MK Glow Setup Guide

In order to use MK Glow, add the MK Glow component to your rendering camera or a Post-processing Profile. On built-in render pipelines you are forced to use Post-processing Stack v2.

If possible always use a **linear color space** and **HDR** to get the **best** results.

Luminance

The luminance workflow is based on the brightness of the pixels, which works best with the HDR enabled. It is recommended to use the emission settings on the shader.

1. Move the left part of the threshold slider until you get a raw glow map you like. The raw glow map can be viewed, by setting the debug view to raw. You are also able to clamp colors by moving the right part of the threshold slider. Threshold values are represented in gamma space.
2. Adjust the intensity (value is represented in gamma space). The resulting glow map can be inspected, by setting the debug view to a non-raw value.
3. The final composition can be viewed, by setting the debug view to “composite”.

Selective

The selective workflow is based on Unity’s Replacement Rendering feature. The recommended setting for the selective render layer is “Everything”.

1. Apply a “MK/Glow/Selective/” to the material that is supposed to glow. All shader features are using the exact same raw glow map. The raw glow map can be viewed, by setting the debug view to raw.
2. Adjust the intensity (value is represented in gamma space) of the MK Glow component. The final, created glow map can be inspected, by setting the debug view to a non-raw value.
3. Adjust your glowing material. The final composition can be viewed, by setting the debug view to “composite”.

Scriptable Render Pipelines Setup

Import the Post-processing Stack V2 via the Package Manager, and apply the effect (MK/Glow) to a Post-processing Profile.