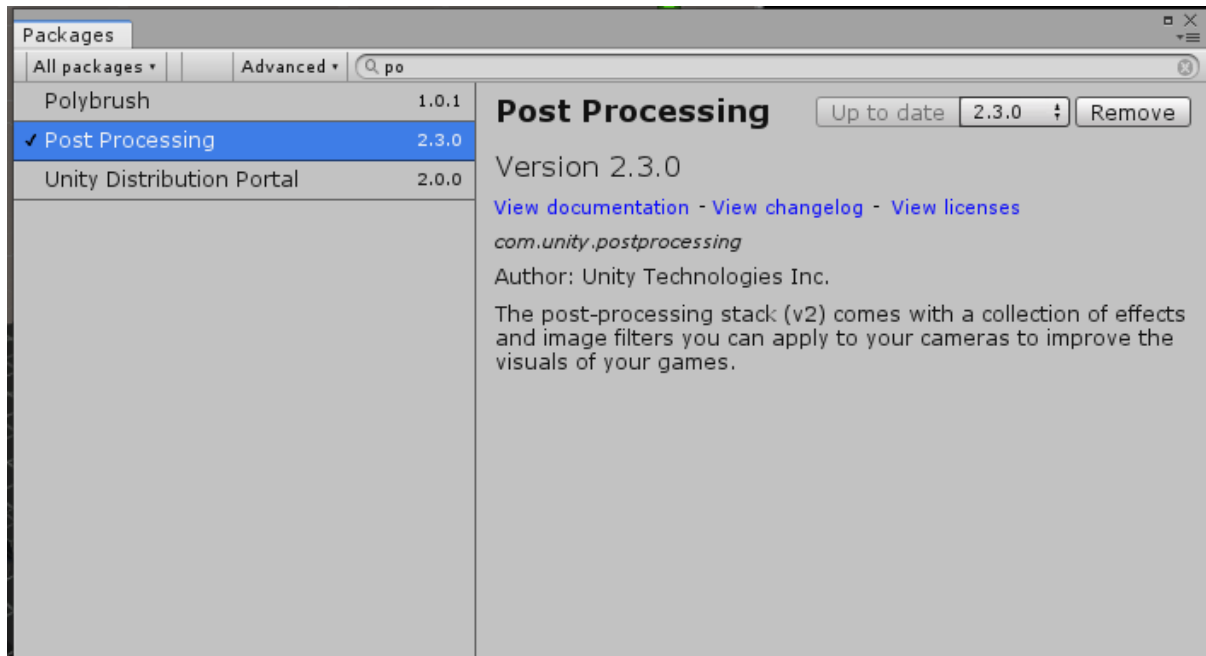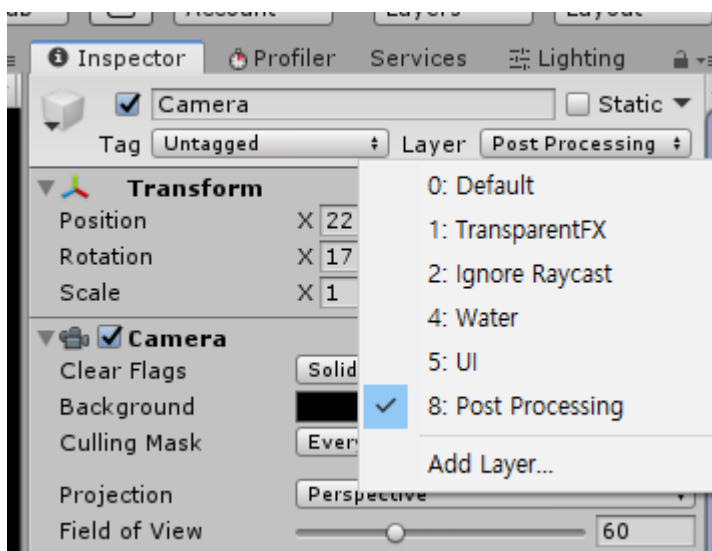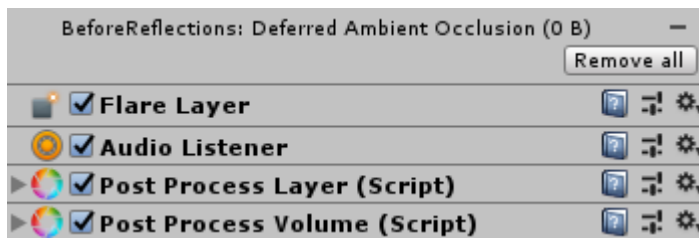# Post Processing Guide Paper

First, please download and import 'PostProcessing' package.
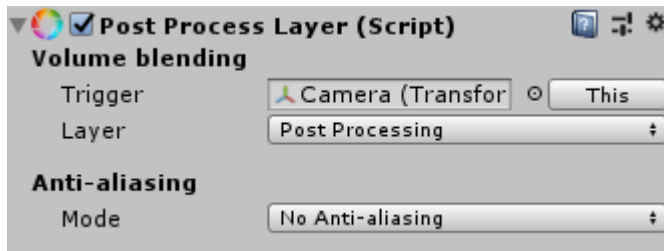

Second, You need to set layer in maincamer. In this example set camera's layer to 'Post Processing'
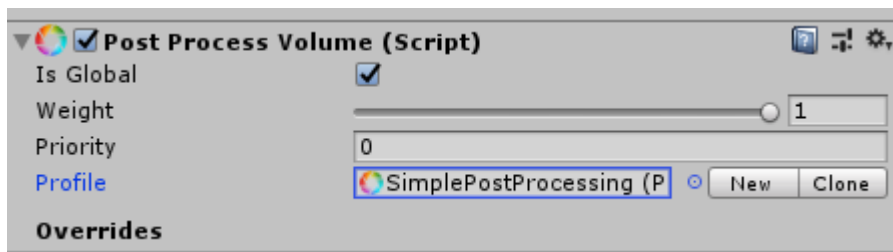
Third, attach 'Post Processing Layer and Volume' in main camera

BeforeReflections: Deferred Ambient Occlusion (0 B)   —
                                        Remove all
☐ ☑ Flare Layer
◎ ☑ Audio Listener
▶ ☑ Post Process Layer (Script)
▶ ☑ Post Process Volume (Script)

Fourth, Click 'This' in Trigger Button and set Layer to 'Post Processing(or your one)'

▼ ☑ Post Process Layer (Script)
Volume blending
    Trigger   👤 Camera (Transfor ⊙ This
    Layer   Post Processing   ⇕
Anti-aliasing
    Mode   No Anti-aliasing   ⇕

Fifth, Check 'Is Global' and set Profile that already made or your one.

▼ ☑ Post Process Volume (Script)
Is Global   ☑
Weight   ○ 1
Priority   0
Profile   ⊙ SimplePostProcessing (P ⊙ New   Clone
Overrides

Then, you can see result

2

Scale : 1   Apply

Effect scale change form. press enter or button after write

'C' : remake current
'Mouse Right' : activ
'W/S' : camera zoo

1 : Effect_01_StormTornado