**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):
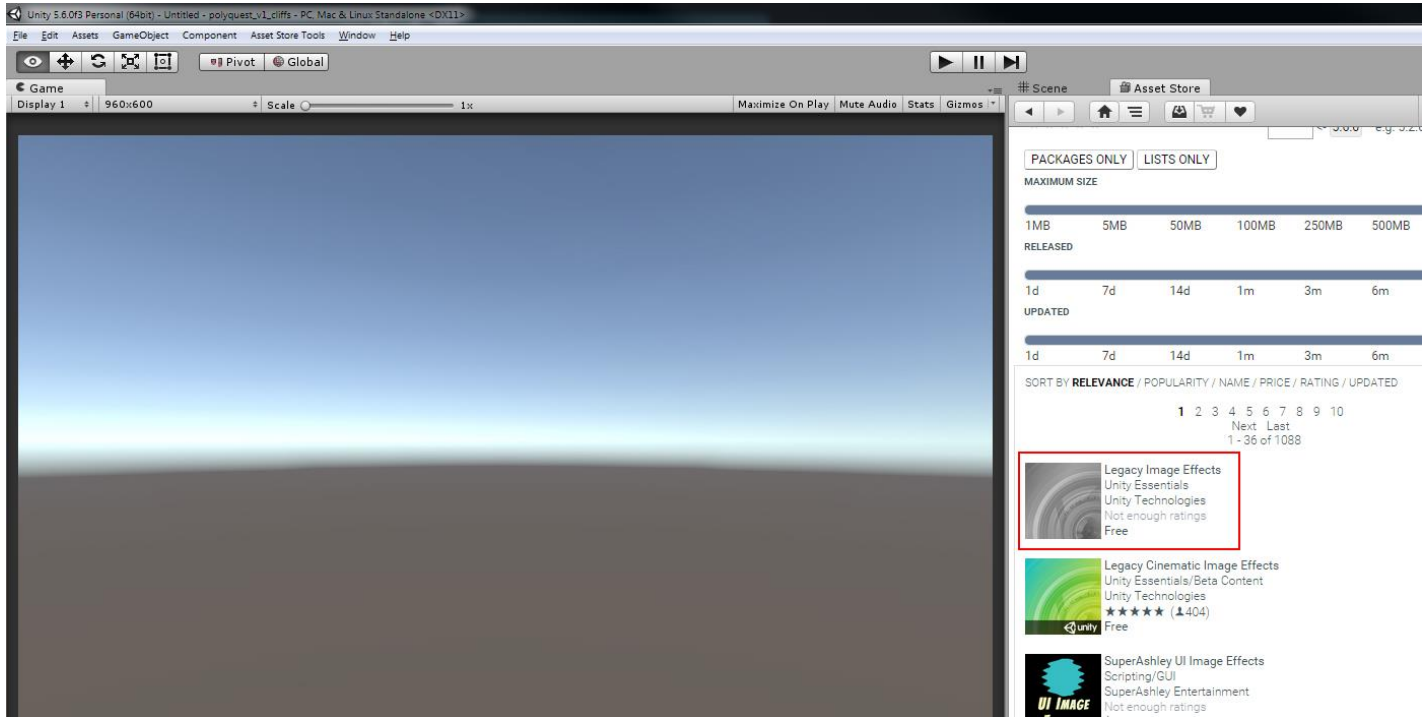
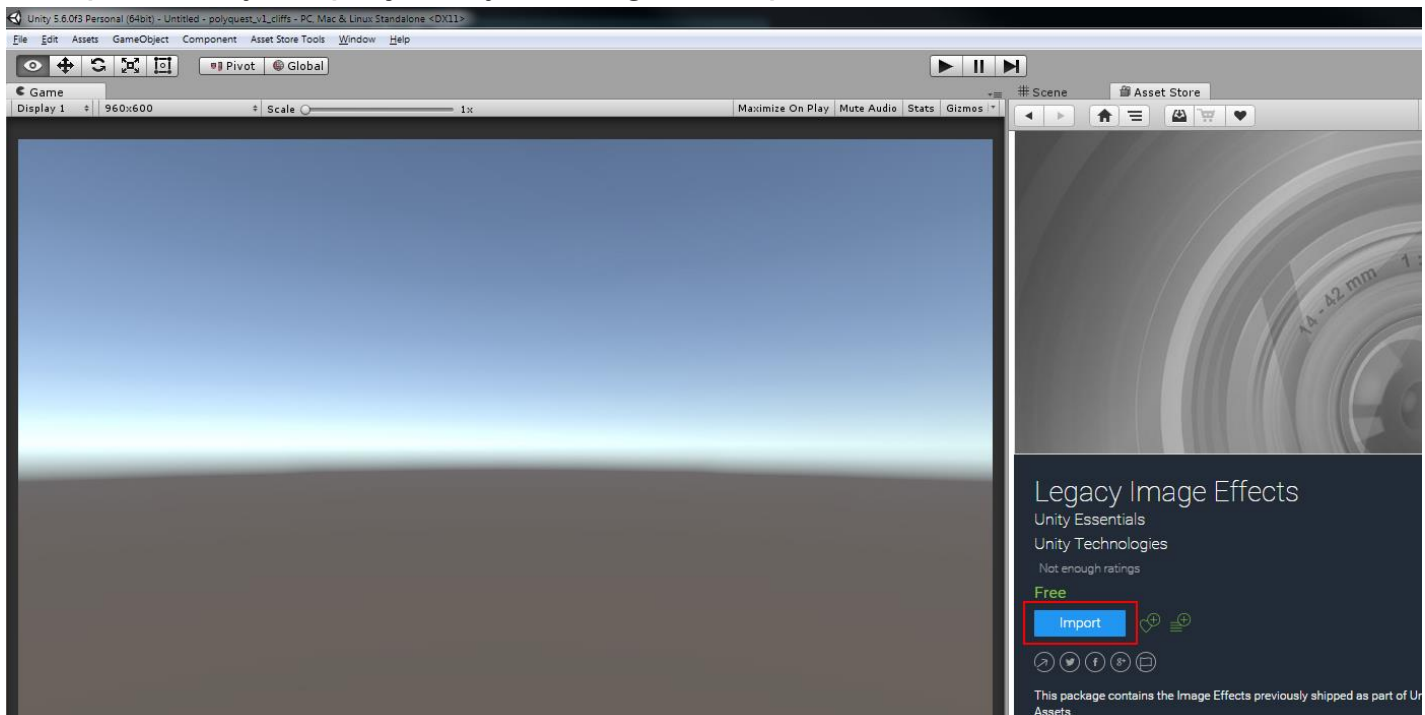1- Open the "Asset Store" window by going to "Window/Asset Store":
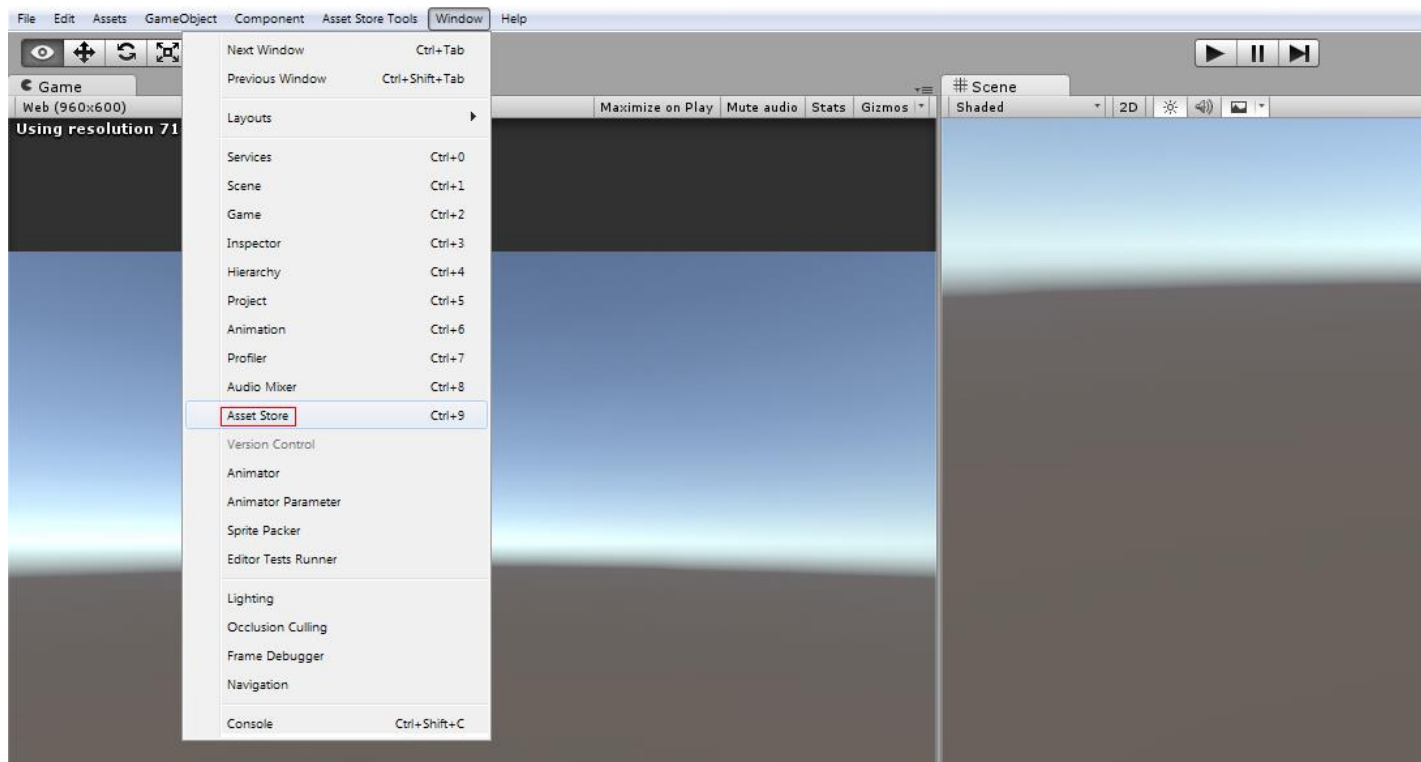
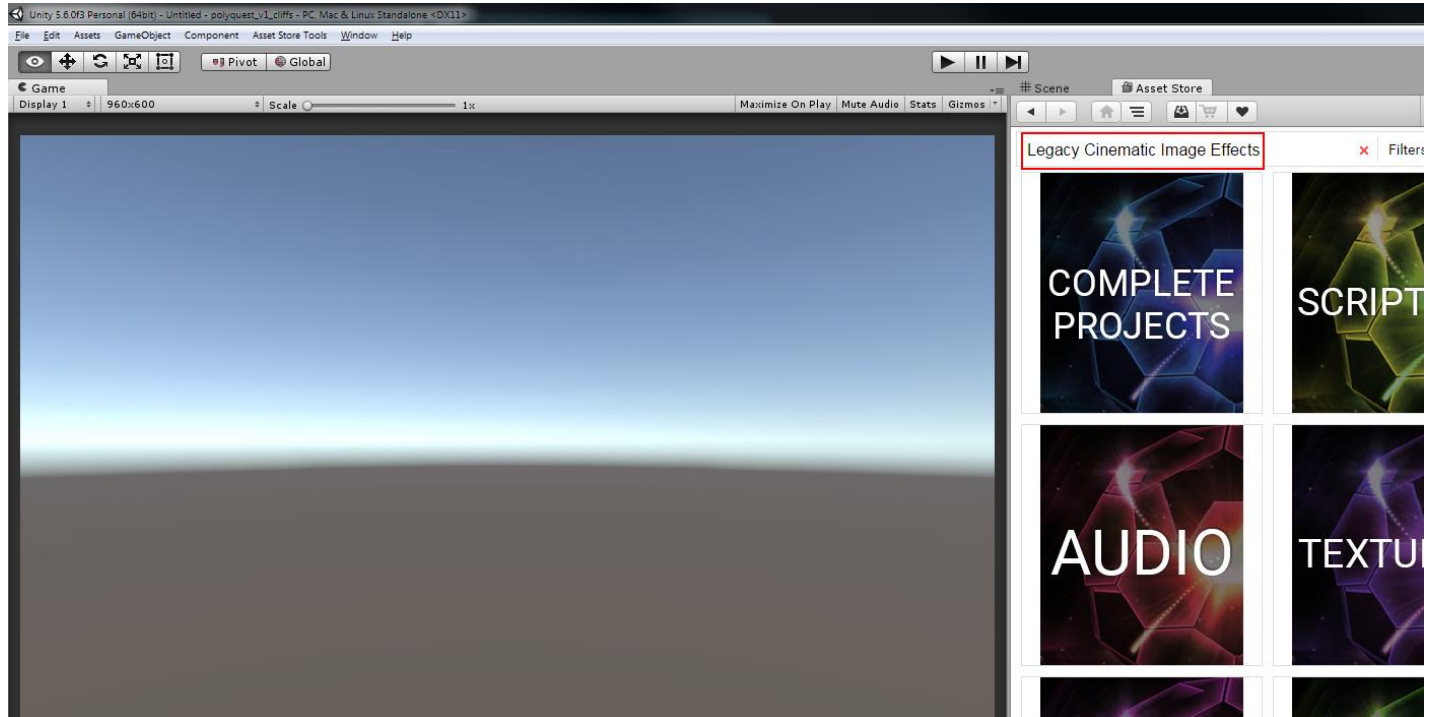2-In the search bar type "Legacy Image Effects" and hit enter:
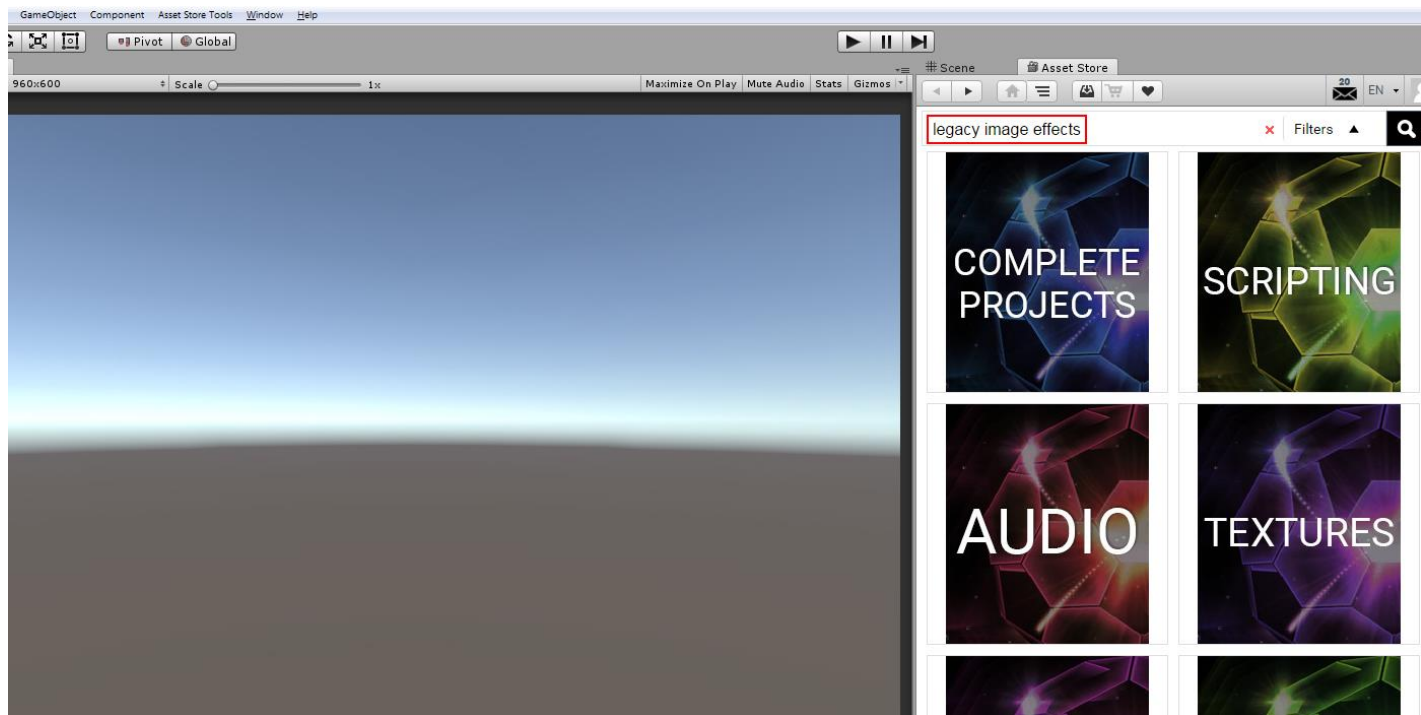
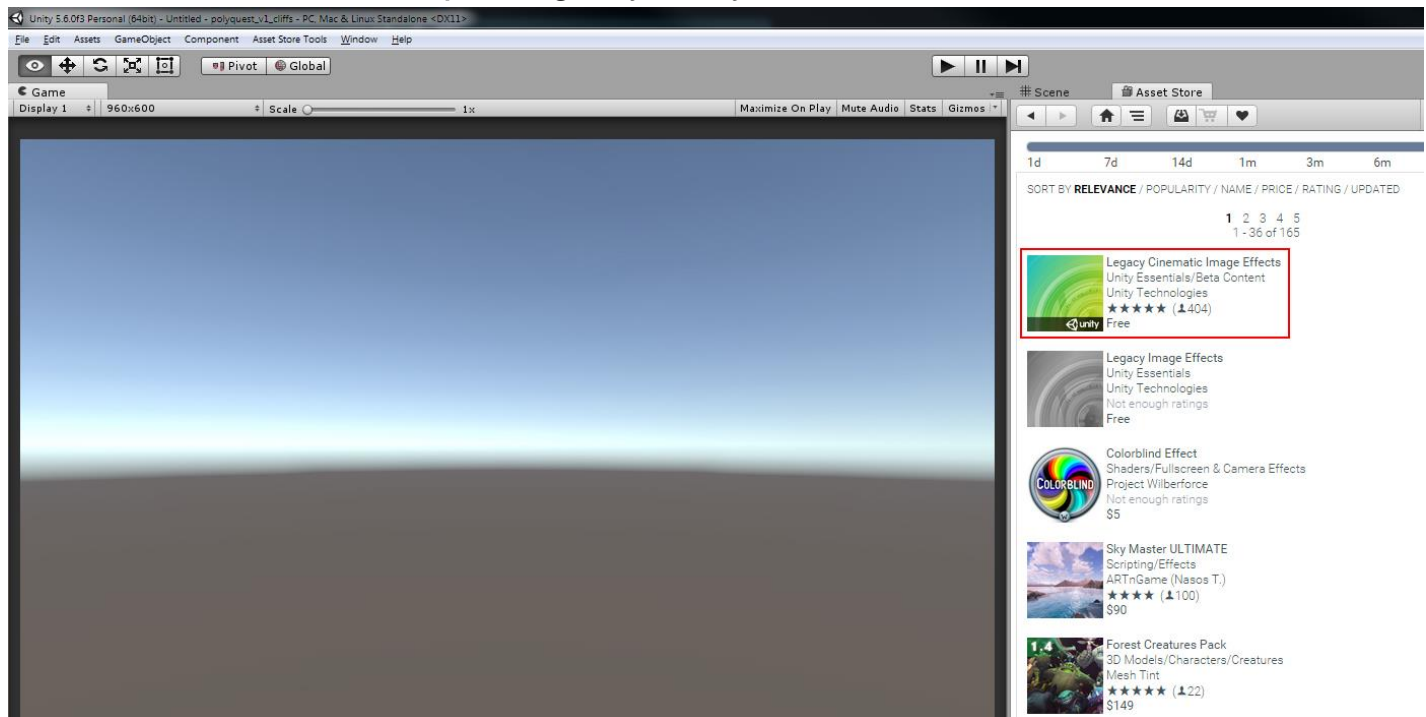# 3-Then click on this free package by Unity:

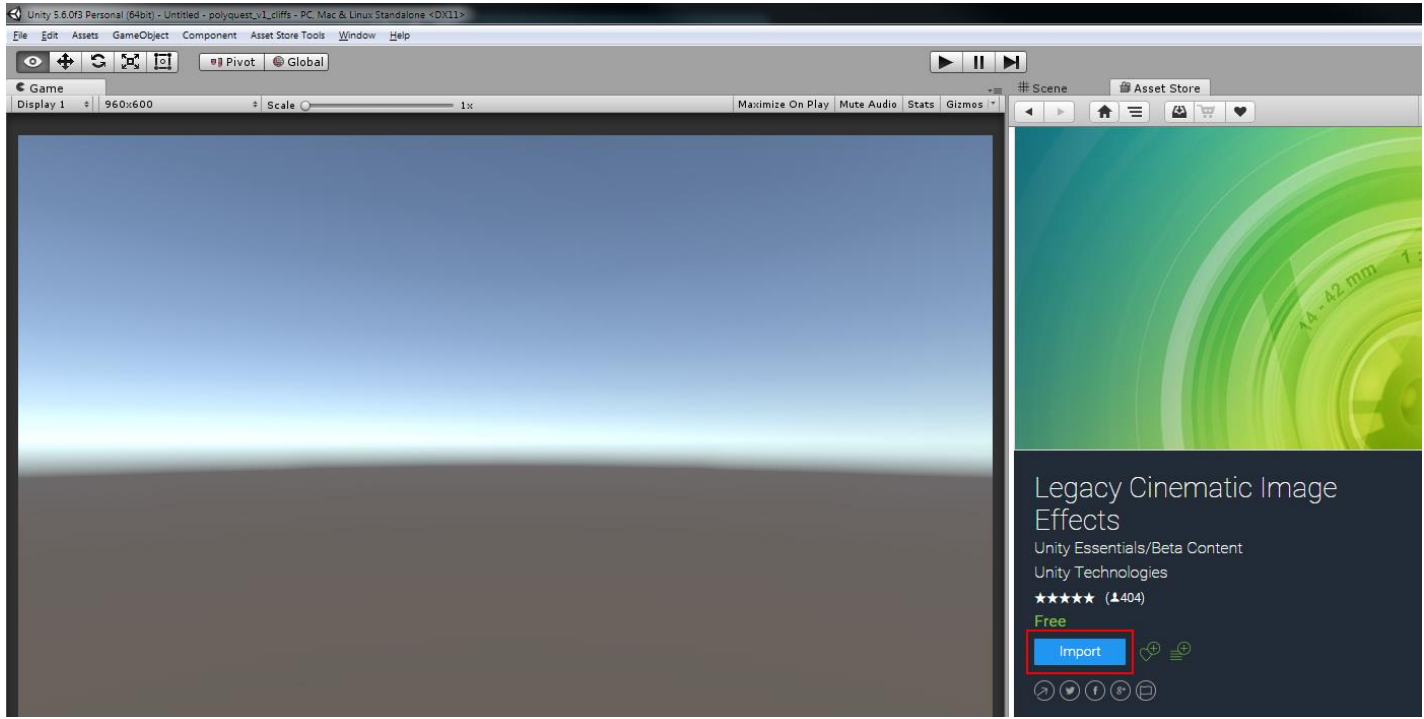# 4-Import it to your project by clicking on "import":

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":

8-**Optional step:** at this stage you are ready to start working and the 4 errors you see in the console are completely harmless, you can simply ignore them (those errors are due to the fact that from now on, Unity won't be updating the "Legacy Image Effects" and the "Legacy Cinematic Image Effects" assets you imported to your project).

However if you want to see them disappear just update those 4 lines of code:

AmbientOcclusion.cs (Assets/Standard Assets/Effects/AmbientOcclusion/AmbientOcclusion.cs Line 23)
get { return **targetCamera.hdr** && occlusionSource == OcclusionSource.GBuffer; }
update to
get { return **targetCamera.allowHDR** && occlusionSource == OcclusionSource.GBuffer; }

ScreenSpaceReflection.cs (Assets/Standard Assets/Effects/ScreenSpaceReflection/ScreenSpaceReflection.cs Line 374)
RenderTextureFormat intermediateFormat = **camera_.hdr** ? RenderTextureFormat.ARGBHalf : RenderTextureFormat.ARGB32;
update to
RenderTextureFormat intermediateFormat = **camera_.allowHDR** ? RenderTextureFormat.ARGBHalf : RenderTextureFormat.ARGB32;

BloomEditor.cs (Assets/Standard Assets/Effects/Bloom/Editor/BloomEditor.cs Line 20)

return camera != null && **camera.hdr**;

update to

return camera != null && **camera.allowHDR**;

and **TonemappingColorGradingEditor.cs** (Assets/Standard/Assets/Effects/TonemappingColorGrading/Editor/TonemappingColorGradingEditor.cs Line 356)

if (camera != null && !**camera.hdr**)

update to

if (camera != null && !**camera.allowHDR**)

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