



Laboratory

Thanks you for purchasing this Unity Asset Pack :D

For convenience, make sure to change your project Rendering Settings to **Linear**.

Rendering Settings are located in : **Edit > Project Settings > Player**

This pack include Xerxes1138's Stochastic Screen Space Reflection plugin :

<https://github.com/Xerxes1138/StochasticScreenSpaceReflection>

This pack include a **Post-Processing preset**.

You can download the latest version of the Post-Processing Stack, with the Package Manager.

It is located in : **Window > Package Manager**

Post-Processing Documentation can be found here :

<https://docs.unity3d.com/Packages/com.unity.postprocessing@2.3/manual/index.html>

For convenience we also recommend to download **ProGrids**, available through the Package Manager to easily snap modular prefabs on a grid.

<https://docs.unity3d.com/Packages/com.unity.progrids@3.0/manual/index.html>
