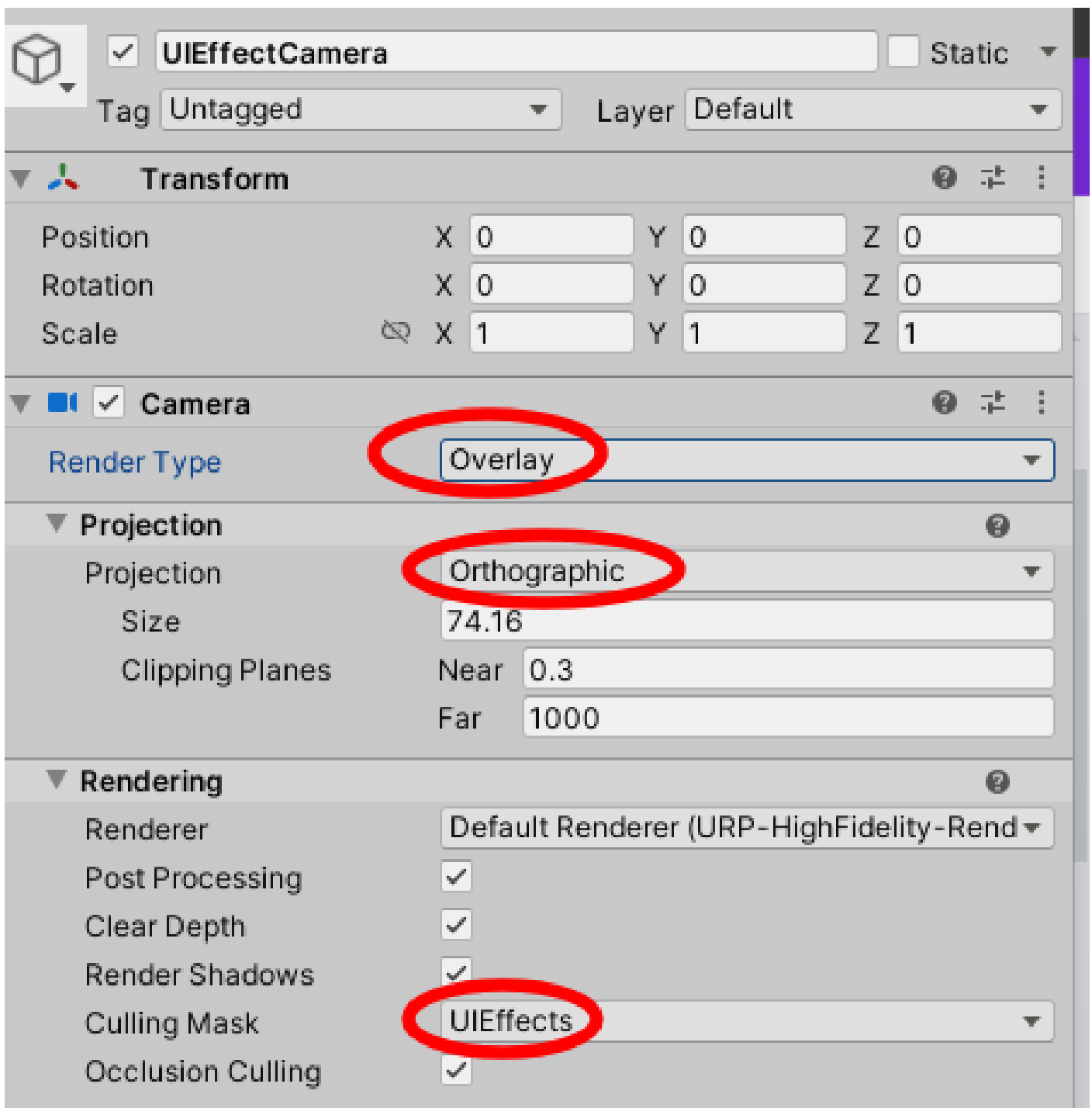# REQUIRED FOR ASSET WORK

--Create a camera name it UIEffectCamera --

--Change Render Type to **Overlay** --
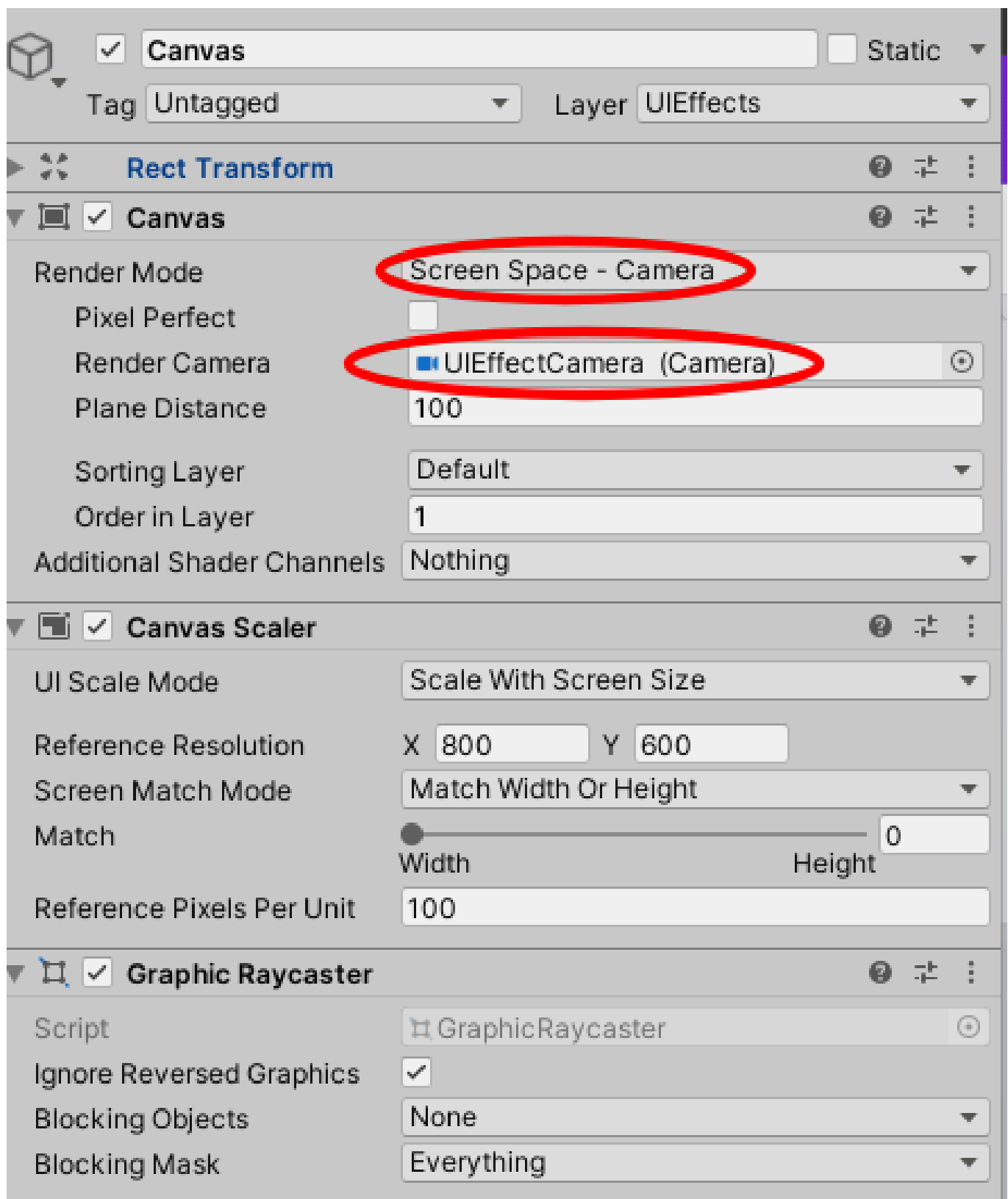
--Change
Projection Type to **Orthographic**--
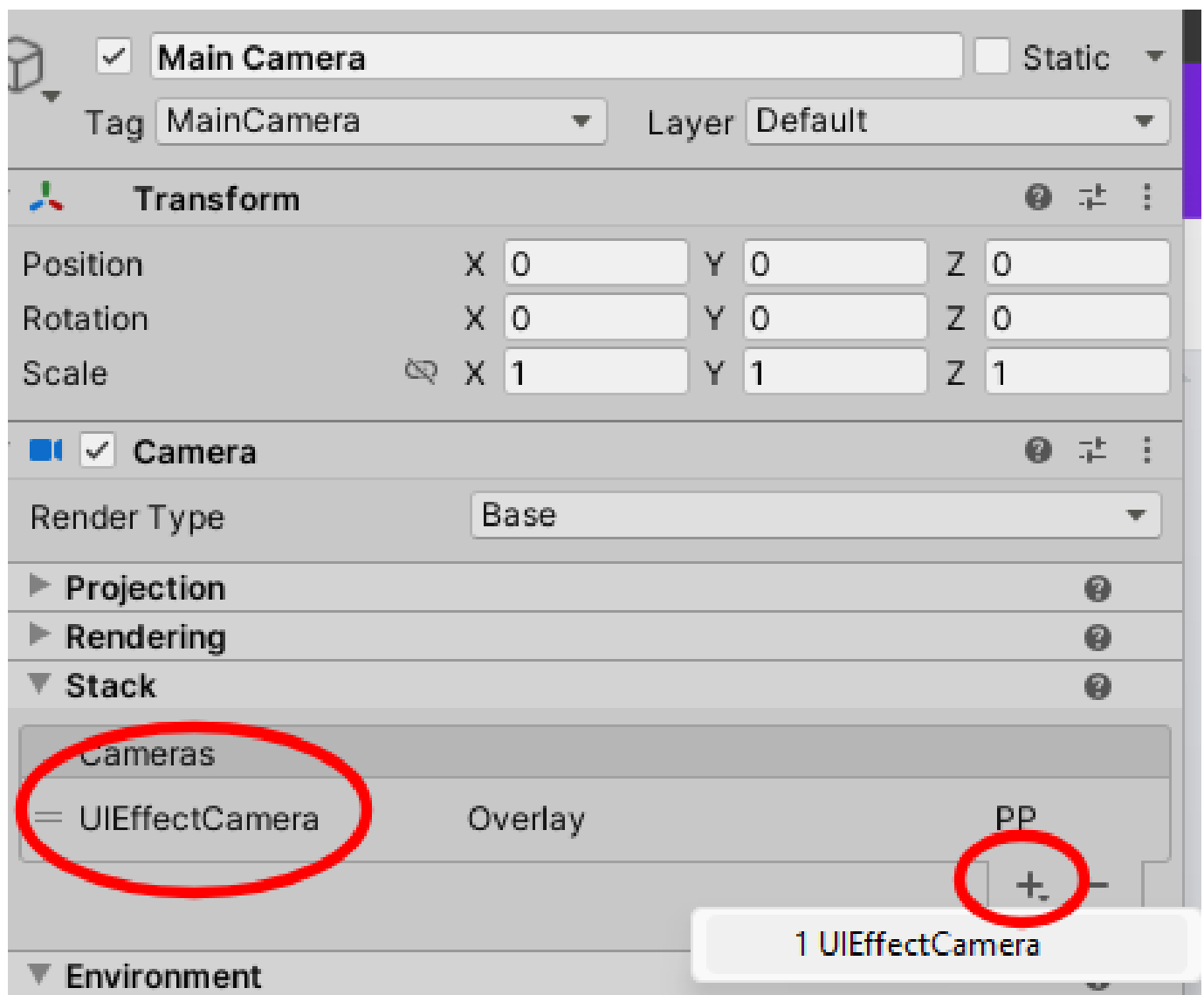
--Select Culling Mask (**for Only**) **UIEffects**--

--Create a canvas **(for these effects don't touch your main canvas)** and change Render Mode to **Screen Space - Camera**--
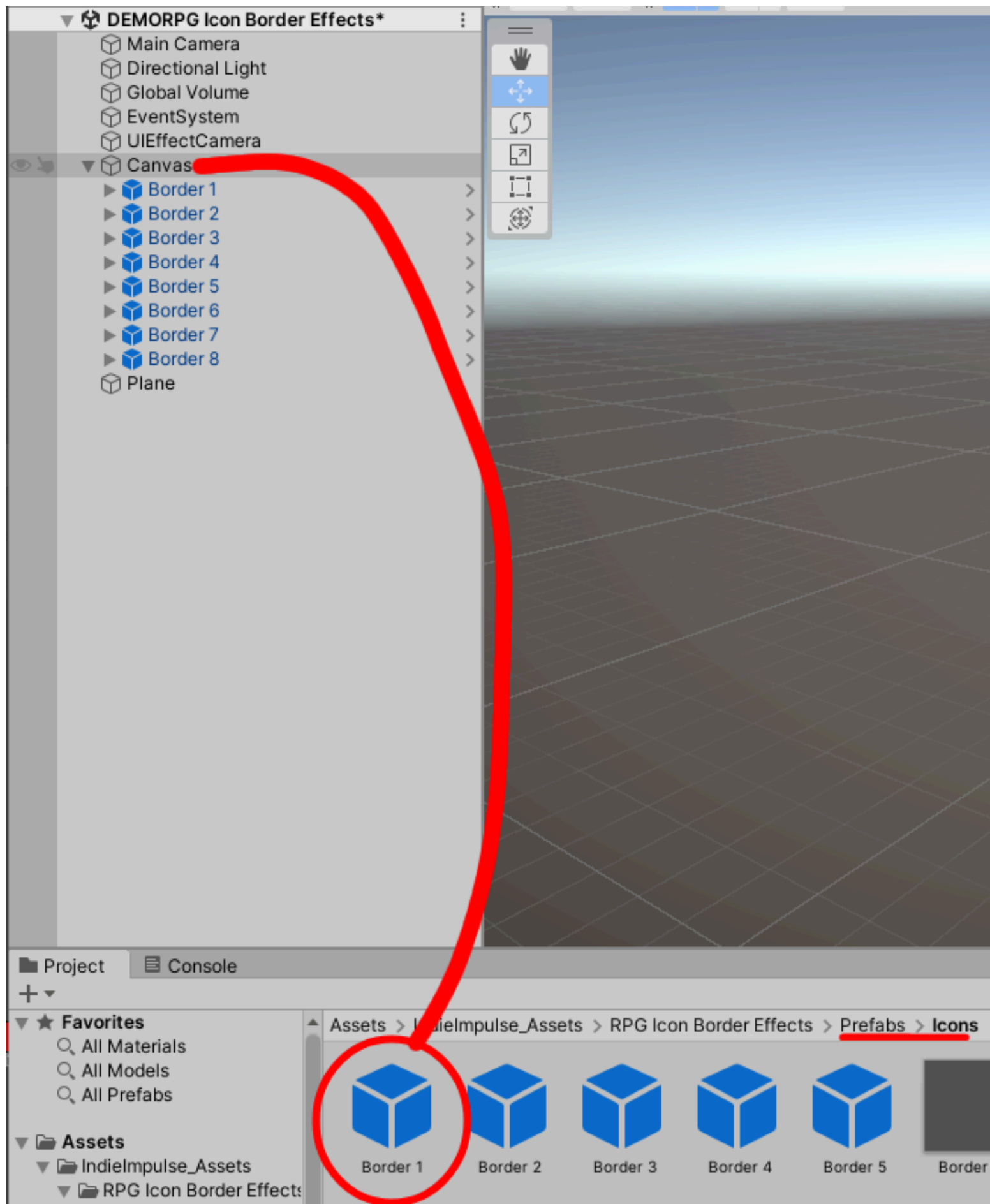--Select Render Camera to (**UIEffectCamera**) that we created earlier--

-- Select your **Main Camera** go to **Stack** section and click plus icon and then select **UIEffectCamera**--
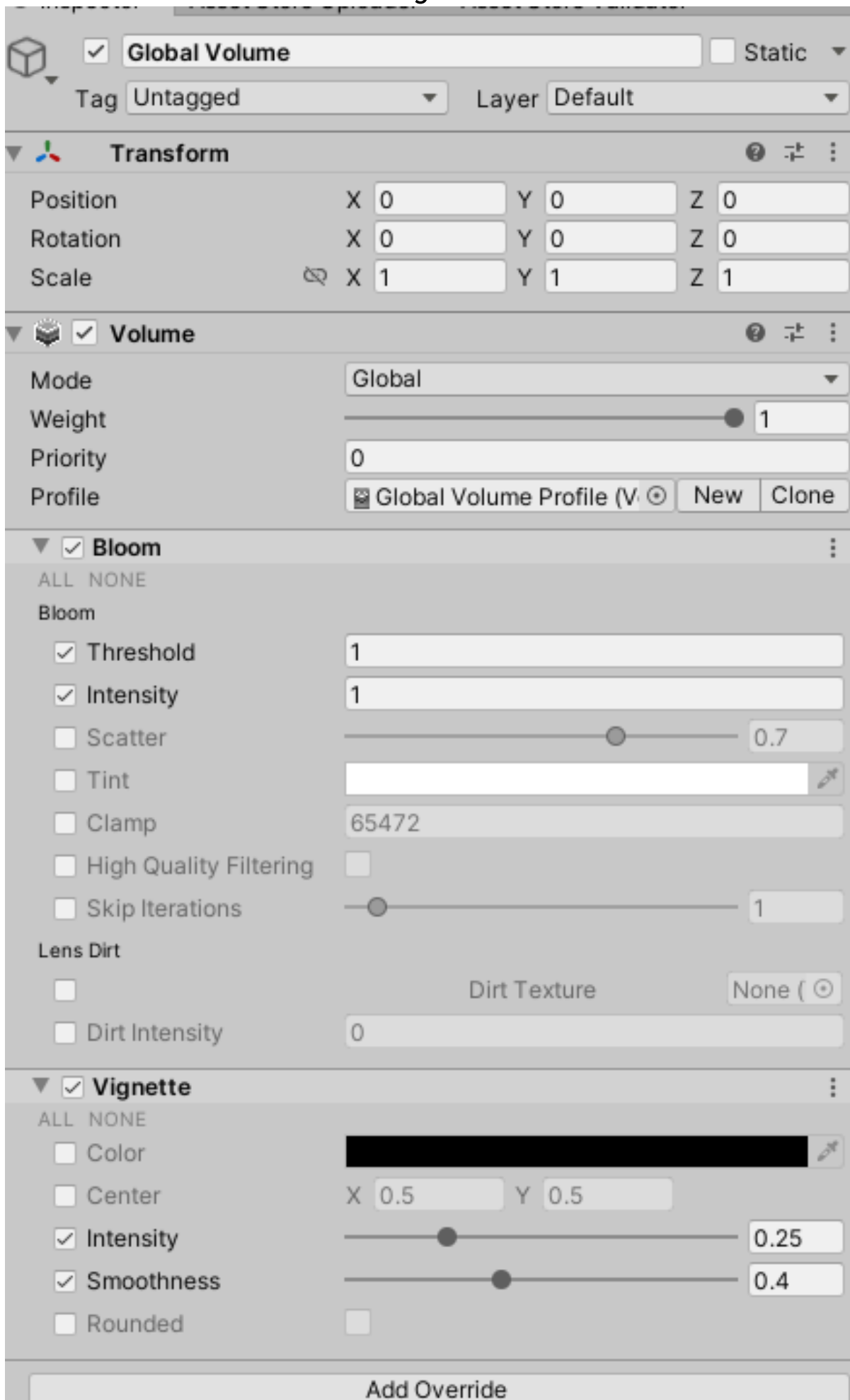
-- Go to the Prefabs folder and then the Icons folder Drag-drop the icon you want to use into the **canvas that we created earlier** --
Don't Drag-drop your main Canvas

-- If you want to Icon effect glow add Global Volume to your scene--

- ☑ **Global Volume**   ☐ Static ▼
  Tag Untagged ▼   Layer Default ▼

▼ ⚙ **Transform**   ❓ ⇅ ⋮
  Position   X 0   Y 0   Z 0
  Rotation   X 0   Y 0   Z 0
  Scale   ⚊ X 1   Y 1   Z 1

▼ ⬡ ☑ **Volume**   ❓ ⇅ ⋮
  Mode   Global   ▼
  Weight   ⚊⚊⚊⚊⚊⚊⚊⚊● 1
  Priority   0
  Profile   ⬢ Global Volume Profile (V ⊙ New Clone

▼ ☑ **Bloom**   ⋮
  ALL NONE
  Bloom
    ☑ Threshold   1
    ☑ Intensity   1
    ☐ Scatter   ⚊⚊⚊⚊⚊●⚊⚊ 0.7
    ☐ Tint   ⌖
    ☐ Clamp   65472
    ☐ High Quality Filtering ☐
    ☐ Skip Iterations ⚊●⚊⚊⚊⚊⚊⚊ 1
  Lens Dirt
    ☐   Dirt Texture   None (⊙
    ☐ Dirt Intensity   0

▼ ☑ **Vignette**   ⋮
  ALL NONE
    ☐ Color   ⬛⬛⬛⬛⬛⬛⬛⬛   ⌖
    ☐ Center   X 0.5   Y 0.5
    ☑ Intensity   ⚊⚊⚊●⚊⚊⚊⚊ 0.25
    ☑ Smoothness   ⚊⚊⚊⚊●⚊⚊⚊ 0.4
    ☐ Rounded   ☐

| Add Override |

-- Make sure **UIEffectsCamera** Post-Processing Turn On