

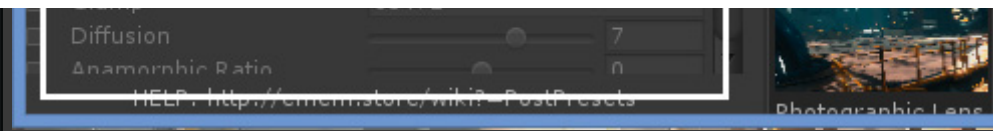
For convenience, the standard component inspector interface is duplicated in this presets window, and you can switch or enable and disable them

The image shows the Unity PostProcessing v2.0 Inspector interface. The top section includes a 'Post 1000+' label, a 'Show Inspector' checkbox, and a 'Menu' button. Below this, the 'Inspector Component' is set to 'Unity PostProcessing v2.0 [FF+]', with a warning icon indicating that settings will be displayed. There is also a checkbox for 'Use different Preview component' and a 'Preview Component' dropdown menu. A note states: 'For preview in the current window will be used the selected component'. Below this, a note says: 'Use a single different preview component, if not selected, then the current camera settings will be used for previewing'.

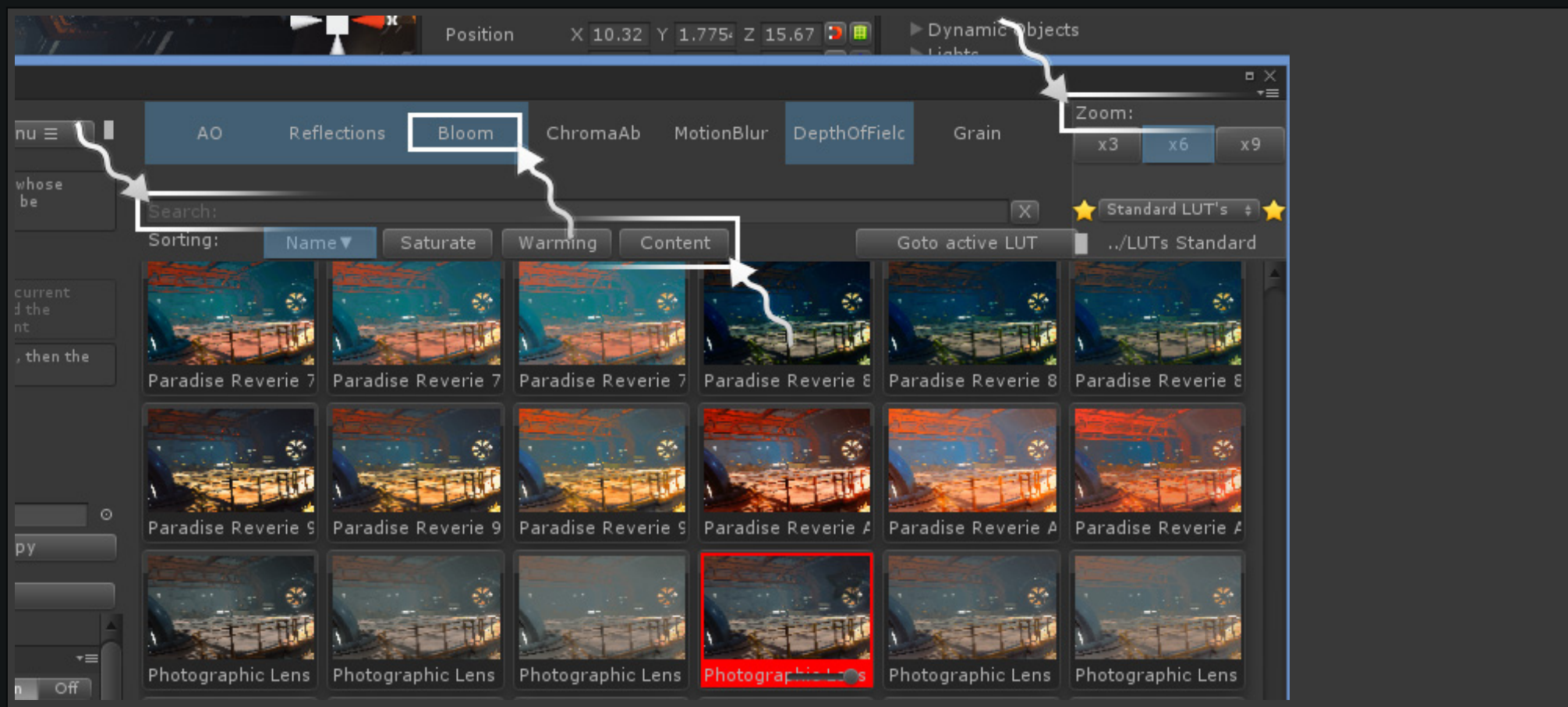
The 'Camera: camera_001' section includes a checkbox for 'Automatic refresh when changing' and a dropdown menu for 'NewCameraProfile 8 (PostProcessProfile)'. Below this are buttons for 'Default Profile' and 'New Copy'.

The 'Refresh Overrides' section is expanded, showing the 'Overrides' list. The 'Ambient Occlusion' override is checked and has a toggle switch set to 'On'. Its settings include: 'Mode' set to 'Multi Scale Volumetric Obscu+', 'Intensity' set to 0.98, 'Thickness Modifier' set to 7.81, 'Color' set to black, and 'Ambient Only' checked. The 'Bloom' override is also checked and has a toggle switch set to 'On'. Its settings include: 'Intensity' set to 1.89, 'Threshold' set to 0.9, 'Soft Knee' set to 0.74, and 'Clamp' set to 65472.

On the right side of the interface, there is a search bar and a 'Sorting' dropdown menu. Below these are several preview thumbnails, each labeled 'Paradise Reverie 7', 'Paradise Reverie 9', and 'Photographic Lens'.



The effects buttons for the more convenient management of them are duplicated on the top of the presets window

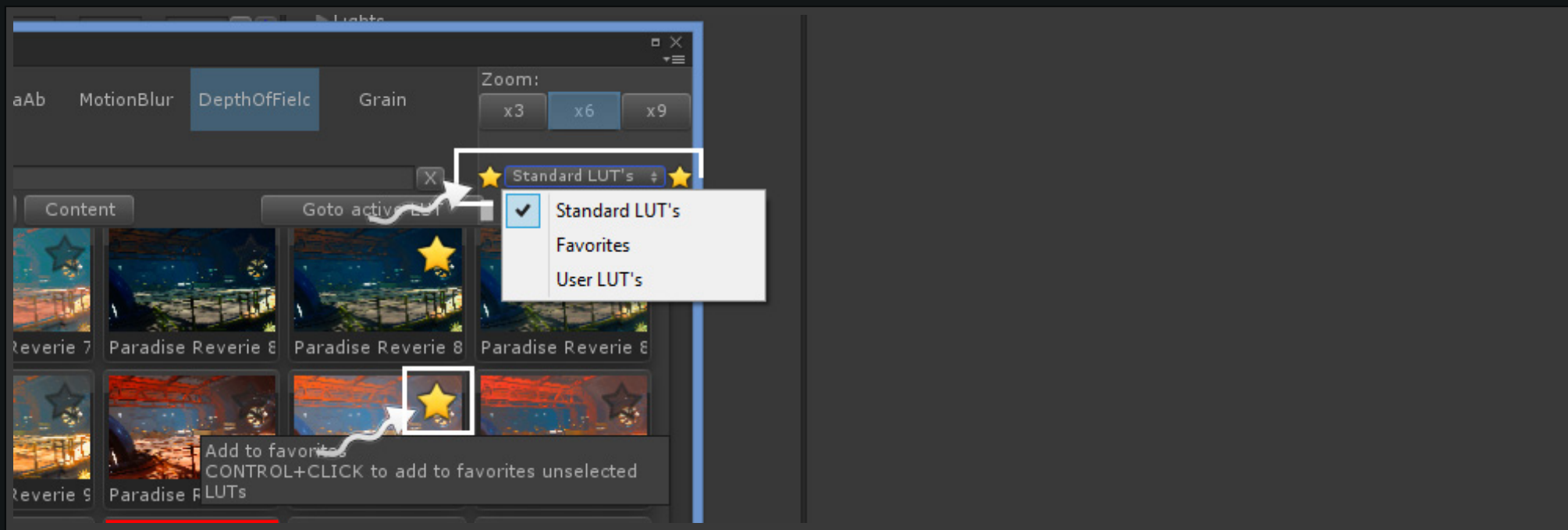


Also you will find here:

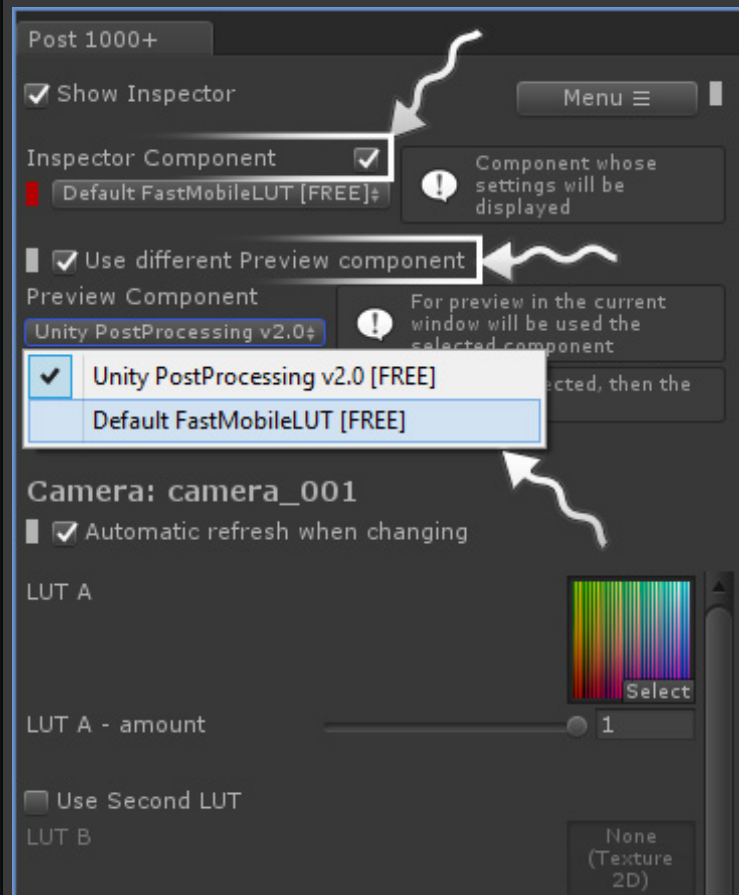
- The ability to change the size of the preview cells
- Search string

- The ability to sort content
- And a drop-down list of categories

Also you can create bookmarks, click on the star of the active element to add or remove, or hold-control and click on the star for any inactive element (1000+ only)



You can use another added component to draw the preview images in the presets window, to do this, add the required component to the camera and configure it as necessary



Maybe sometimes be useful