**Before doing <u>anything</u>, you have to import those 2 legacy standard assets to your Polyquest project by following those 7 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):
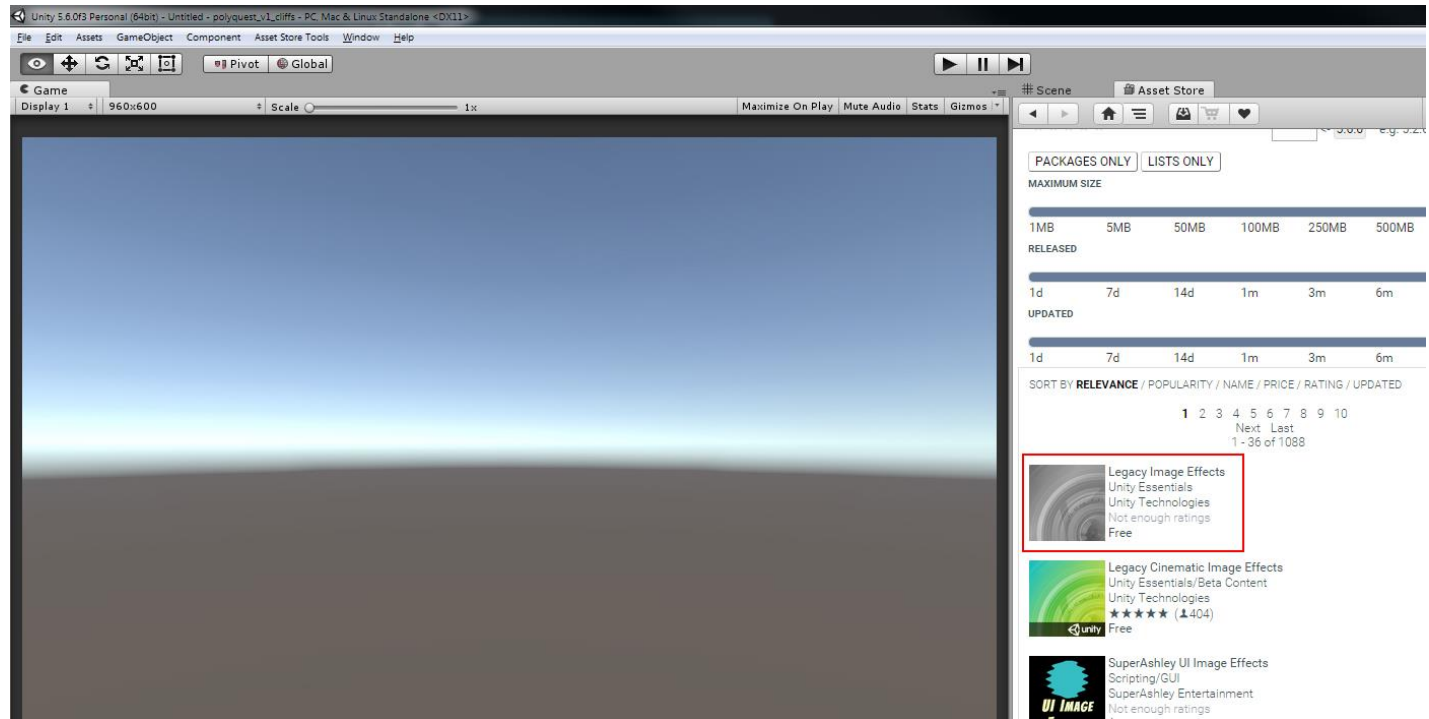
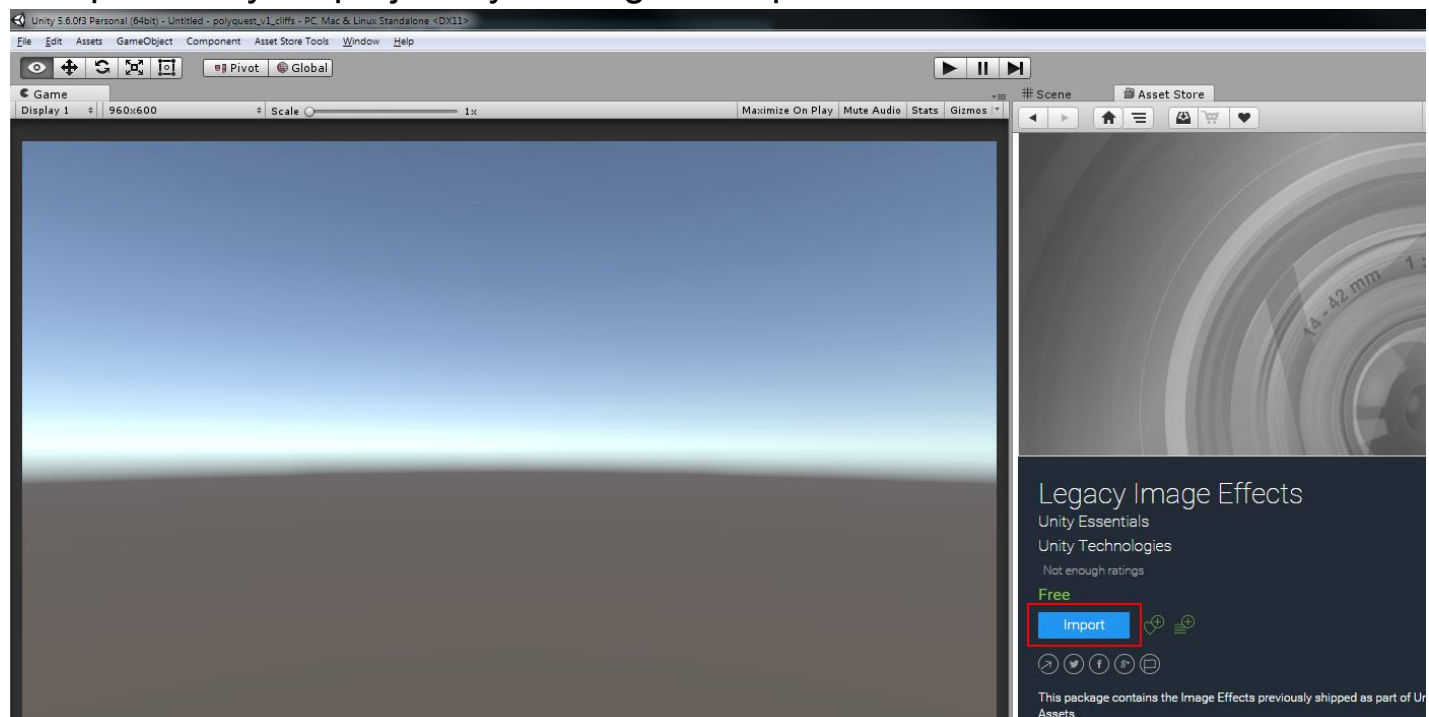1- Open the "Asset Store" window by going to "Window/Asset Store":
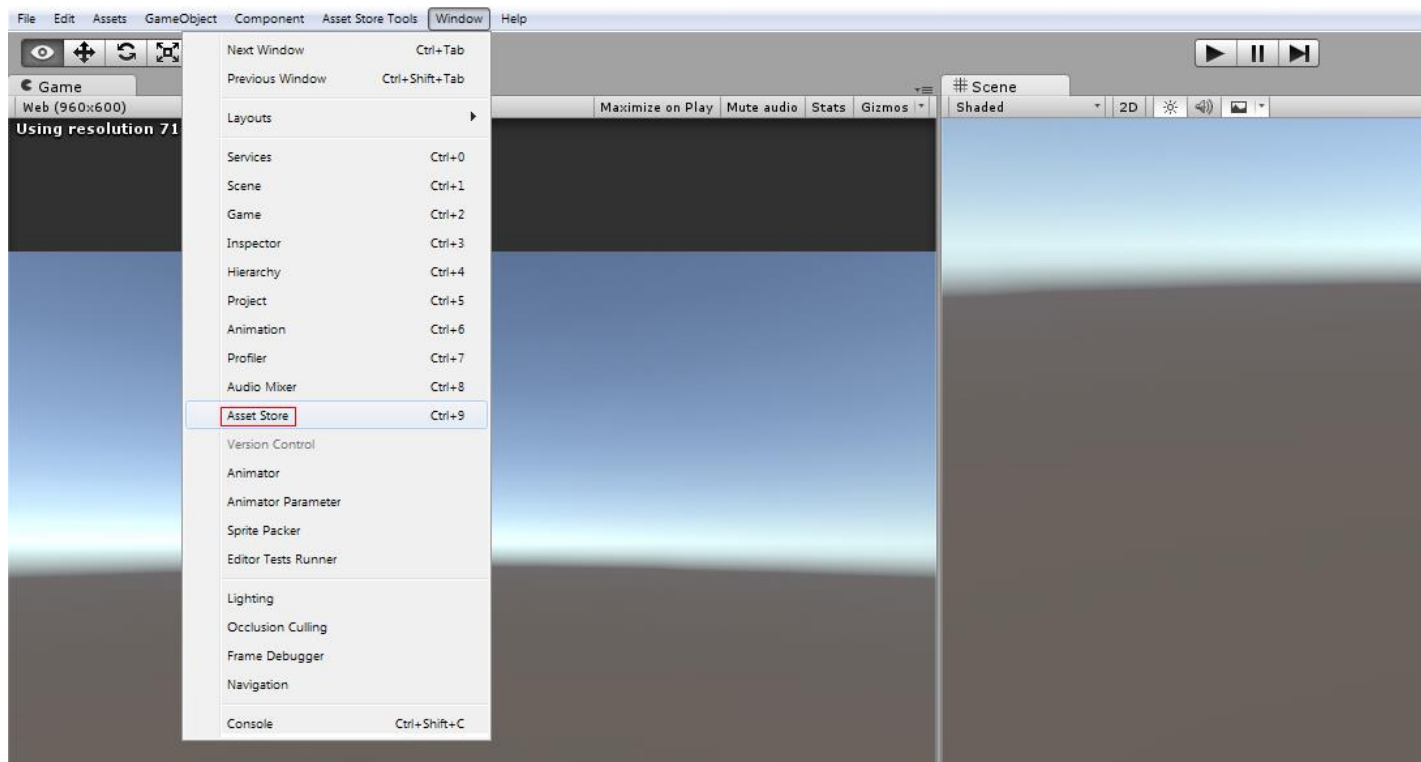
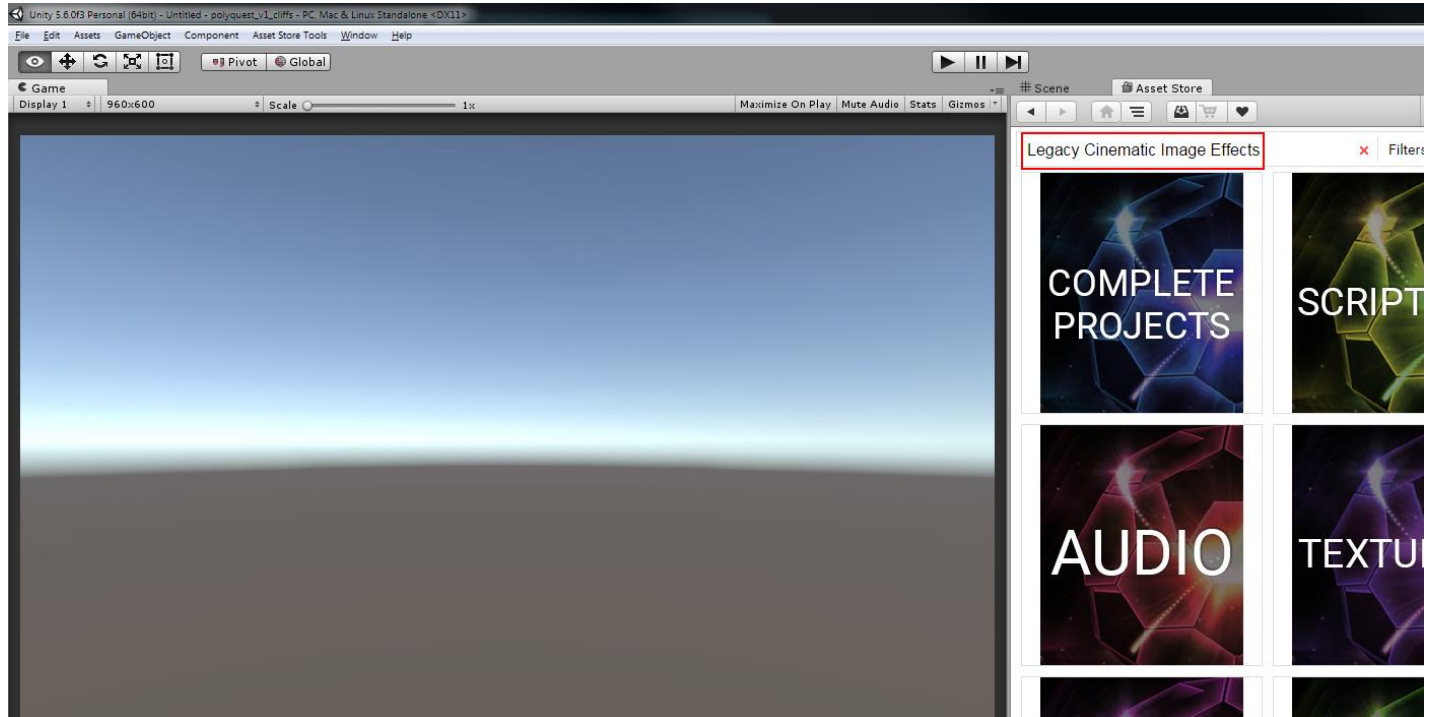2-In the search bar type "Legacy Image Effects" and hit enter:
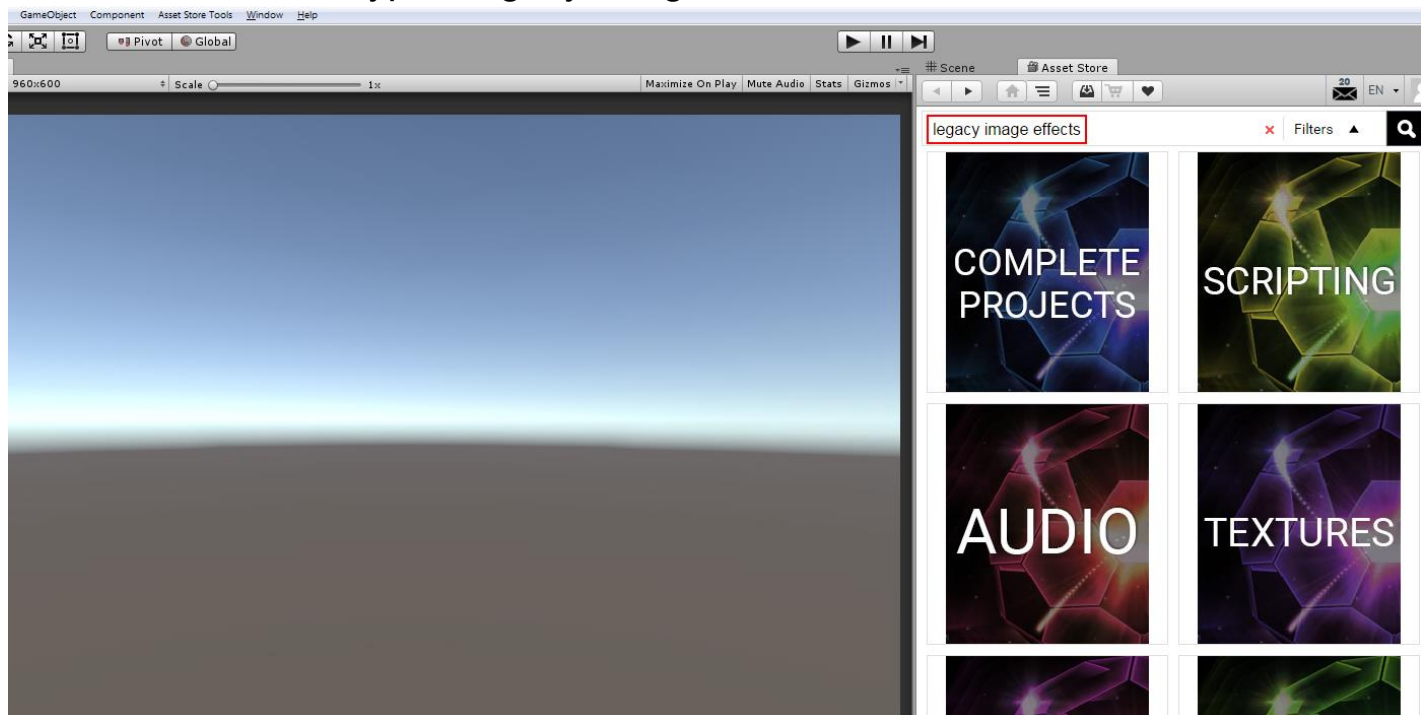
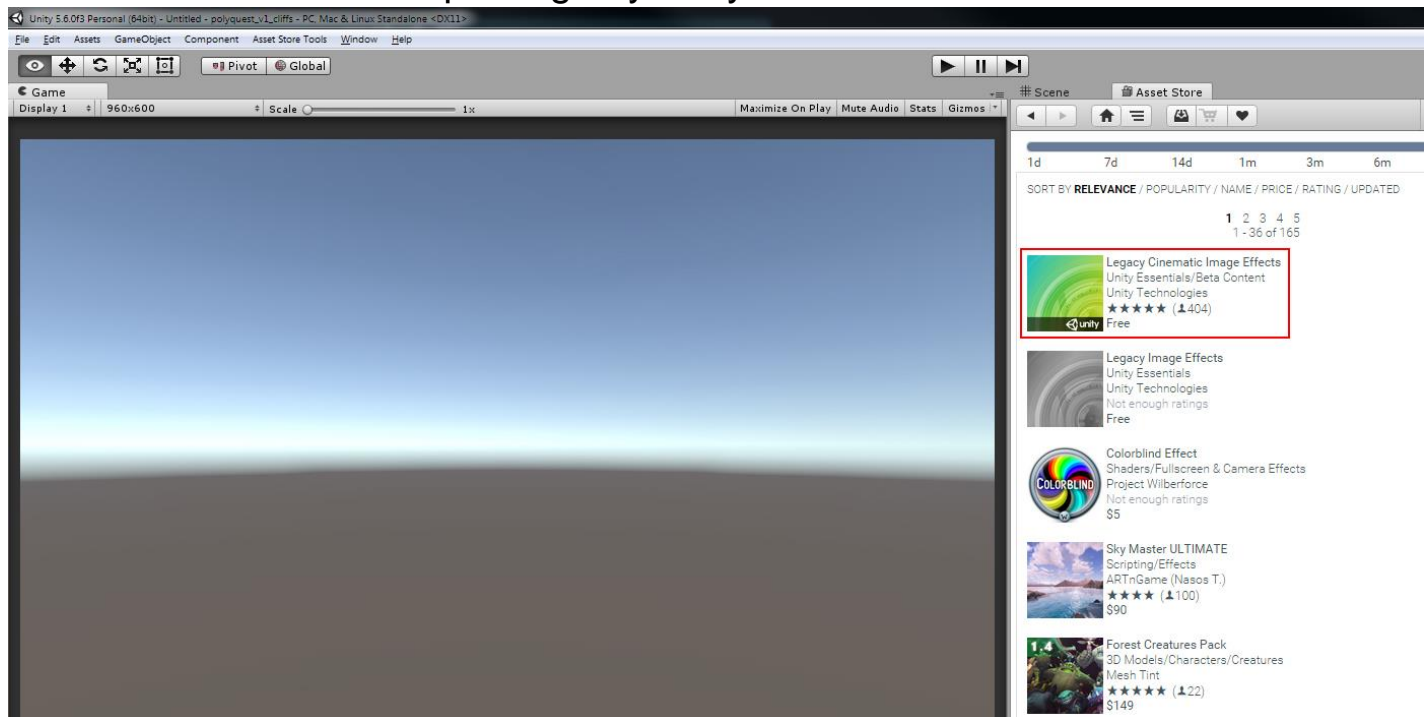# 3-Then click on this free package by Unity:

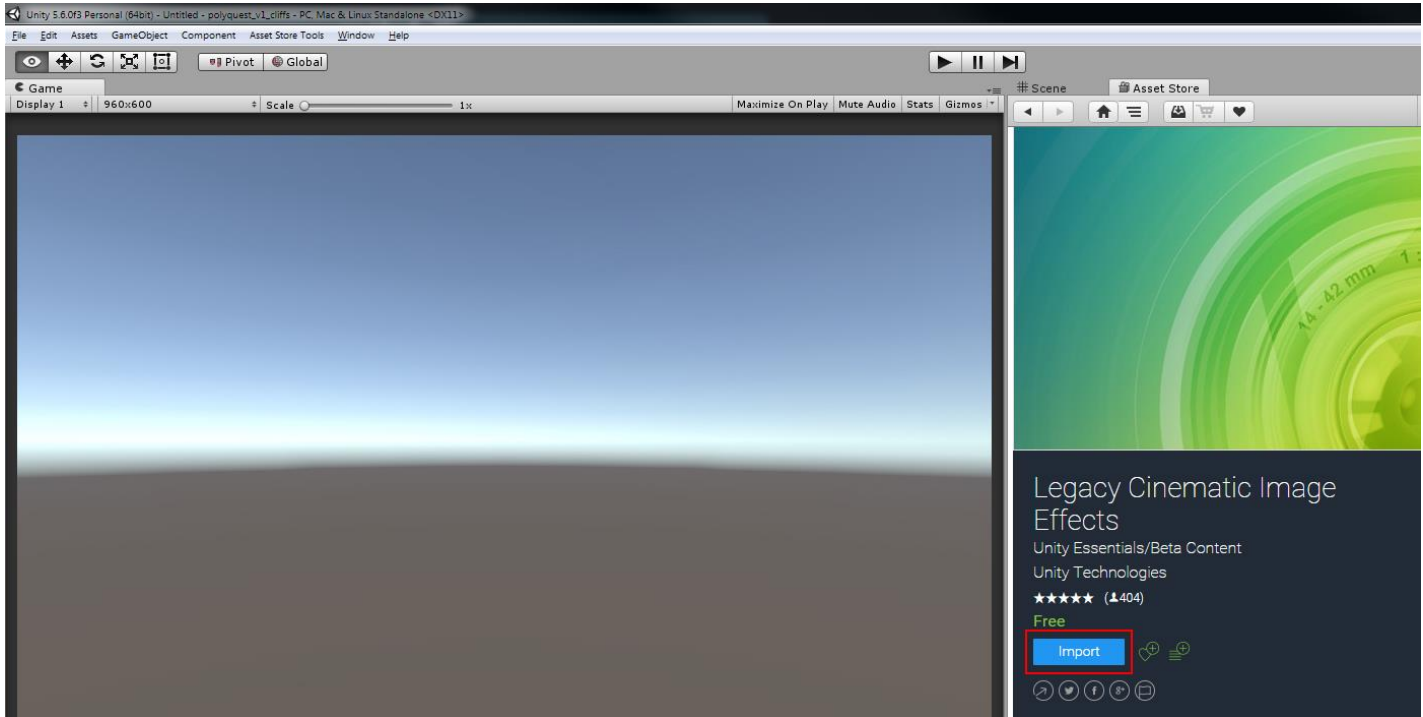# 4-Import it to your project by clicking on "import":

5-In the search bar type "Legacy Cinematic Image Effects" and hit enter:

6-Then click on this free package by Unity:

7-Import it to your project by clicking on "import":

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