

# Post Processing Volume

## What is this asset

With this asset, you can easily create a post processing volume. It creates a volume, box or sphere, in which the camera will have a different set of values for the post processing. You can enable and disable certain effects and when values are different the volume fade them in, over a user defined distance.

## How to use

Just add the *PostprocessVolume* script to a game object. Select the shape of the volume and change the dimensions to fit your needs. The outer size (blue gizmo) determines the edge where the camera will start changing its post processing. The inner size (yellow gizmo) determines the edge where the change is complete. When the camera is in between these two, the values will be interpolated. You can scale the box size by changing the XYZ axes, or all at once with the multiplier.

To make the camera change just add the *PostProcessVolumeReceiver* script to the camera. It will add a box collider to detect the volume and a slot for the post processing profile. Just create a new post processing profile, set the values to your liking, and add it to the camera.

In the *PostprocessVolume* you can set the values to be used inside the volume. You can copy the values from an existing profile by adding it at the bottom of the script and pressing the button. We advise to set all the values to the main profile that is used on the camera to get a nice fade in effect.

Unfortunately, you can't see the effect of the volume when you are not in play mode. A simple workflow for this is to make a copy of your profile, put it on the camera and change the values to what you have in mind for the volume. These changes will be visible just in the editor. Then simply put that profile on the volume and copy over the values.

To test, just run the game and move the camera inside the volume. Certain elements of the postprocessing profile need the camera to be in deferred rendering so keep this in mind when enabling certain effects. In the *Example* folder, you can see a simple scene with three volumes, run around with WASD to see the effect of each.

## Extra notes

The asset pack comes with the standard post processing profile supplied from <https://github.com/Unity-Technologies/PostProcessing>

We also included the First person standard assets to use in the example scene. To use the asset in your own application you do not need the standard assets.

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