

Portals work on all 5.x unity versions with any rendering mode.

All scripts and shaders files u can find in "ScriptsAndShaders" folder.

For easy using any portal just drag and drop prefab to the scene.

For any questions write to [erm.vladislav@gmail.com](mailto:erm.vladislav@gmail.com)

For good demo download

<https://www.assetstore.unity3d.com/en/#!/content/51515>

and use bloom and AO with next prefereces.

