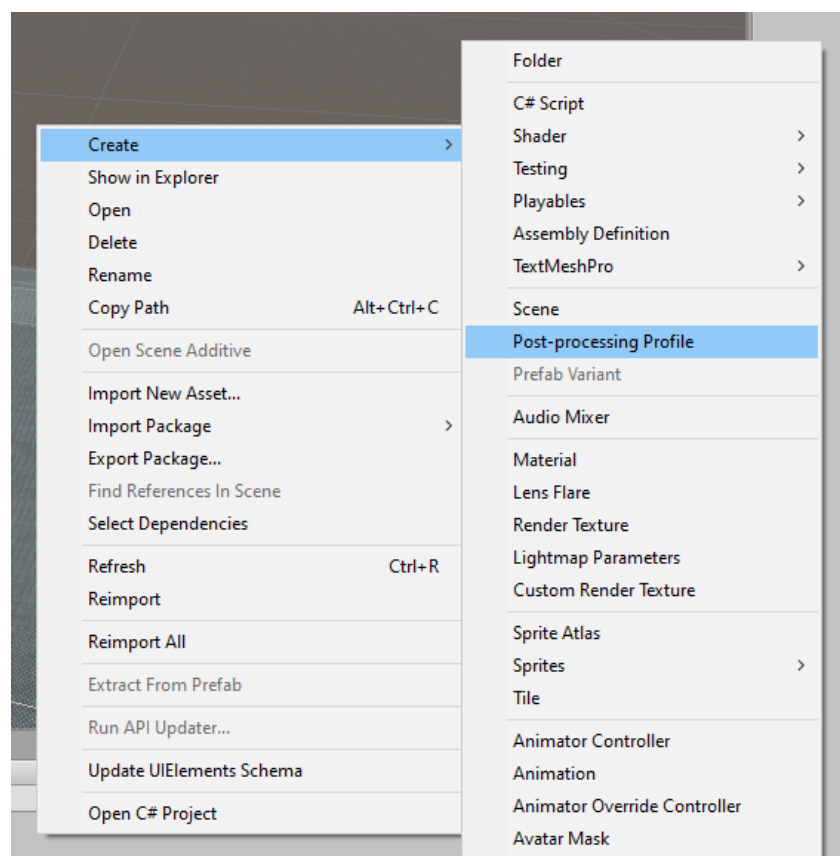


Description how to setup Post Process V2

For Build in RP (default RP)

In order to make crystals shine and flicker like in video or screenshots you need to add «Bloom» post effect to the «Camera» («Bloom» post effect is a part of Post Process V2)

- 1) First you should install Post Process V2 via package manager. Go to «Windows» => «Package Manager». Wait a few seconds till Unity finished loading all the packages and choose «Post Processing» and press «install» button.
- 2) After you have finished installing Post Processing you should create «Post Processing Profile». Right mouse click in the «Assets section» then «Create» => «Post Processing Profile» and name it whatever you want (Picture 1)



Picture 1

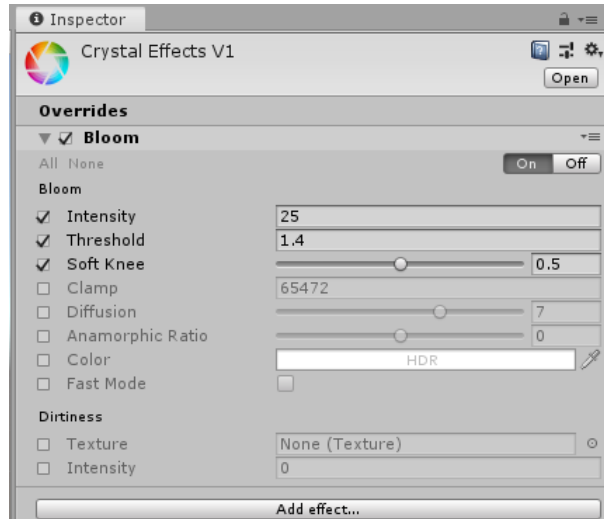
- 3) Now you should add «Bloom» effect from the list and change the settings. The recommendation settings for this package are:

Intensity = 25

Threshold = 1.4

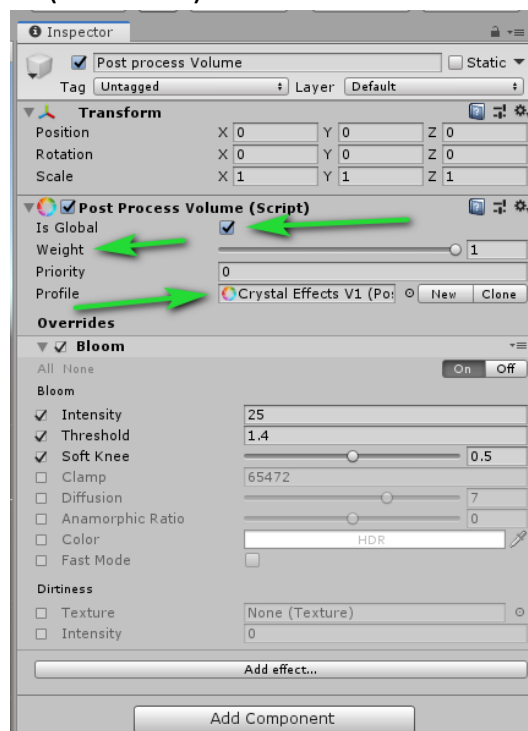
Soft Knee = 0.5

Other settings you also may change if you feel like it. (Picture 2)



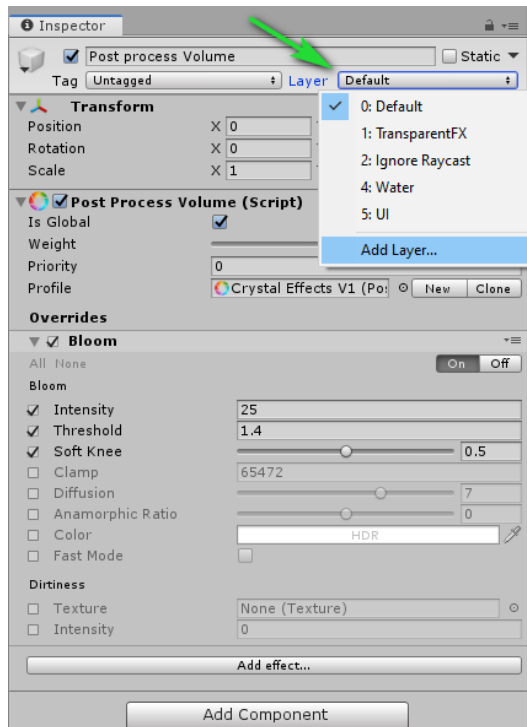
Picture 2

- 4) Now you should create empty GameObject in «Hierarchy» menu. Go to Create => Create empty and name it whatever you want, for example «Post process Volume». In «inspector» menu you should add «Post Process Volume» component. Make sure the box «Is Global» is checked. Weight parameter more than 0. In the «Profile» section choose your Post Process Profile that you have created in previous steps. (Picture 3)

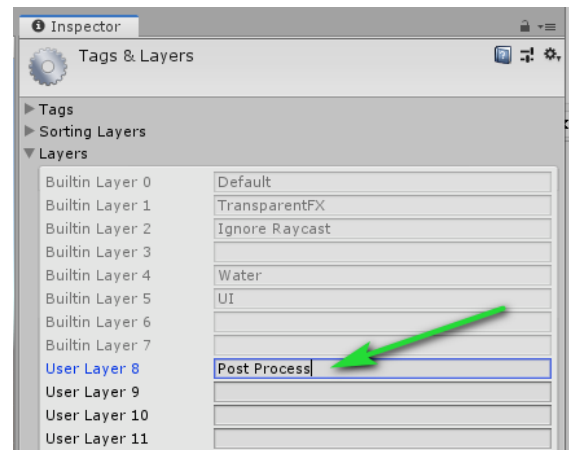


Picture 3

- 5) Now you should name this layer. Click Layer => Add layer and name it for example «Post process» (Picture 4,5) and apply this layer to Post Process Volume through drop down menu in Layer section (picture 4)

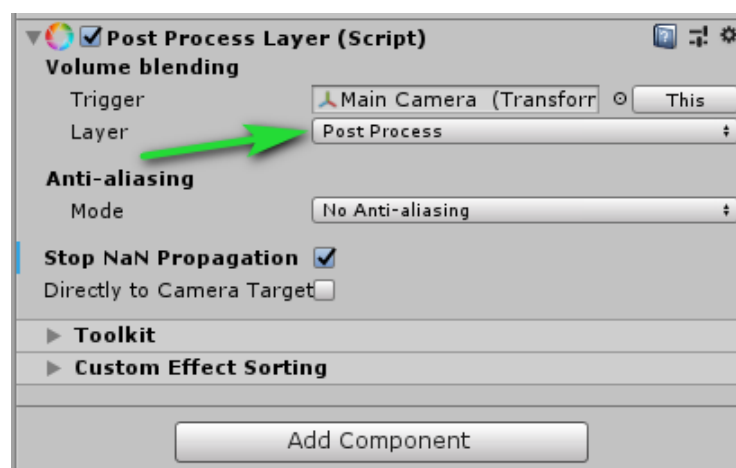


Picture 4



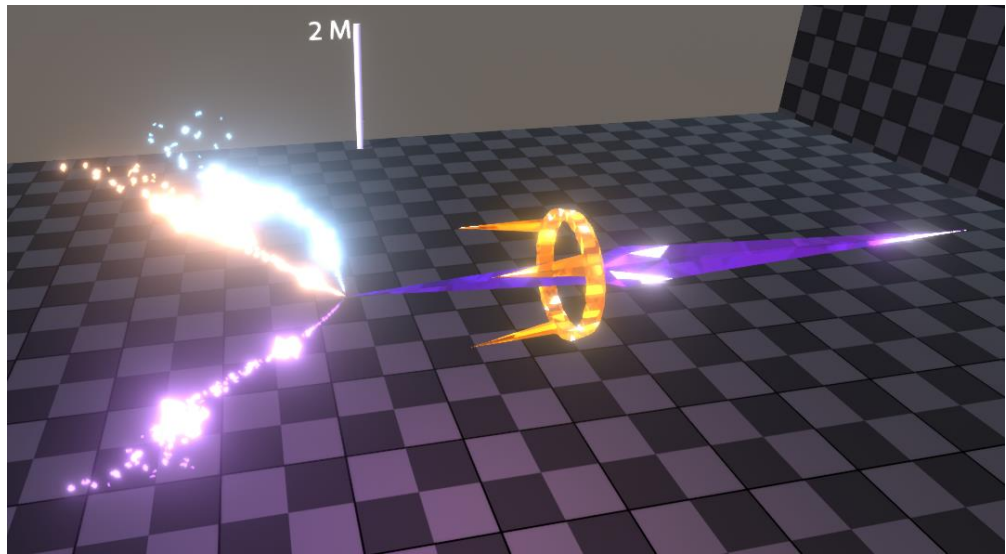
Picture 5

- 6) Next Step you should go to Main Camera and add «Post Process Layer» component and choose the layer you have named in previous step. You may also change anti - aliasing mode if you want. (Picture 6)



Picture 6

Now the setup process is complete. There is an example how the result should be look like (Picture 7)



Picture 7