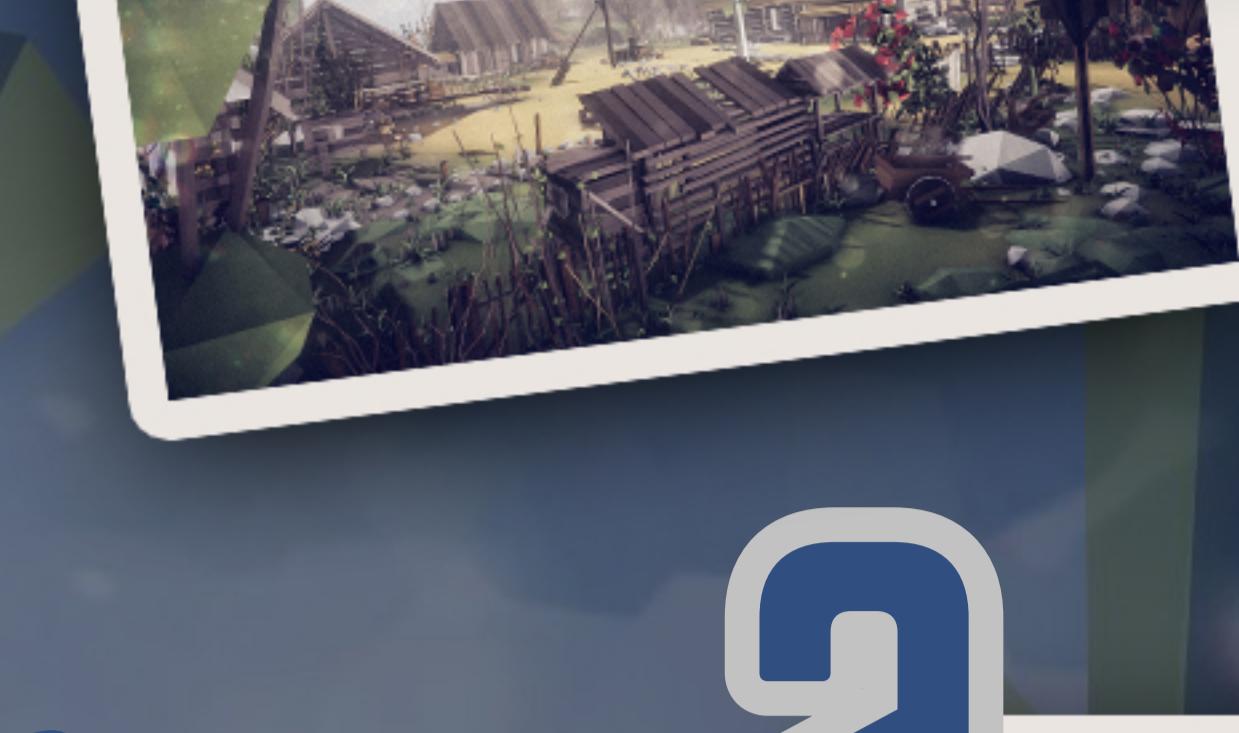
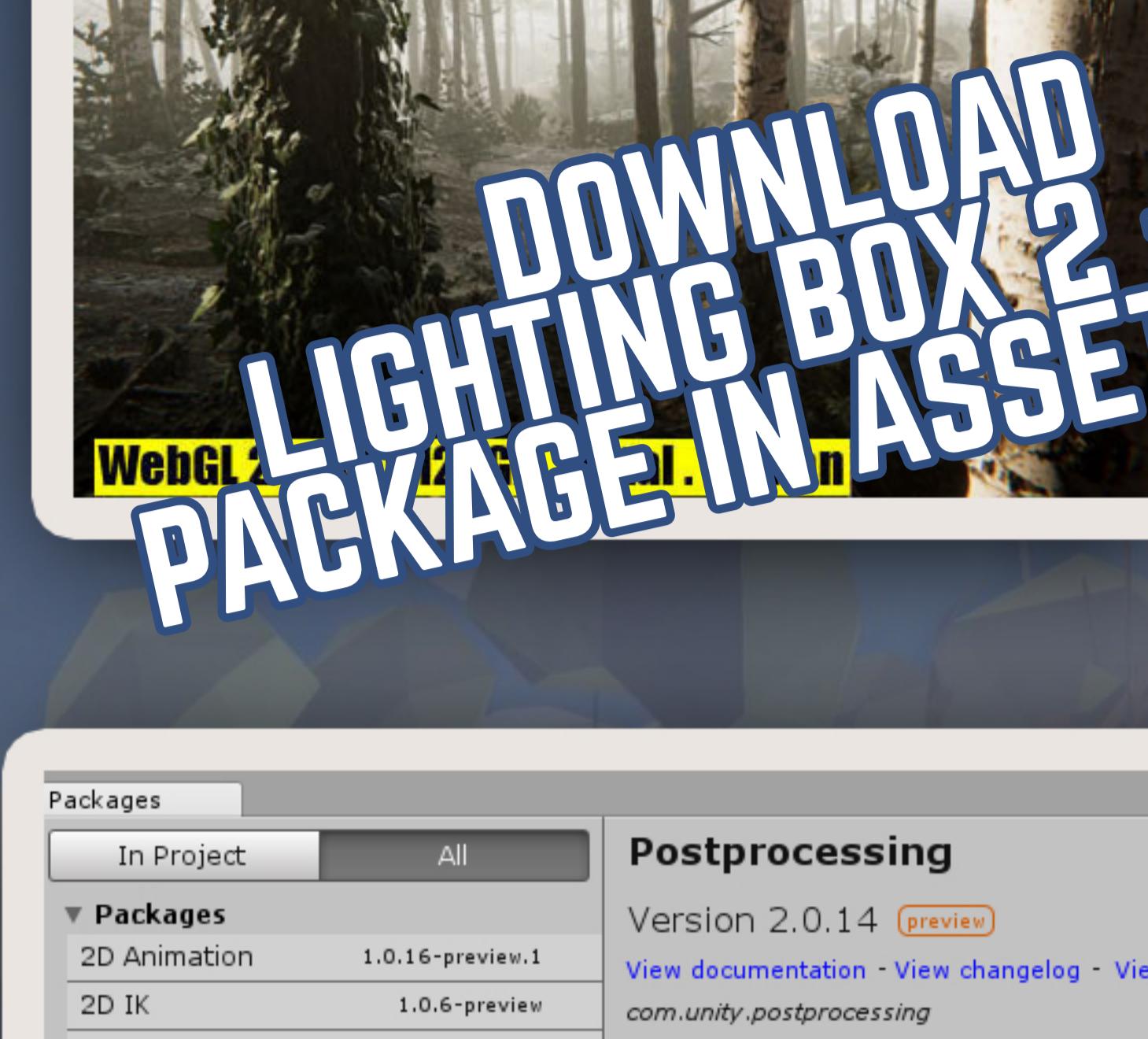
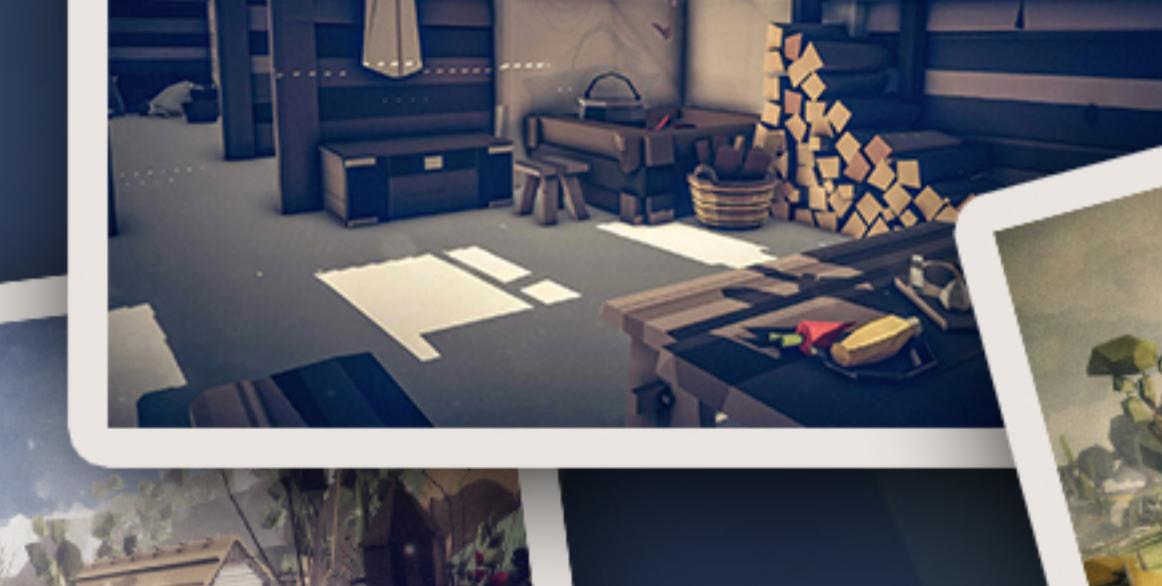


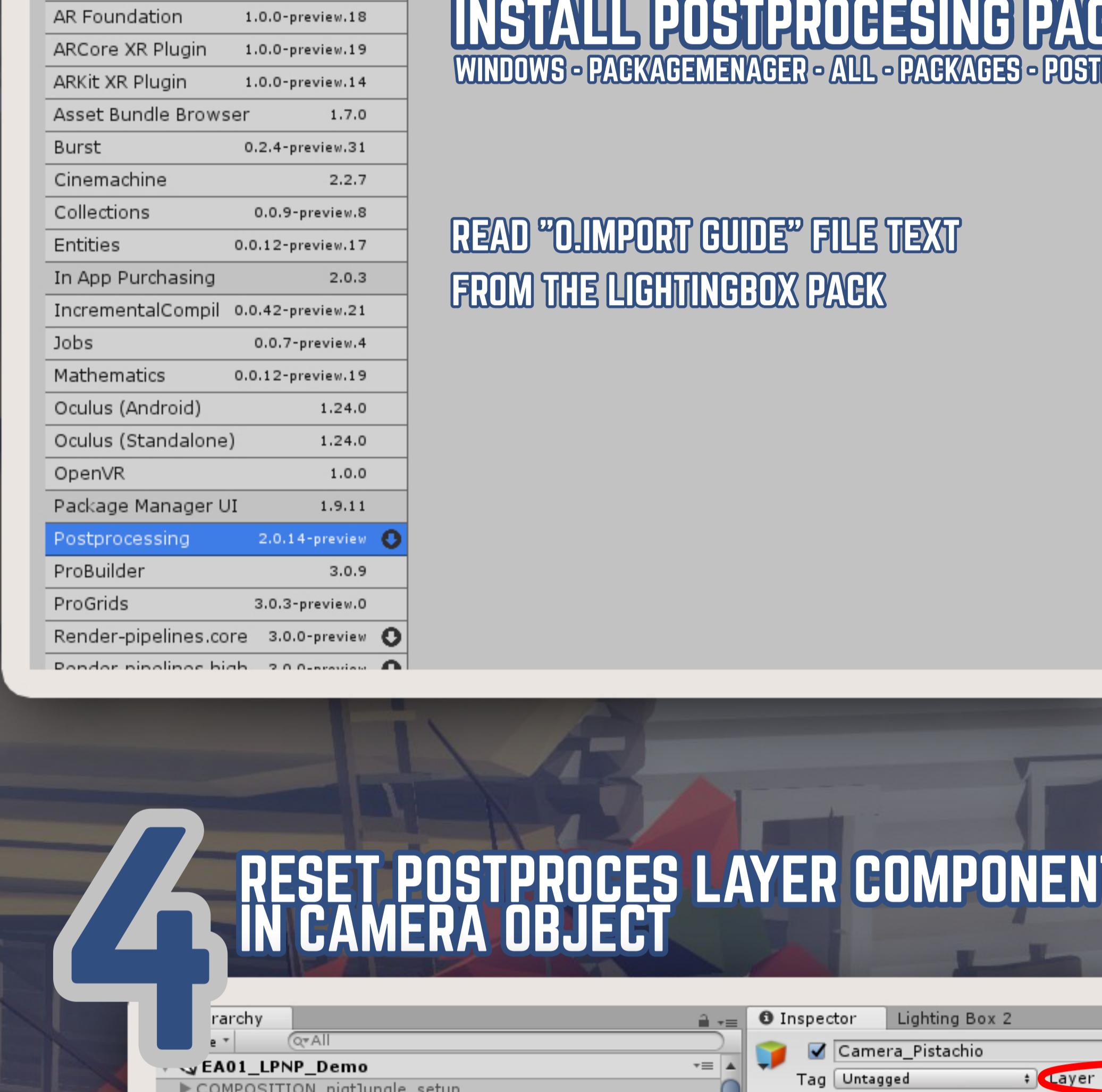
THANKS TO INSTRUCTION YOU WILL LEARN HOW TO ADD TO UNITY UNLIT AND RAW, COLOURLESS SCENE SOME LIGHT WITH LUSTROUS AND VIBRANT COLOURS LIKE MY SCREENS

THIS CAN BE DONE EASILY AND EFFORTLESSLY
THANKS TO THE LIGHTNING BOX 2 TOOL.

LIGHTBOX NOT REQUIRED ;)



USE MY READY PROFILE

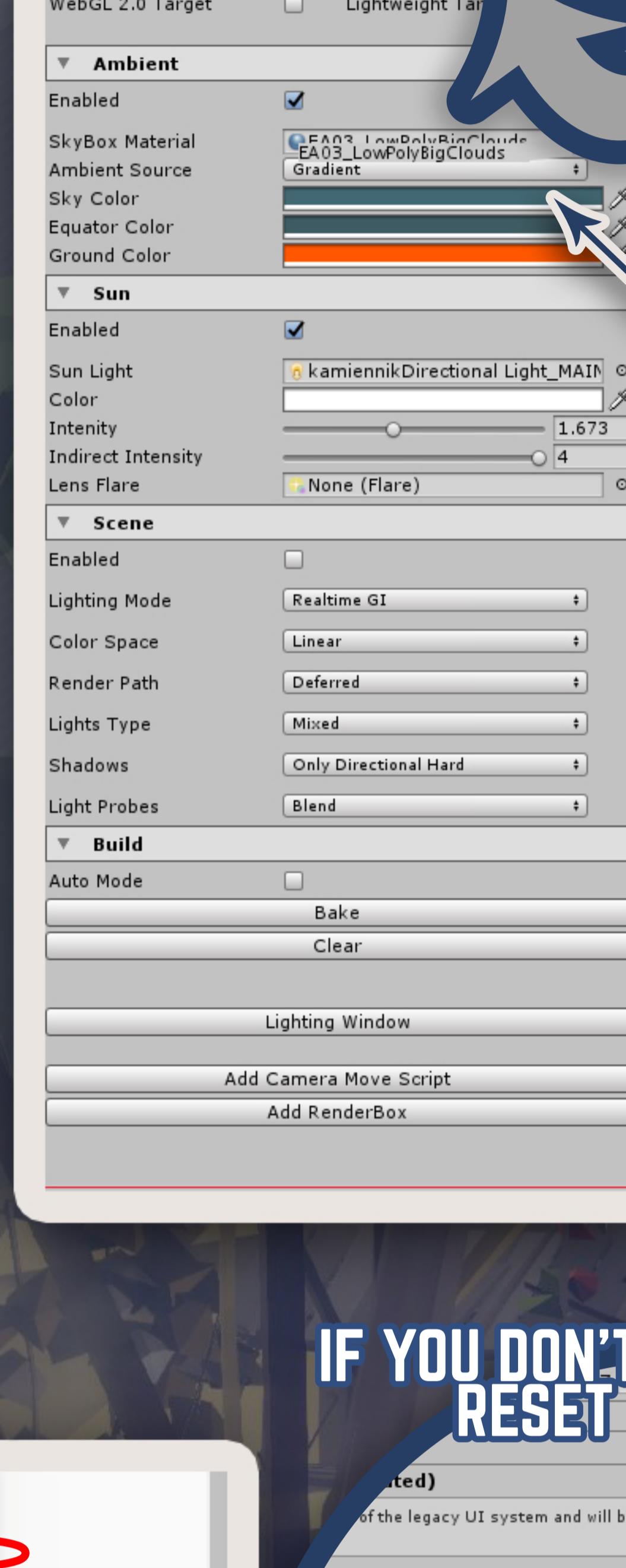


INSTALL POSTPROCESSING PACKAGE

WINDOWS - PACKAGE MANAGER - ALL - PACKAGES - POSTPROCESSING

READ "IMPORT GUIDE" FILE TEXT
FROM THE LIGHTINGBOX PACK

2



USE MY READY PROFILE



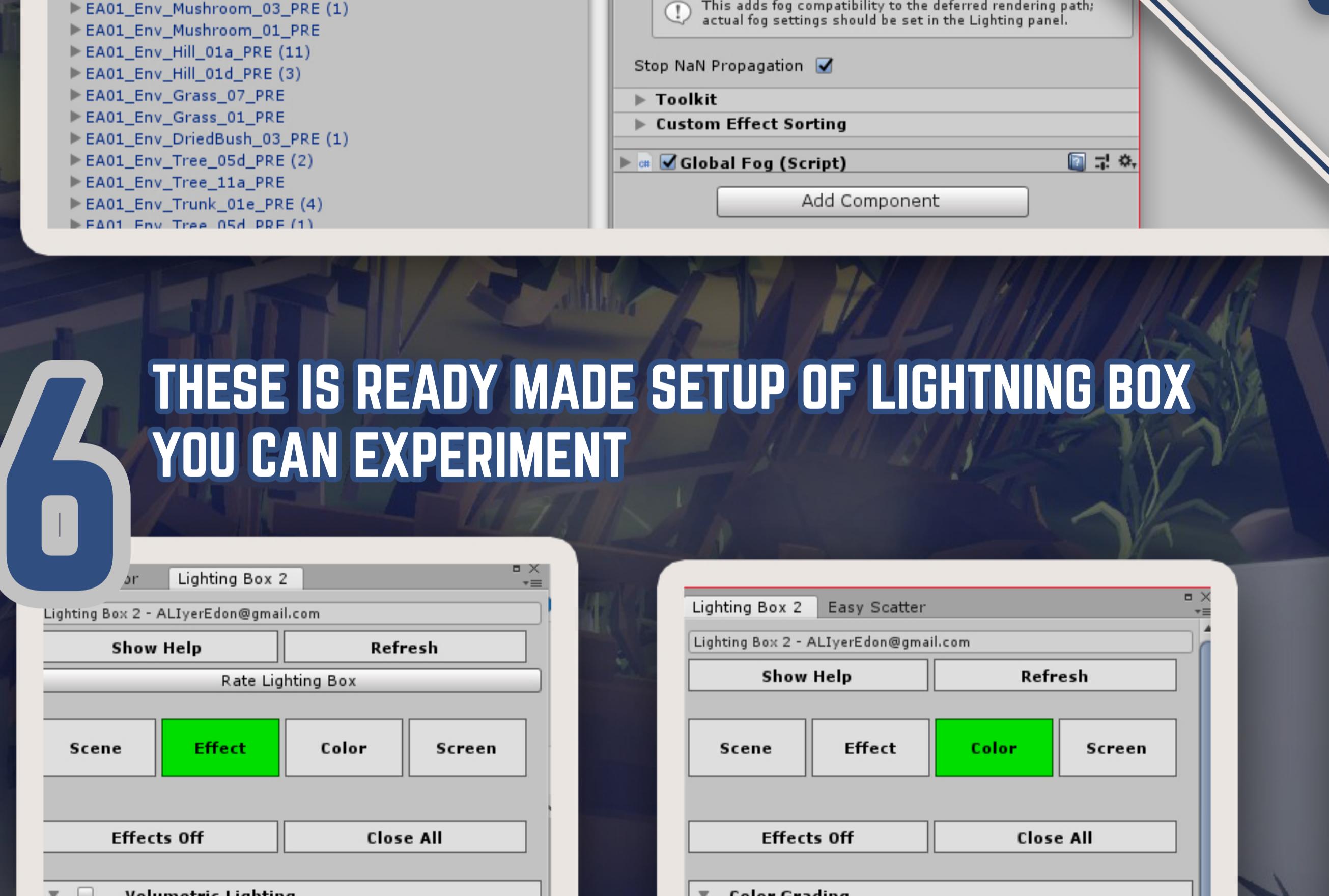
SETUP SKYBOX MATERIAL



USE MY READY SKYBOX

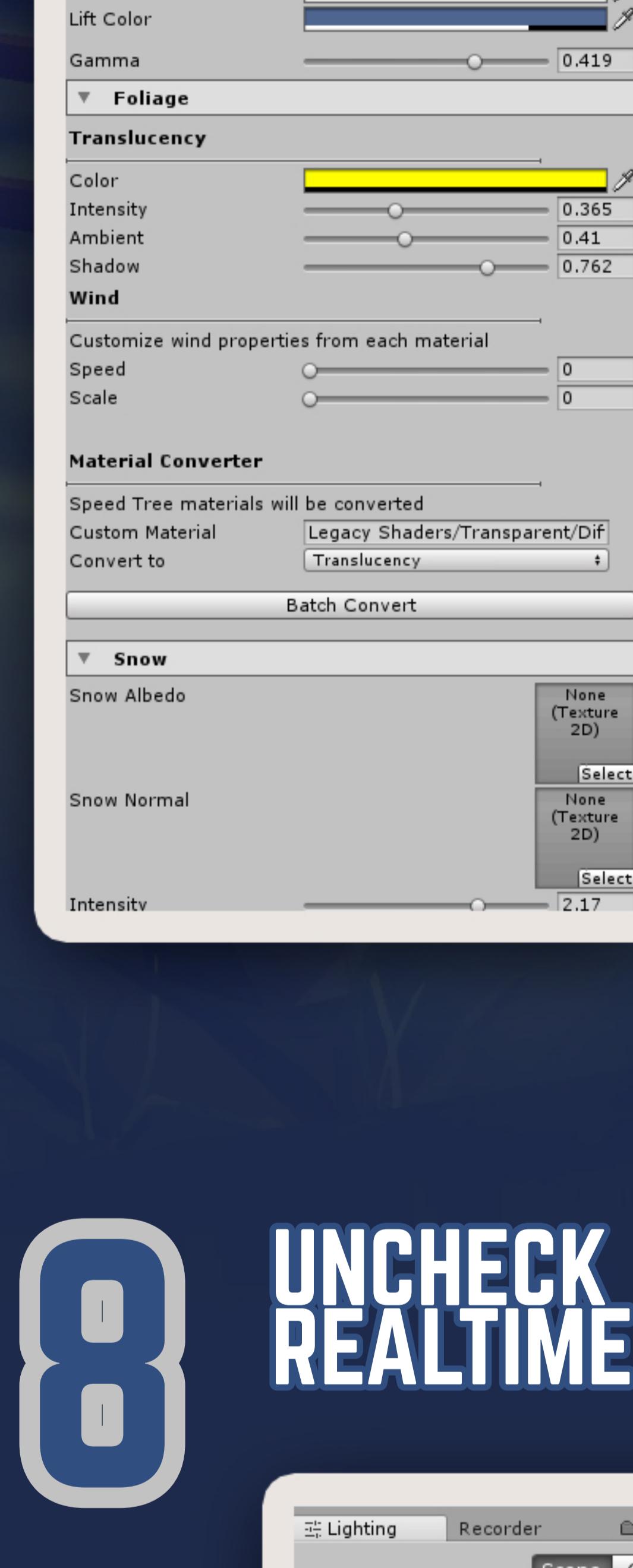
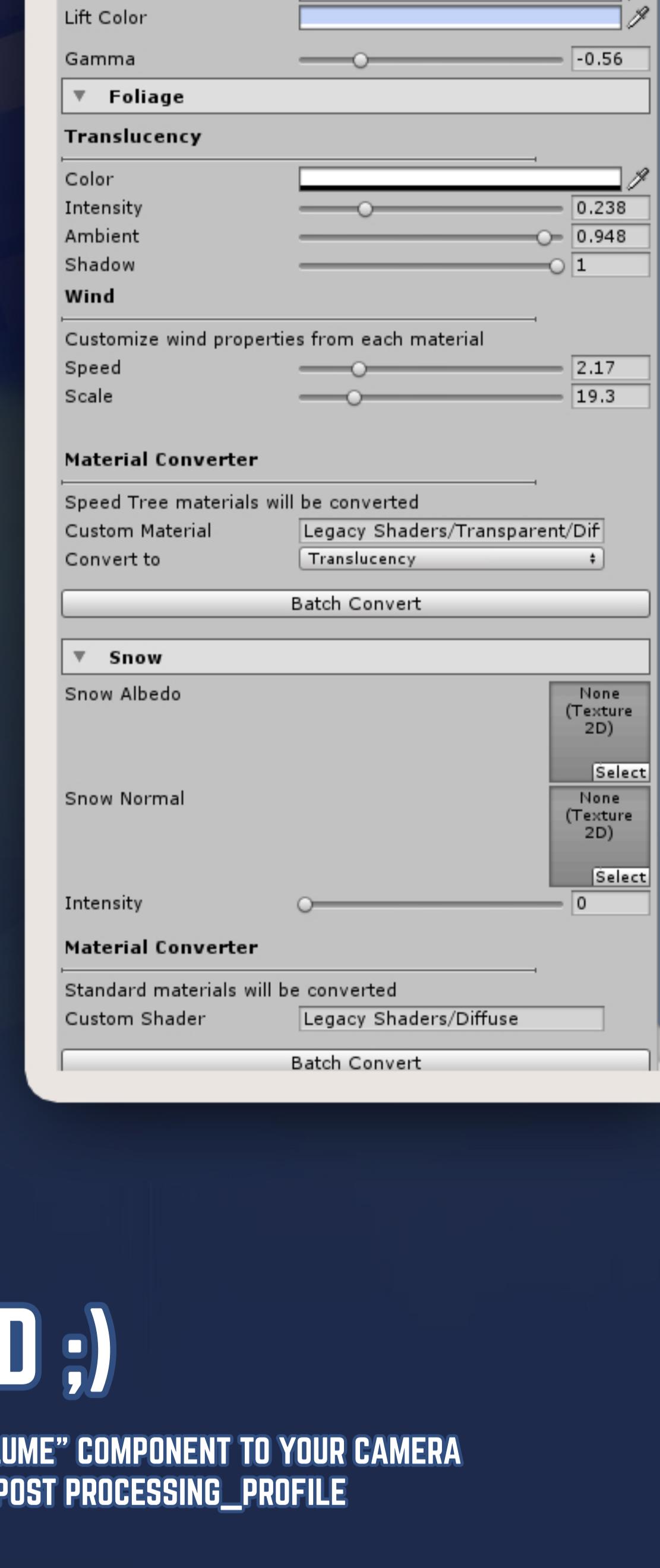
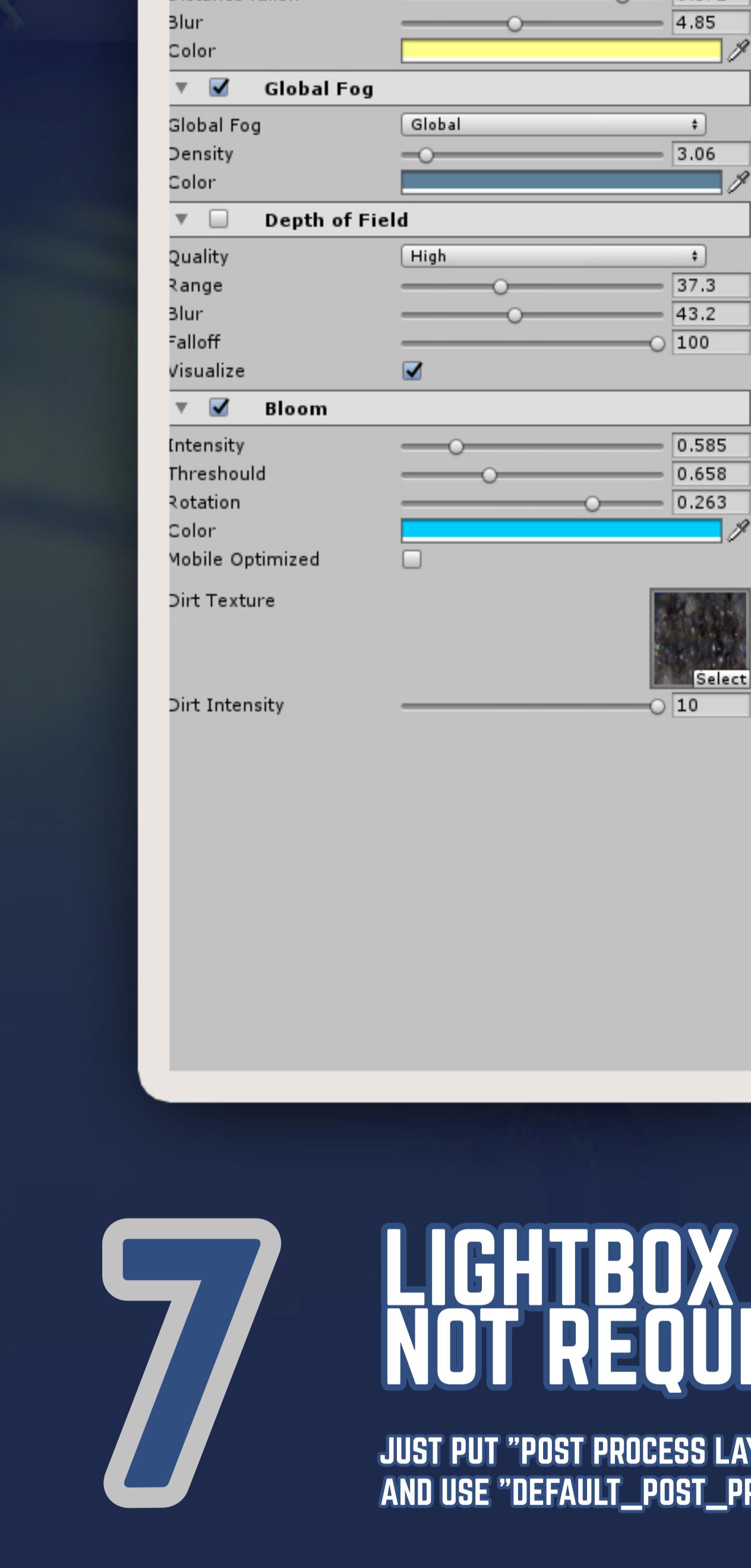
4 RESET POSTPROCES LAYER COMPONENT
IN CAMERA OBJECT

IF YOU DON'T SEE THE EFFECT
RESET COMPONENT



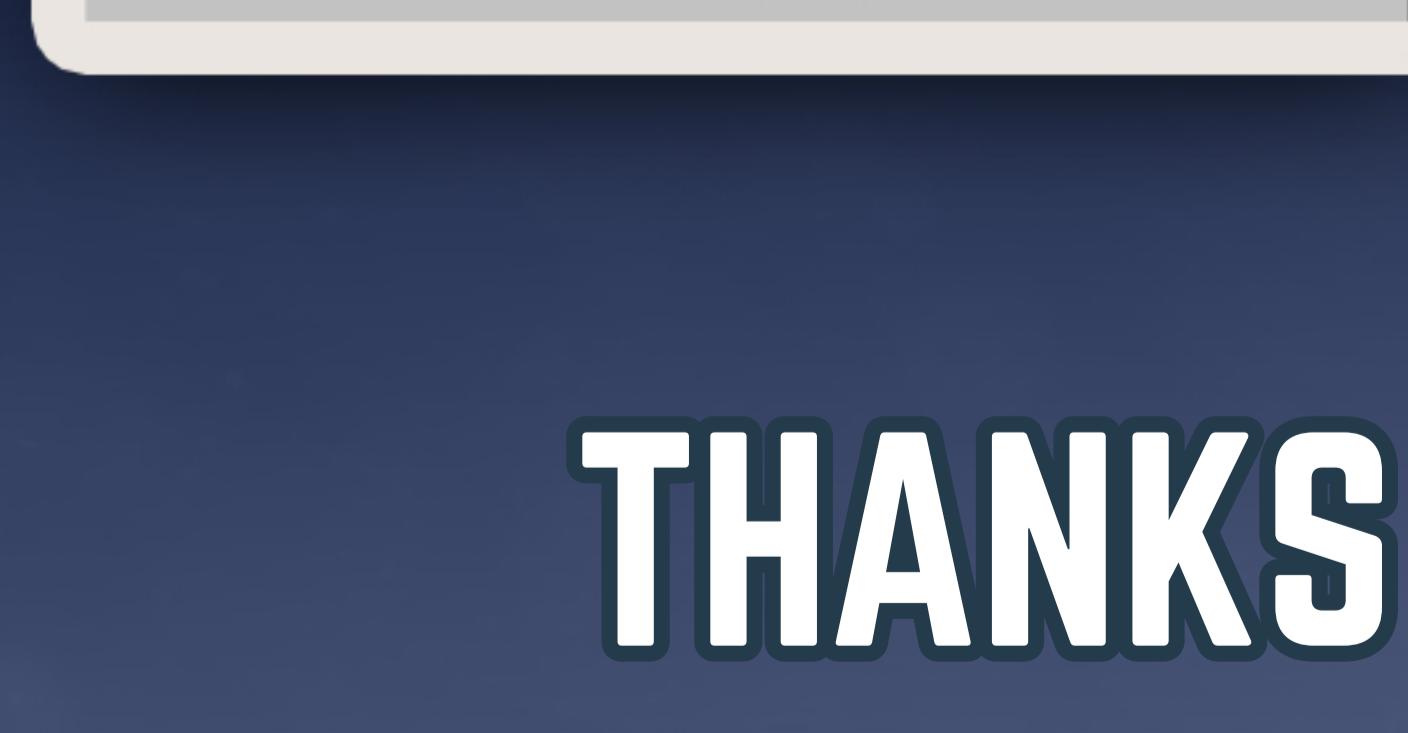
5 SELECT "EVERYTHING" LAYER

THESE IS READY MADE SETUP OF LIGHTNING BOX
YOU CAN EXPERIMENT



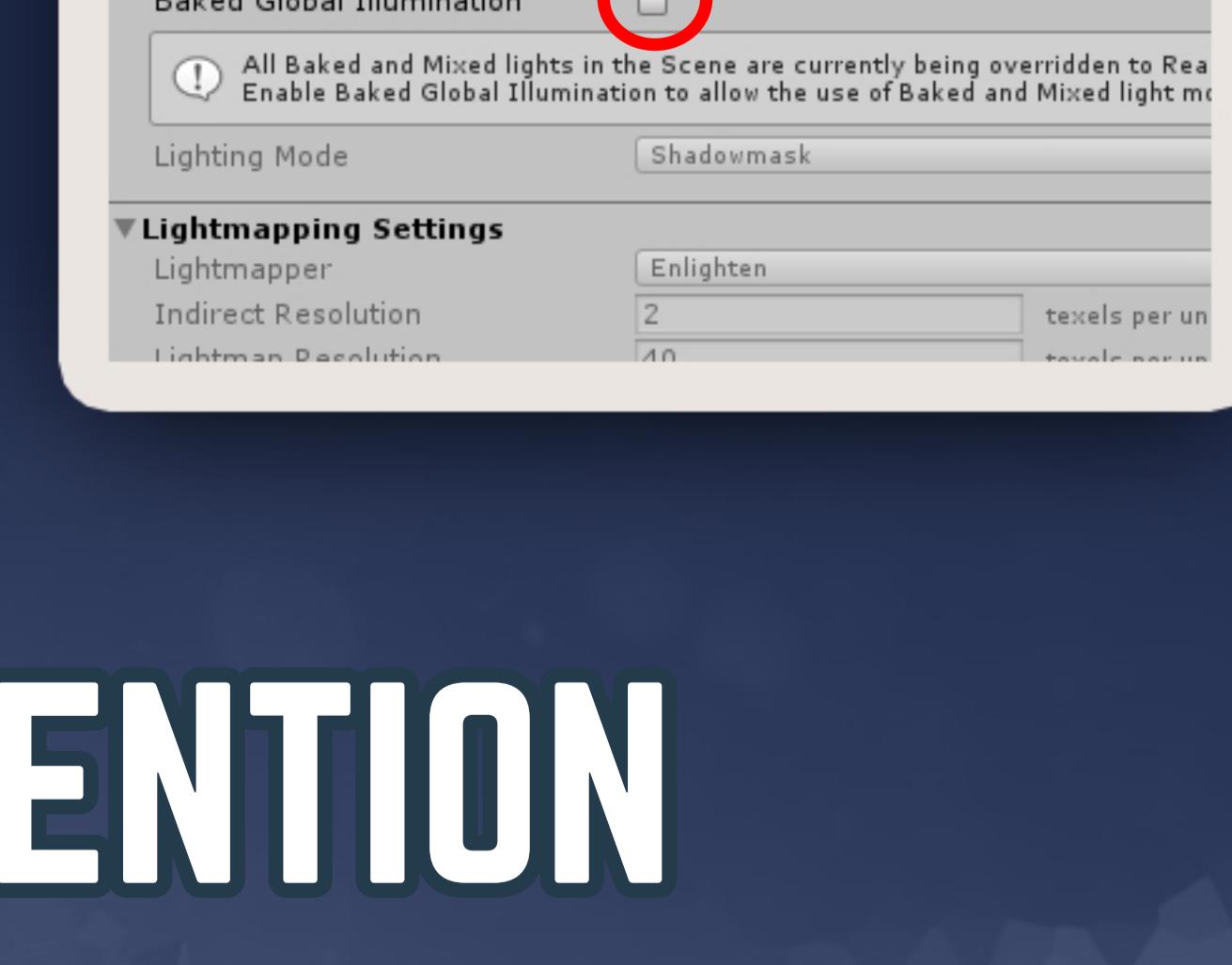
6 LIGHTBOX NOT REQUIRED ;)

JUST PUT "POST PROCESS LAYER/VOLUME" COMPONENT TO YOUR CAMERA
AND USE "DEFAULT_POST_PROFILE" POST PROCESSING PROFILE



8

UNCHECK
REALTIME LIGHTING



THANKS FOR YOUR ATTENTION HAVE FUN!

On my Social media there are more information
about different projects I'm working on.
Follow my FB profile and stay tuned!



FIND ME
EMACE ART

