Manual

Preview scene shows all prefabs in package
Demo scene can using for build the game
Scripts folder contains 1 shader and 1 rotation script

**Rotation script using for rotate objects**
CutoutMobHLSL shader using for cutout texture for support on mobile

In the Models folder there are only FBX sources without materials defined, all prefabs has their correct materials.

Using post-effects from standard assets package

To achieve beautiful graphics you need to perform a few simple steps

At first you need adding Effects package into project:
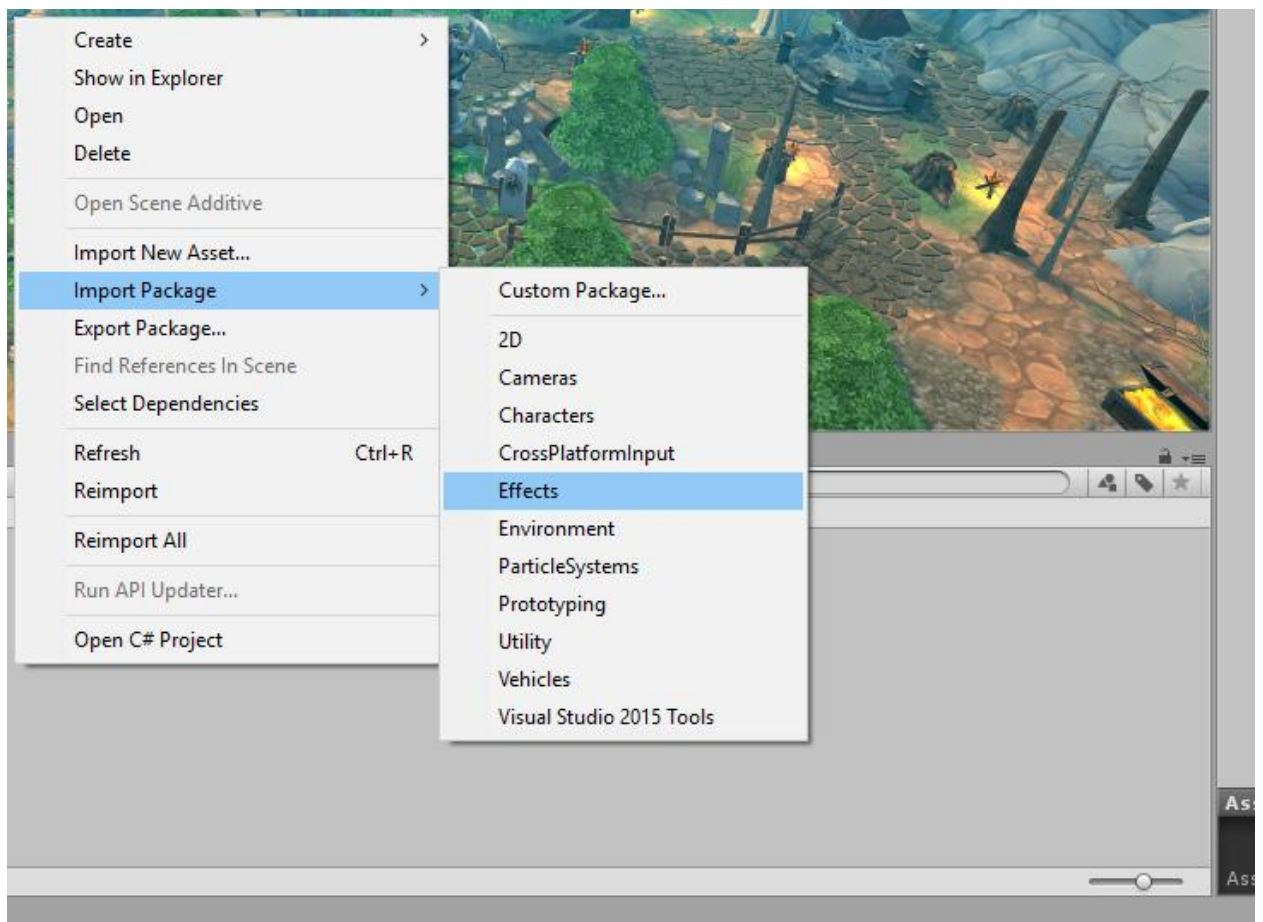
After you need attack to **_Main camera_** or any cameras as you want follow effects:
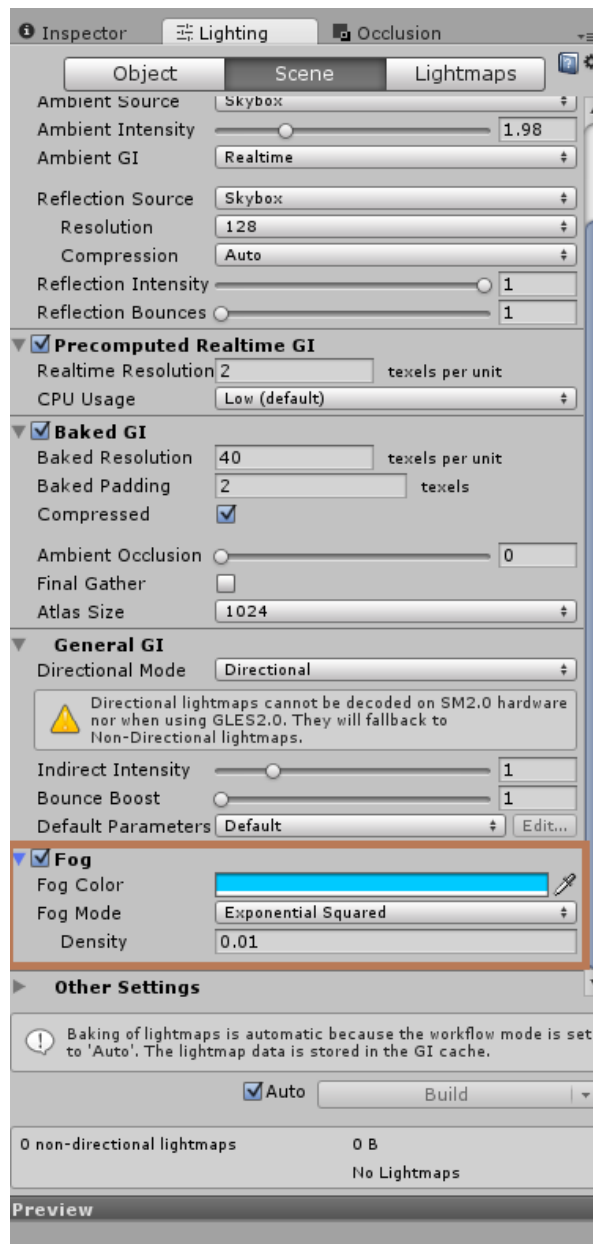
Component – Image Effects – Bloom – Bloom effect

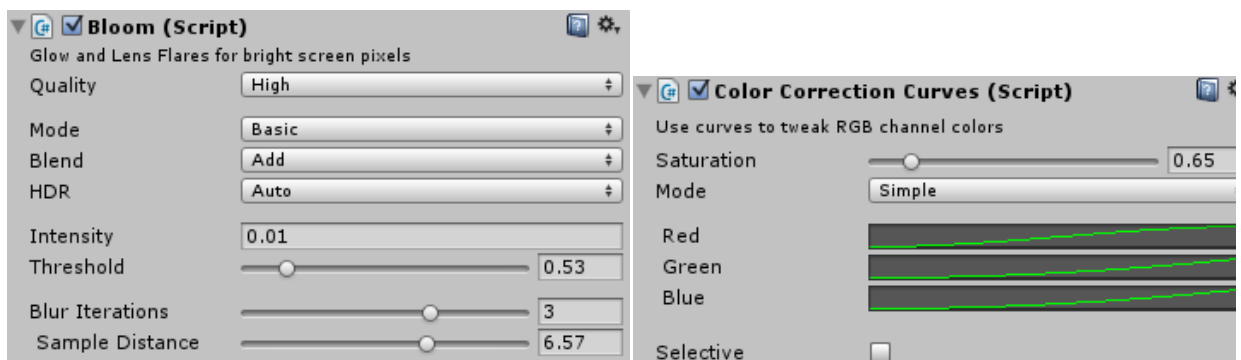Component – Image Effects – Rendering – Global Fog effect

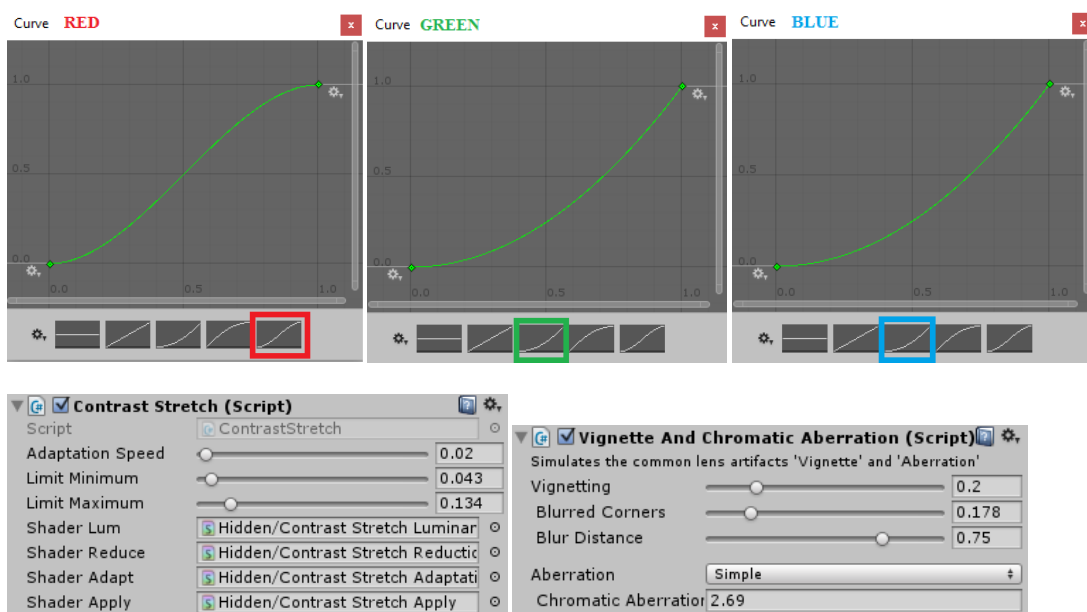Component – Image Effects – Color Adjustments – Contrast effect

Component – Image Effects – Camera – Vignette and Chromatic Aberration effect

After that turn on fog effect in Lighting window and set follow parameters:

Go to your camera with post effects attached and set next parameters:

Contrast Stretch (Script)

Script	ContrastStretch
Adaptation Speed	0.02
Limit Minimum	0.043
Limit Maximum	0.134
Shader Lum	Hidden/Contrast Stretch Luminance
Shader Reduce	Hidden/Contrast Stretch Reduction
Shader Adapt	Hidden/Contrast Stretch Adaptation
Shader Apply	Hidden/Contrast Stretch Apply

Vignette And Chromatic Aberration (Script)
Simulates the common lens artifacts 'Vignette' and 'Aberration'

Vignetting	0.2
Blurred Corners	0.178
Blur Distance	0.75
Aberration	Simple
Chromatic Aberration	2.69

Conclusion

The reason for the lack of standard assets package:

Due to possible compatibility issues between Unity versions.