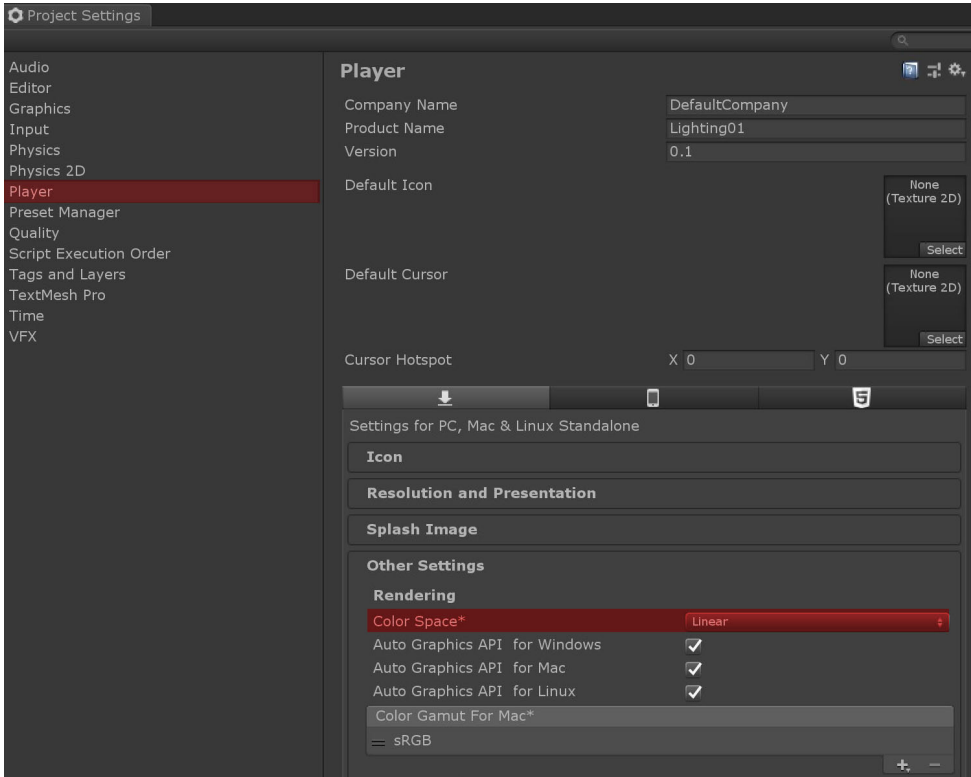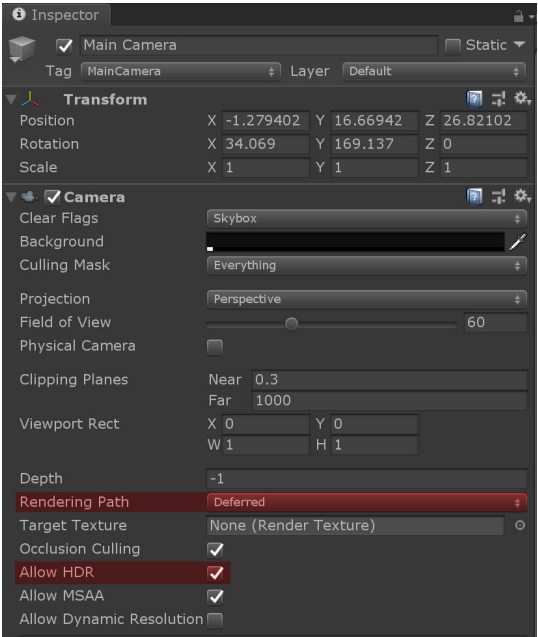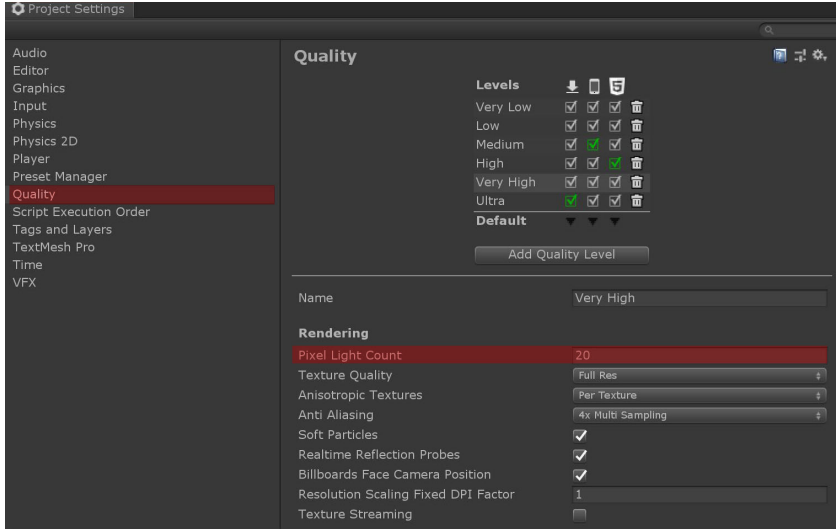# Lighting Tutorial

1. Pulldown menu – **Edit – Project Settings – Player**
   a. Change **Color Space** from Gamma to **Linear**

2. Select the **Main Camera**
   a. Set **Render Path** to **"Deferred"**
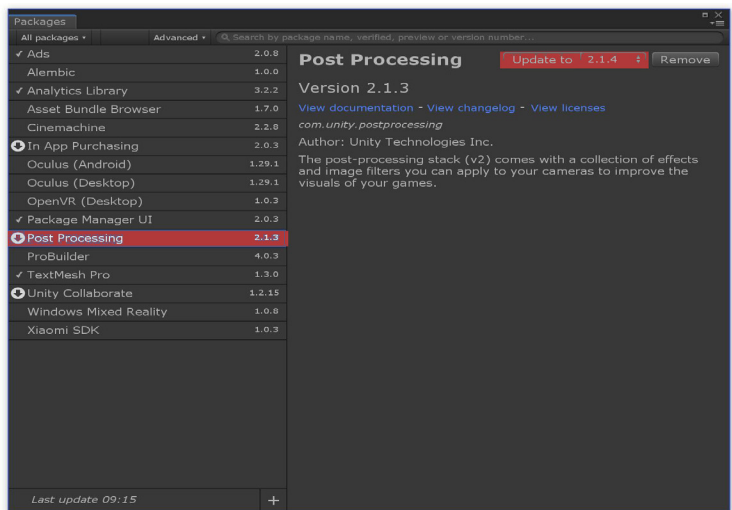   b. Set **Allow HDR** – **"Enabled"**

3. Pulldown menu - **Edit – Project Settings – Quality**
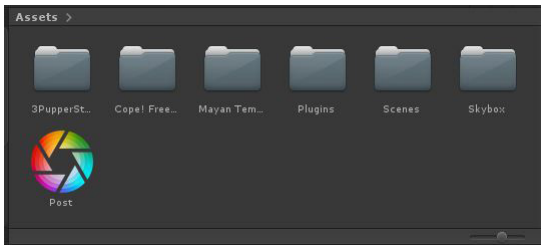   a. **Set Pixel Light** Count to **20**
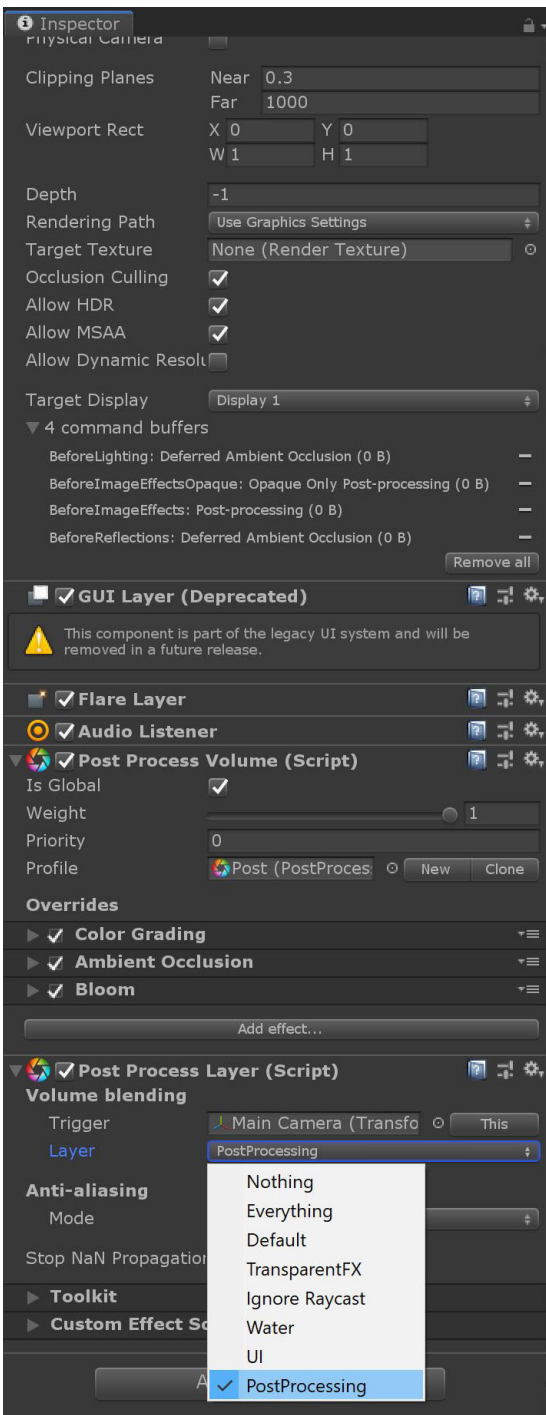
4. Post Processing Stack
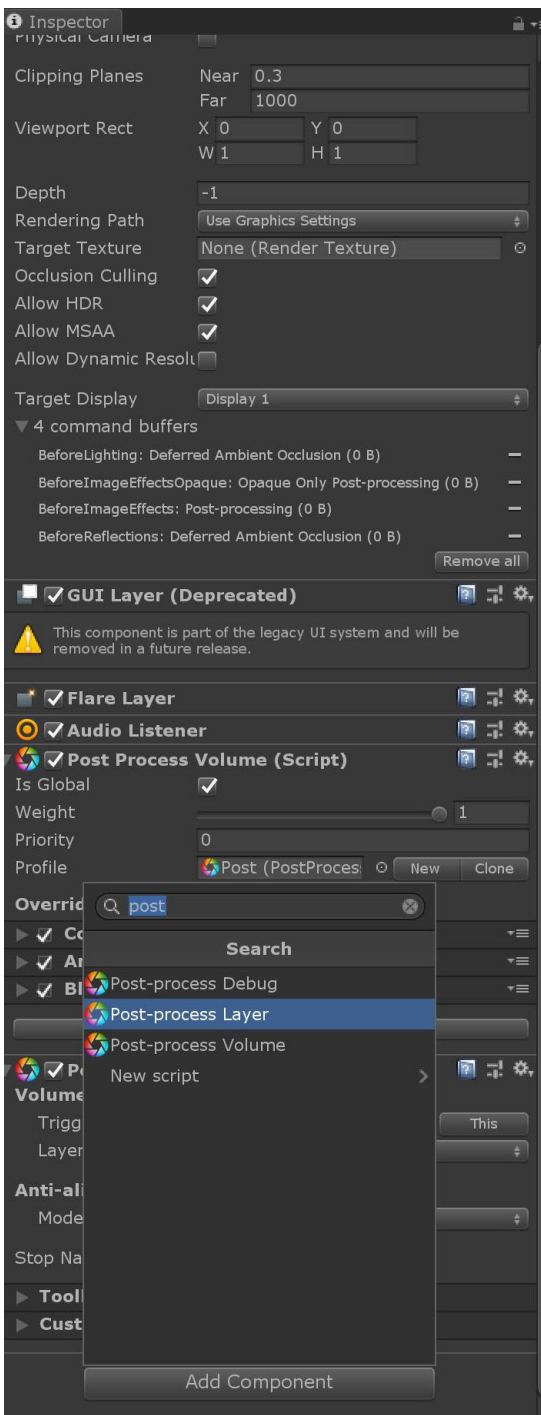
    a. Pulldown – **Window – Package Manager**, select **"Post Processing"** & update it


    b. Right-click **Assets folder** - Click **Create - Post Processing Profile**, name it **"Post"**


    c. Select **Main Camera**, in the **Inspector**, select **Add Component** - **"Post Processing Layer"**

    d. In **Post Processing Layer**, change **Layer setting** to **"PostProcessing"**

Lighting Tutorial

e. Create an **Empty Game Object** that is a child of the **Main Camera**. **Add Component** - **"Post Processing Volume"** to the Empty Game Object
f. Drag **"Post"** into the **Profile blank** in the "Post Processing Volume" script
g. Change the **Layer setting** of the Game Object child to **"PostProcessing"**
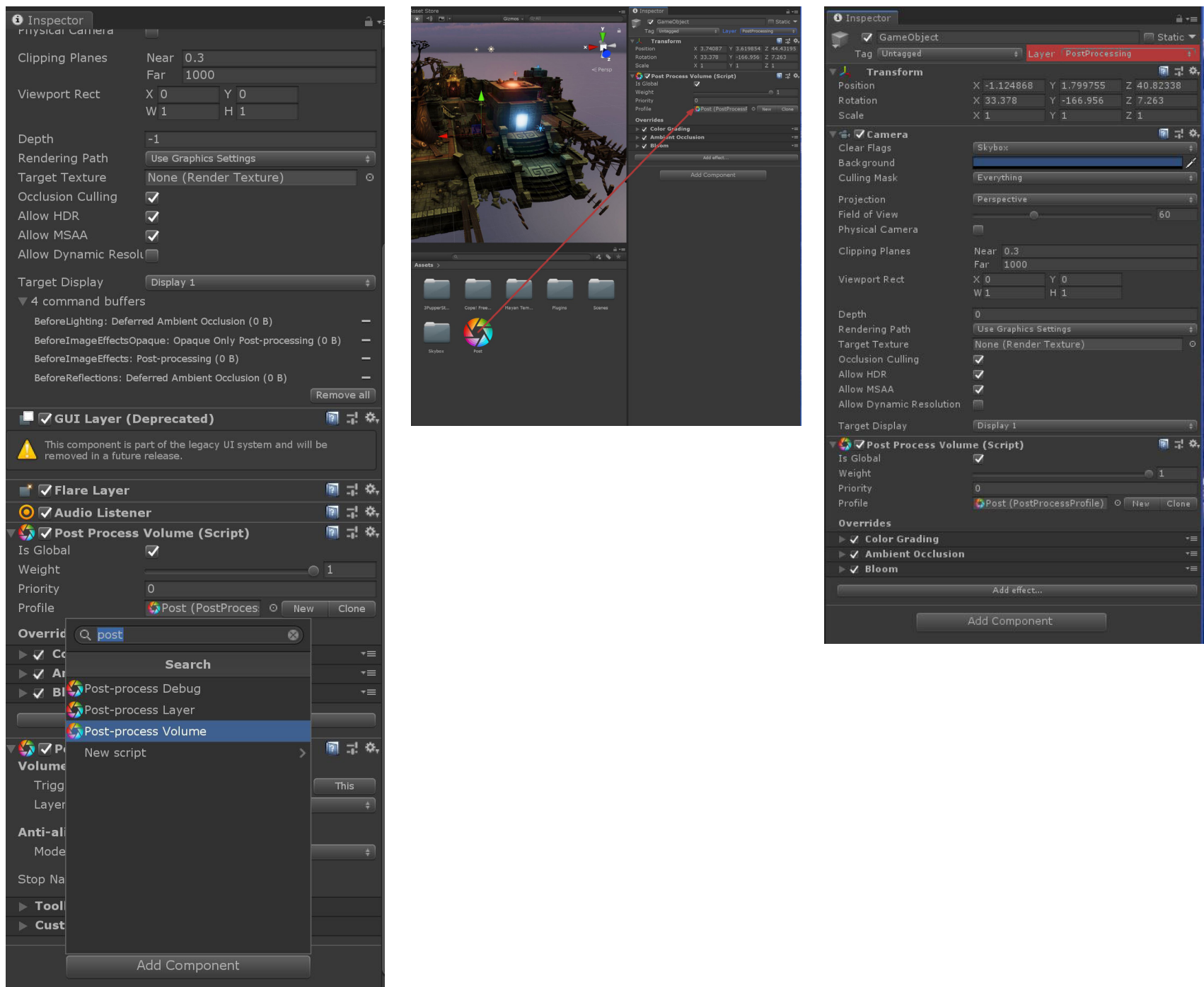
h. Add two **Directional Lights**, naming the first "**MainLight**" and align with the light direction of the light source in the skybox. Set the **Intensity** of the Main Light to **1.0** for now. As you add more lights to the scene, decrease the Intensity as needed.
i. Name the second **Directional Light** and name it "**Fill Light**". Set the direction of the light to point towards the Main Light. Set the **Intensity** to approximately **.4**. Decrease or increase slightly as needed. Add other lights as needed.
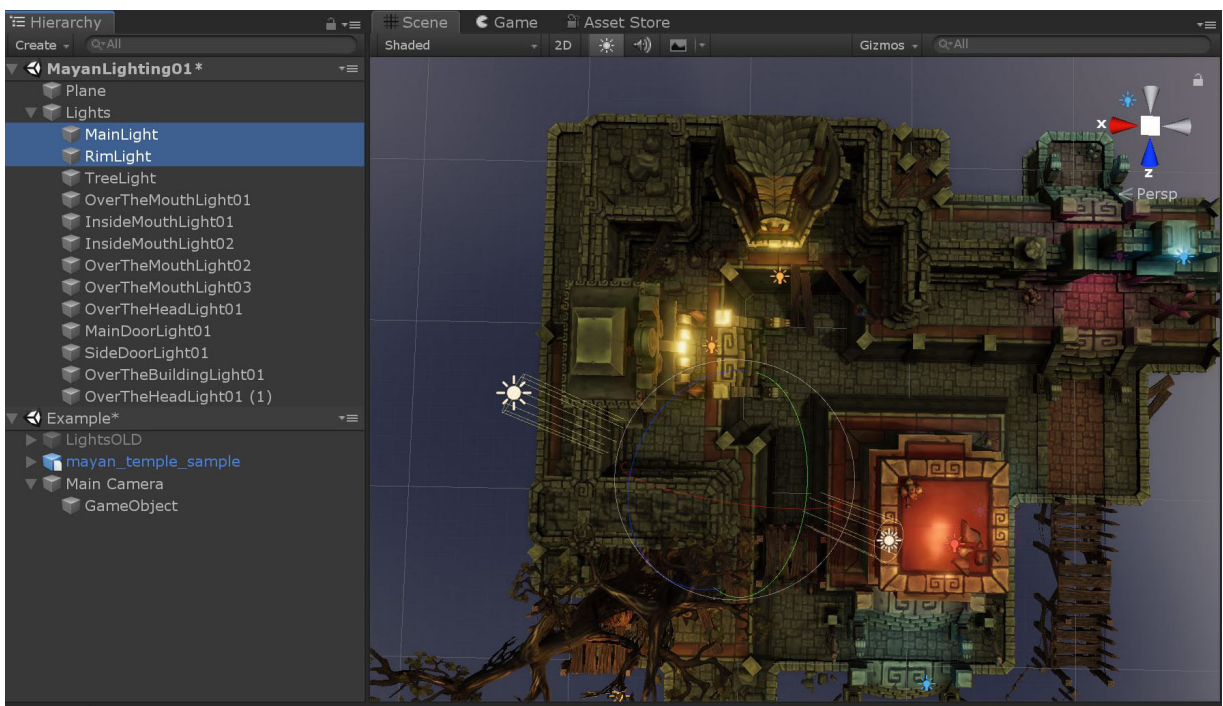
k. Select **"Post"** in the Assets Folder, then in the **Inspector** make sure the **"Ambient Occlusion"** box is checked. Adjust the **Intensity** and **Radius** of the **Ambient Occlusion** to liking.
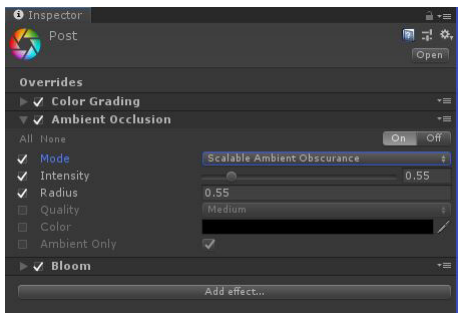
l. Create a **2D plane** and **size it to fit** in front of the door of the temple.

m. Right-click in the **Assets folder** and select **Create - Material**. Name the material **"Glow"**. While the Glow Material is selected, in the **Inspector**, select the checkbox for **Emission**. Adjust the color to liking.

n. Select the **Plane object** and drag **Glow material** into the **Inspector** area.

o. In **Post Processing**, check "**Bloom**". Adjust **Threshold & Intensity** as need.