Read Me

Thank you for purchasing Scion!

Scion is a plug and play post process package, simply add the script called "ScionPostProcessing.cs" to your camera. Every setting has a tooltip. For more information, please refer to the file called "Documentation.pdf".

If you do not wish Scion to perform tonemapping, then use the "ScionPostProcessingNoTonemap.cs" script instead. If you are unsure which one applies to you, you want the regular one with tonemapping.

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Unity Forums: Aieth (http://forum.unity3d.com/members/aieth.250830/)

Unity Thread: http://forum.unity3d.com/threads/scion-filmic-post-processing.339703/

Special Thanks

Special thanks go to the user Dolkar on the Unity forums, for his continuous support and the right to use the Inspector Attribute system he created.