

HQ Lens Dirt Textures 1.0

User Manual

Thanks for buying 'HQ Lens Dirt Textures'!

Using them with Unity's Post Processing Stack

Assuming that you have the Post Processing Stack already imported into your project, attached it onto your Camera and have a Post-Processing Profile (Right click anywhere in your project > Create > Post-Processing Profile) assigned to it

1. Enable 'Bloom' in your 'Post-Processing Profile'
2. Pick a Texture, found under HQ Lens Dirt Textures > Textures, and insert it into the corresponding 'Texture' slot

That's it! Do play with the settings located in the 'Post Processing Profile' in order to find the best result for you :-)

Need help?

Feel free to send me – Mauri – a PM via the Unity forum
<https://forum.unity3d.com/members/mauri.29976/>