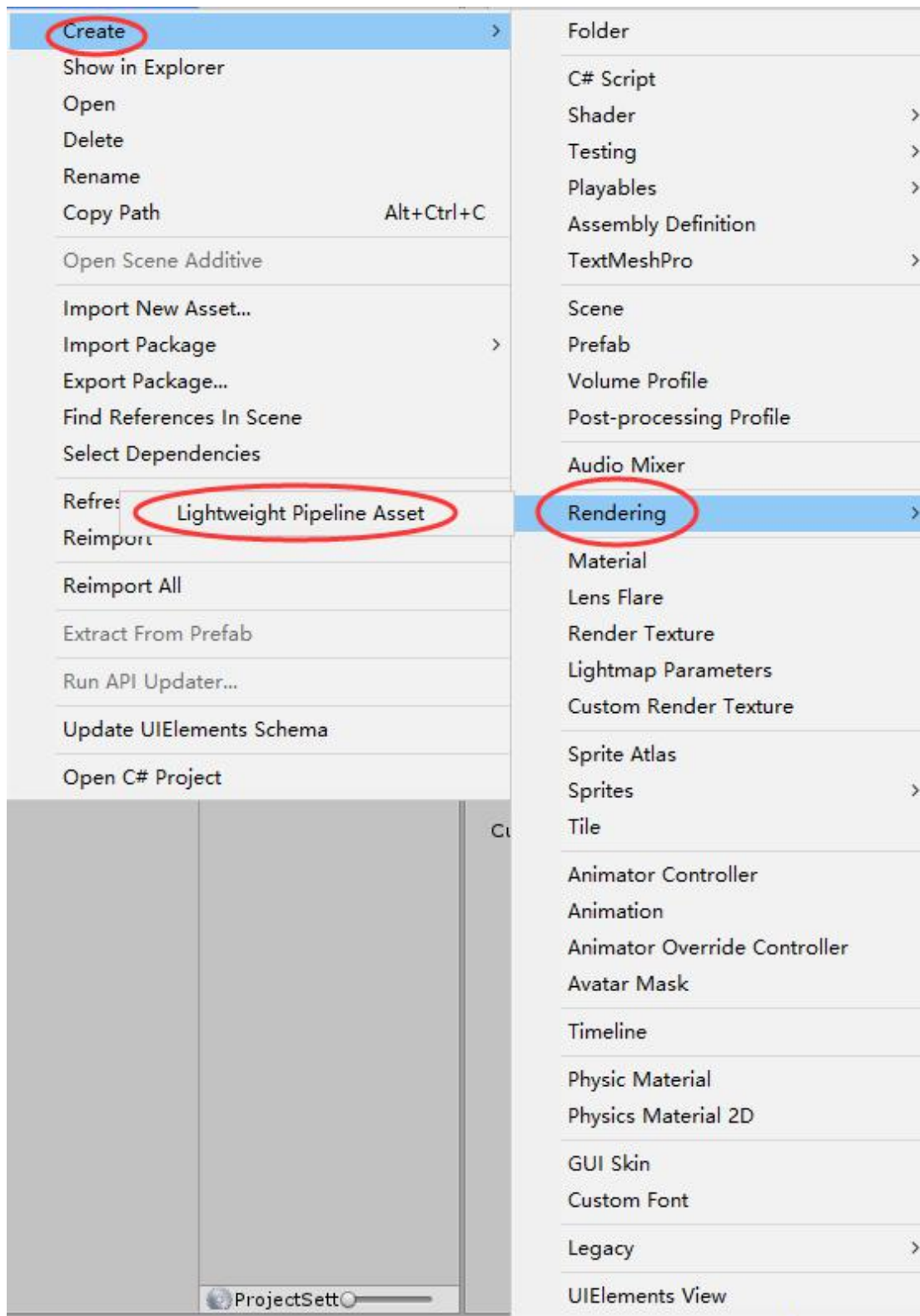
2018.3:

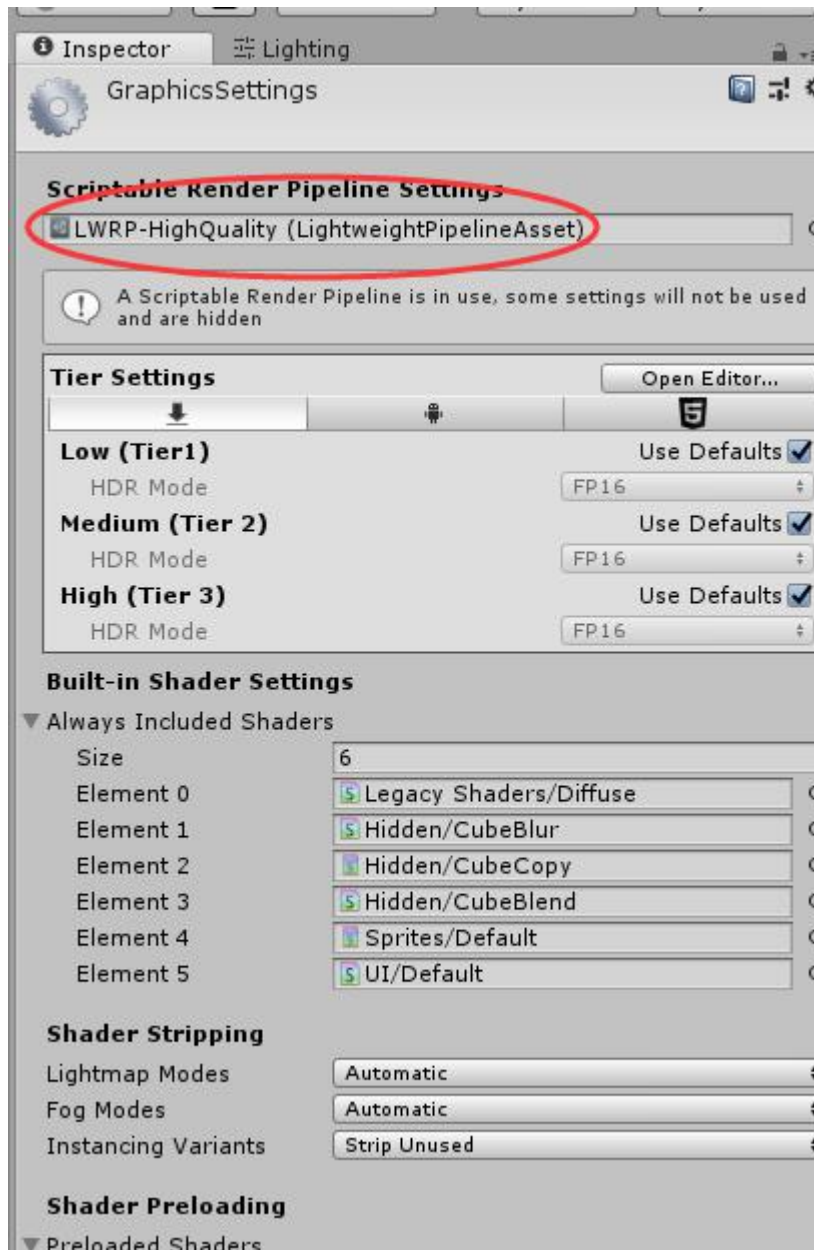




-Lightweight Render Pipeline

2018.2:





### \*About Shallot Studio

Shallot Studio is a member of the 4Tudio, Shallot Studio's assets will be published by 4Tudio in the future.

More Info:

<https://assetstore.unity.com/publishers/25275>

If you have any questions, feel free to e-mail us anytime:

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