

City Street Blocks Vol. 1 Player / Camera Settings

If you are importing this package to a clean scene you need to import these unity packages for player controller and the effects on FirstPersonCharacters Camera to function. Assets > Import package > Characters, Effects

Promo screenshots taken with:

quality settings - Fantastic (Edit / Project settings / Quality)

Anisotropic Textures - Forced on

Camera effects

- PLAYER DAY

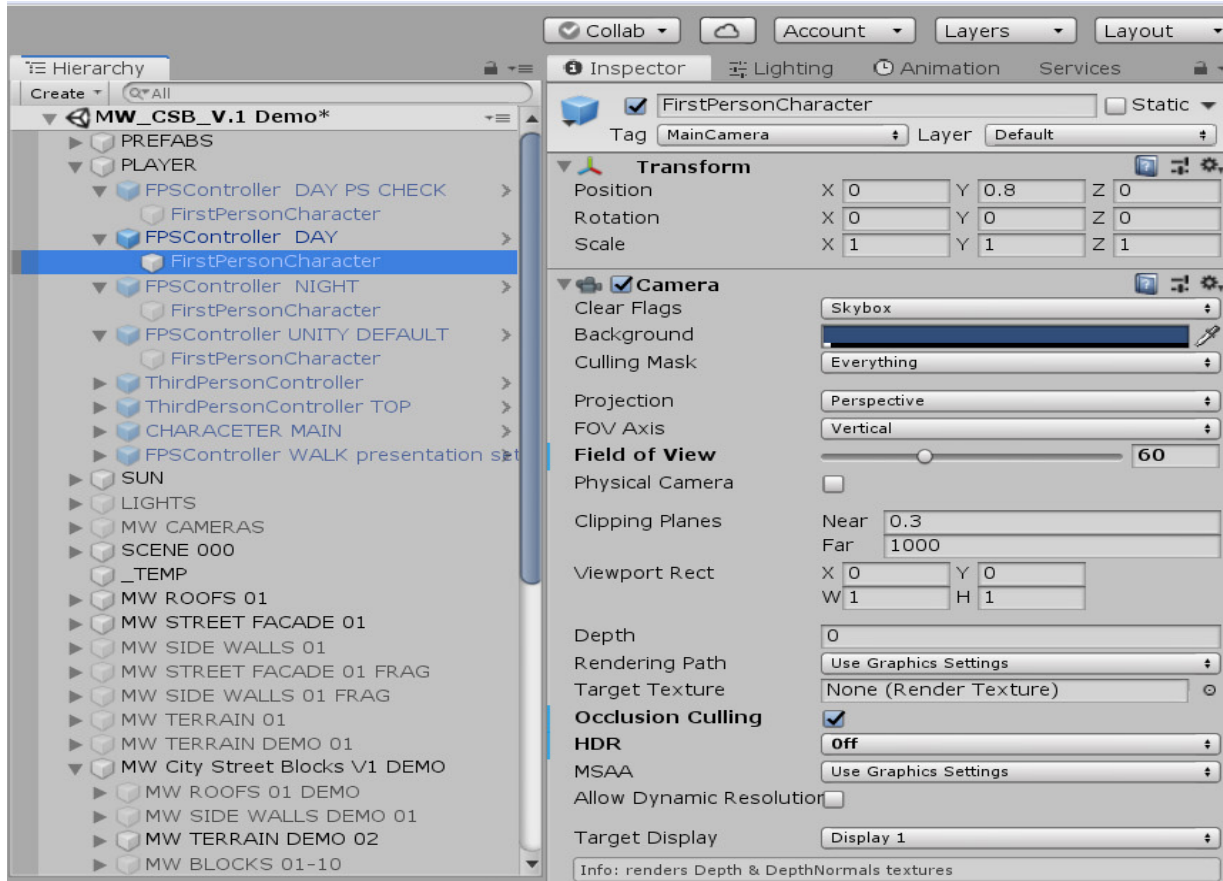
Place in scene (+rename eventually)

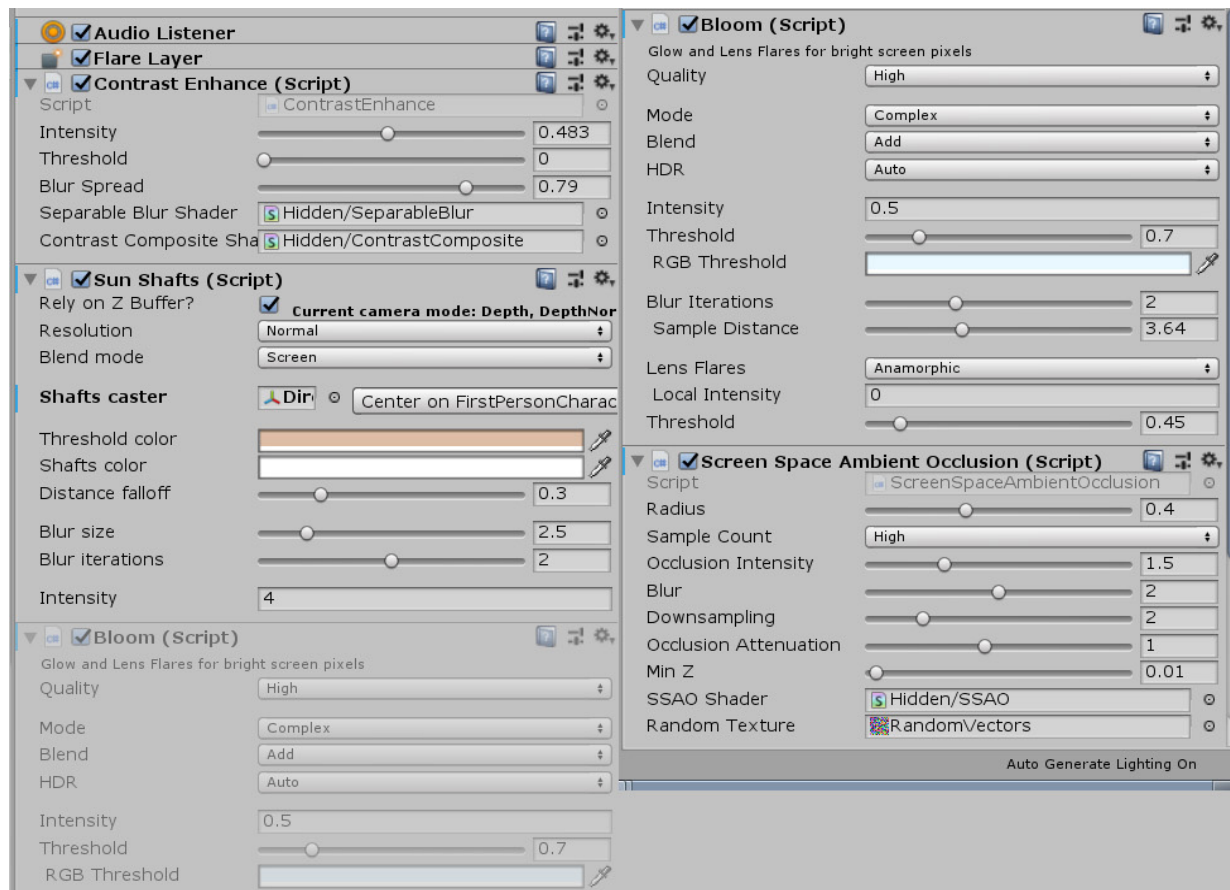
- FPSController Day > FirstPersonCharacter - Add Effect:

Contrast Enhance, Sun Shaft, Bloom, SSAO.

(Component/ Image Effect /) they are set up to enhance look slightly.

You can adjust them to your liking.





- PLAYER NIGHT

Place in scene (+rename eventually)-

FPSController Night > FirstPersonCharacter - Add Effects:

Contrast Enhance, Sun Shaft, Bloom, SSAO.

(Component/ Image Effect / ...) they are set up to enhance look slightly.

You can adjust them to your liking.

