Simple vignette and tint scene walkthrough.
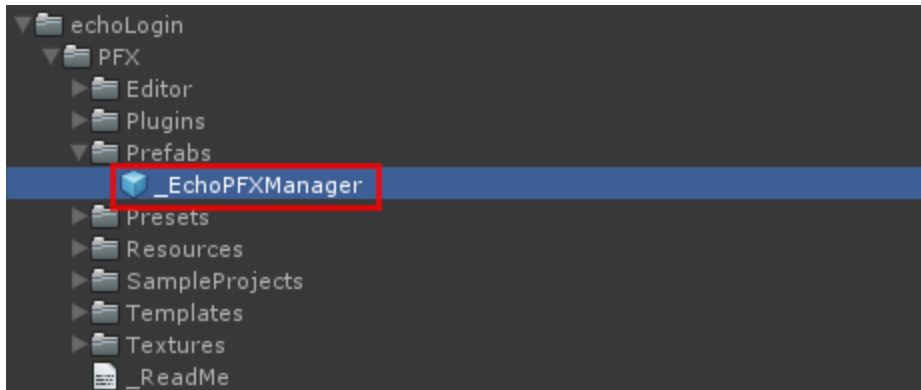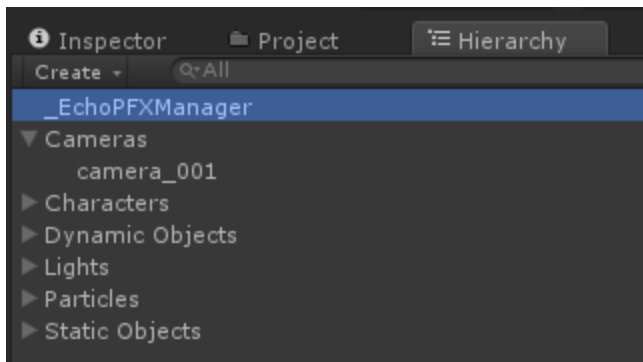
1) Import the Echo Post Effects Studio Asset.
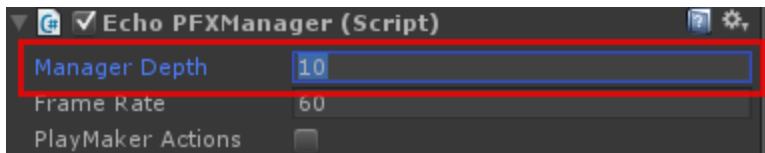
2) Drag _EchoPFXManager to scene.

```
▼📁 echoLogin
  ▼📁 PFX
    ▶📁 Editor
    ▶📁 Plugins
    ▼📁 Prefabs
        🔷 _EchoPFXManager
    ▶📁 Presets
    ▶📁 Resources
    ▶📁 SampleProjects
    ▶📁 Templates
    ▶📁 Textures
    📄 _ReadMe
```

3) Click on _EchoPFXManager in Hierarchy.

```
ⓘ Inspector      📁 Project      ☰ Hierarchy
Create ▼      Q▾All
_EchoPFXManager
▼ Cameras
    camera_001
▶ Characters
▶ Dynamic Objects
▶ Lights
▶ Particles
▶ Static Objects
```

4) Set _EchoPFXManager depth value. Cameras with depth values below the _EchoPFXManager depth value will be processed. Camera depth values that are equal to or higher will not be processed. This is useful for UI layers and anything else you don't want included in the effects.

```
▼ Ⓖ ☑ Echo PFXManager (Script)              ❓ ⚙▾
    Manager Depth          10
    Frame Rate             60
    PlayMaker Actions      ☐
```

5) Under the Group tab define a Render Group by setting the Start and End range of camera depths to be included. For this example all cameras with a depth of -1 through 2 will be in this Render Group.

Any cameras not within a range defined in a Render Group and below the _EchoPFXManager depth will be drawn over by the _EchoPFXManager so be careful when setting this up.
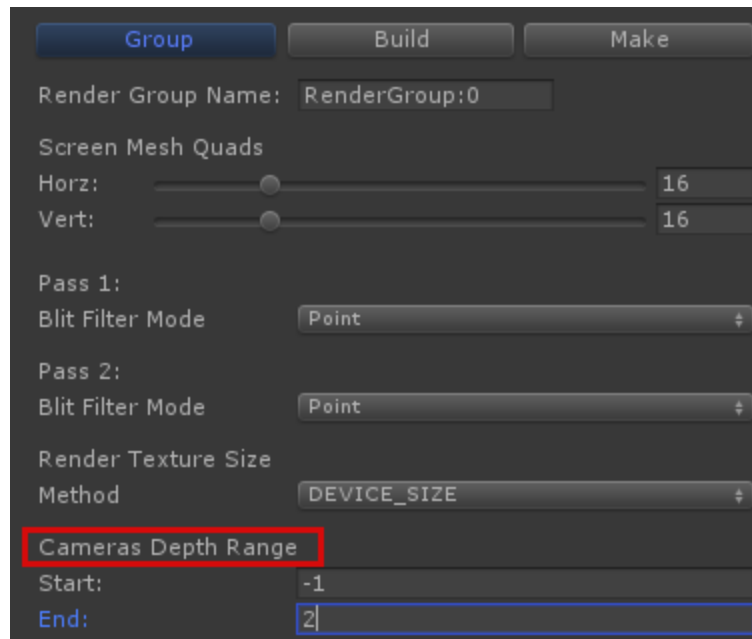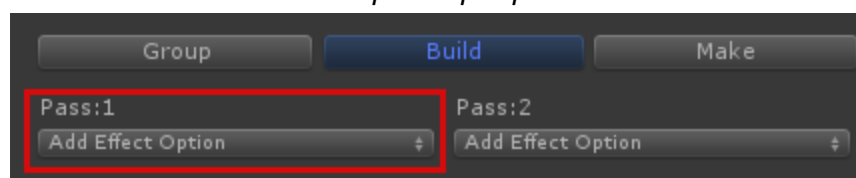

6) Now set the scene's camera depth to be within the range defined earlier (-1 through 2).
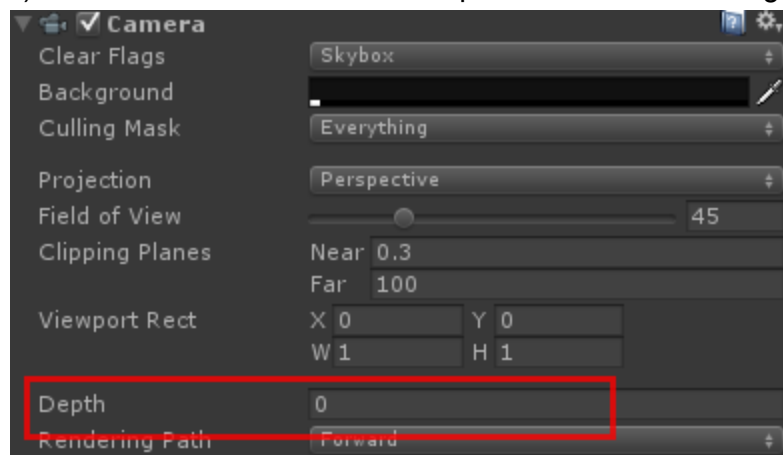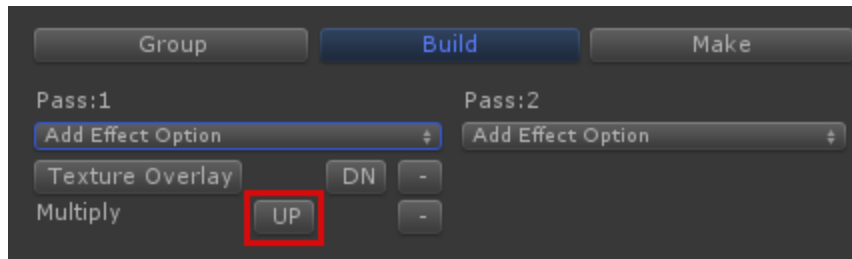

7) Under the Build tab are the global shader options to be included for this Render Group. Use the Click to Add Effect drop-down menu to add the "Texture Multiply" and "Multiply" effects.
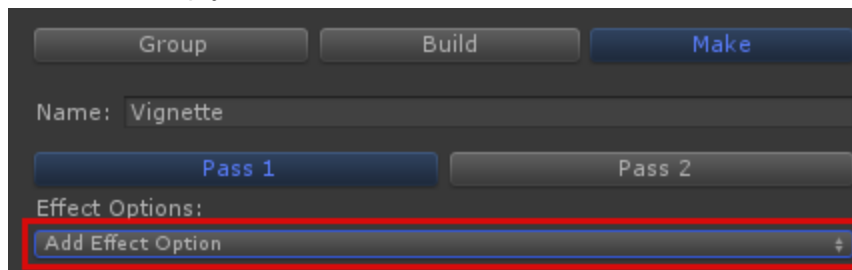
There is a maximum of 6 options per pass.

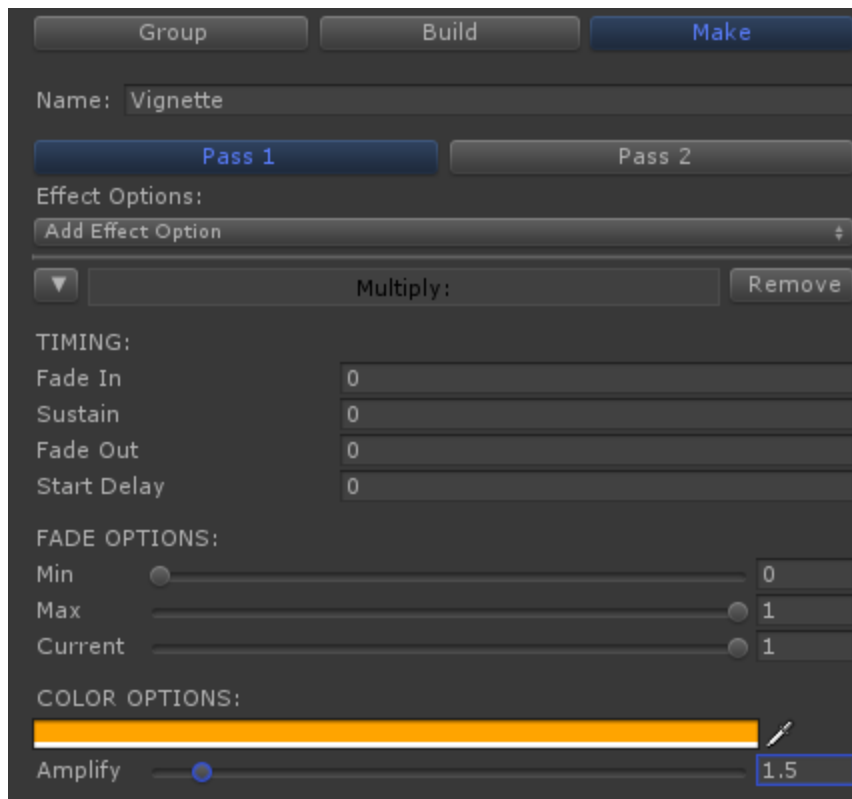8) Move "Multiply" to the top of the rendering order by pressing the UP button.

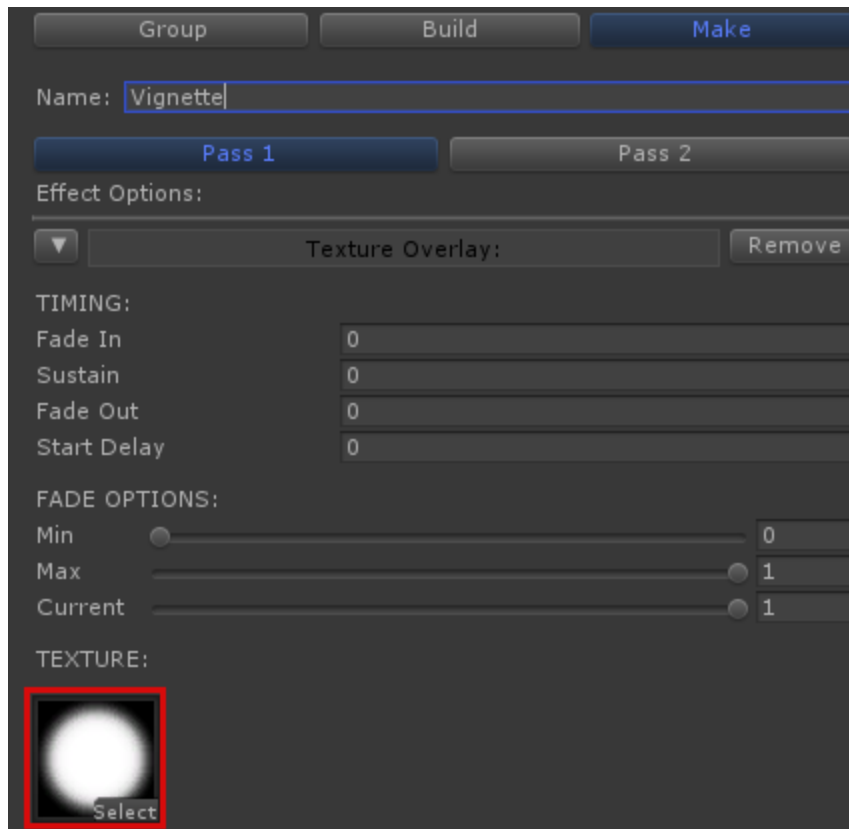9) Press the Compile Post FX Shaders button.

10) Under the Make tab use the Add Effect Option drop-down menu to add the "Multiply" and "Texture Multiply" effects.
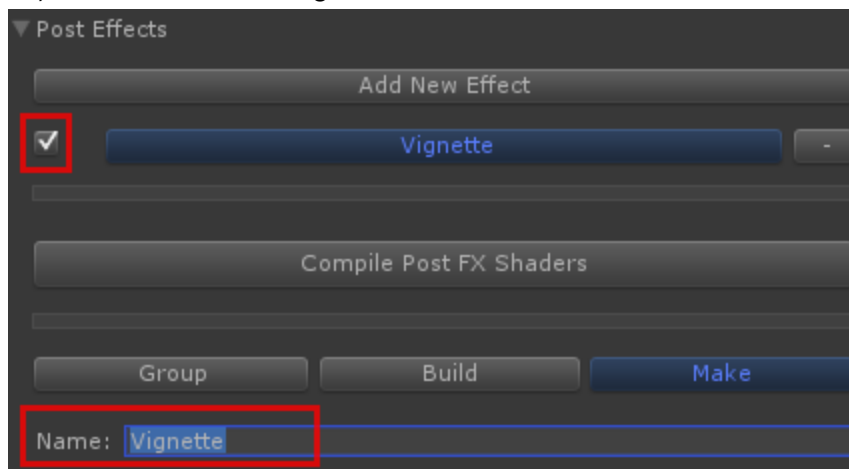

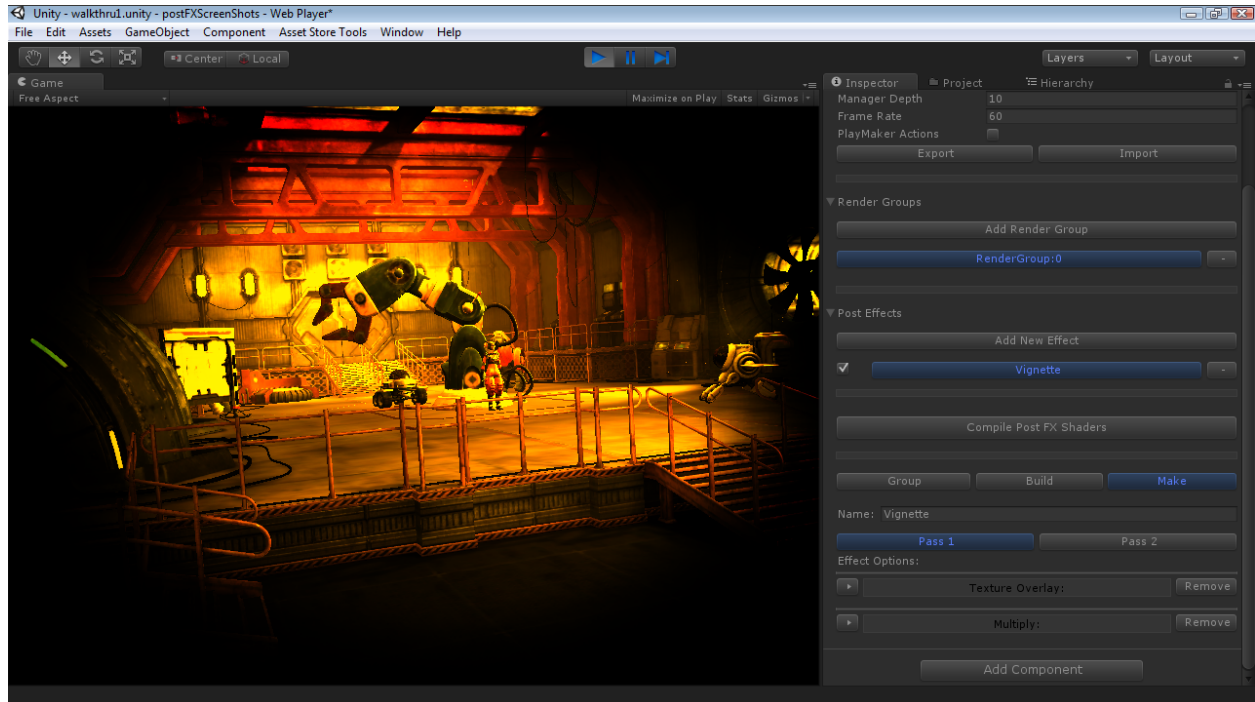11) Under the Pass 1 tab, set the Multiply options' Color to a goldish color and set Amplify value to 1.5.

12) Set the "Texture Multiply" options' texture to "multvignette_circular".

13) Name the effect "Vignette" and click the Active checkbox.

11) Press the Play button to see the results.

Any questions email core@echologin.com
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