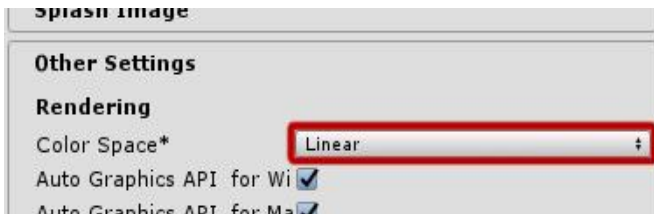


BK - Alchemist House

Thanks you for purchasing this asset pack !



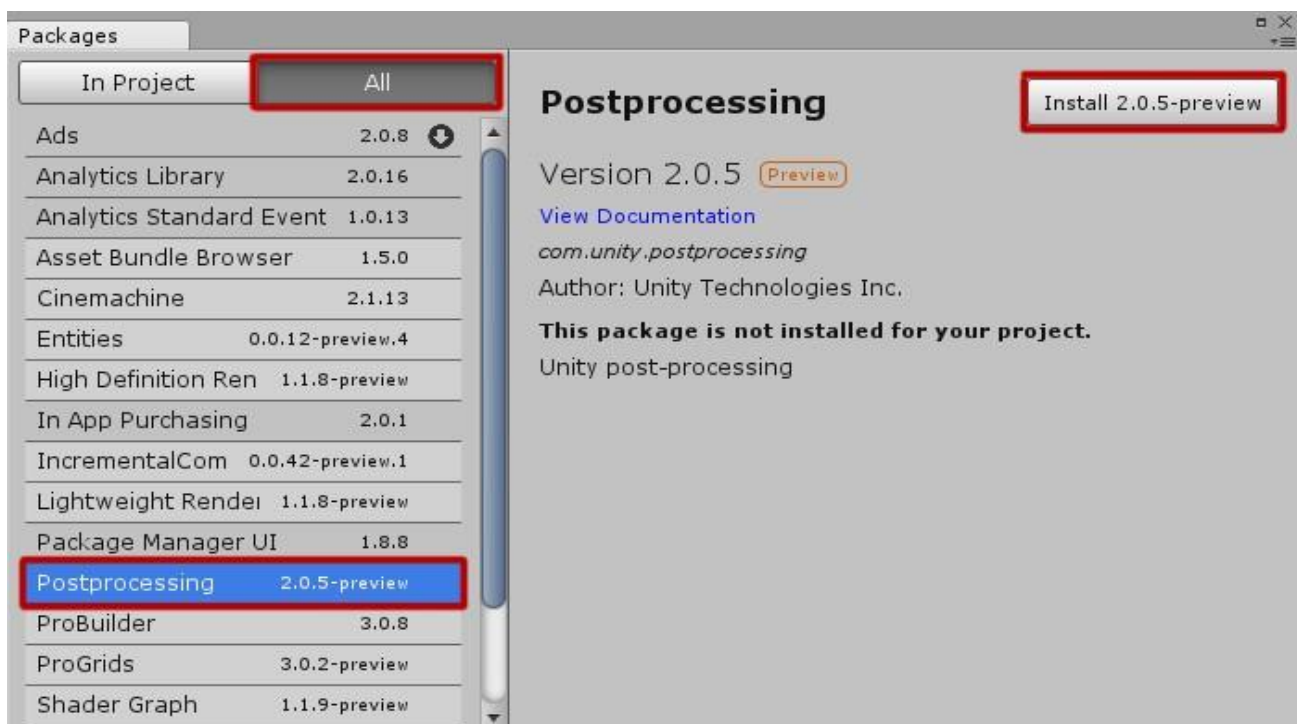
For convenience, please make sure to change your player settings in Unity to Linear.
Settings are located in : **Edit > Project Settings > Player**



Post-Processing & Profile :

This pack also include a post-processing profile.
You will need to download the Post-Processing Stack with the Package Manager :

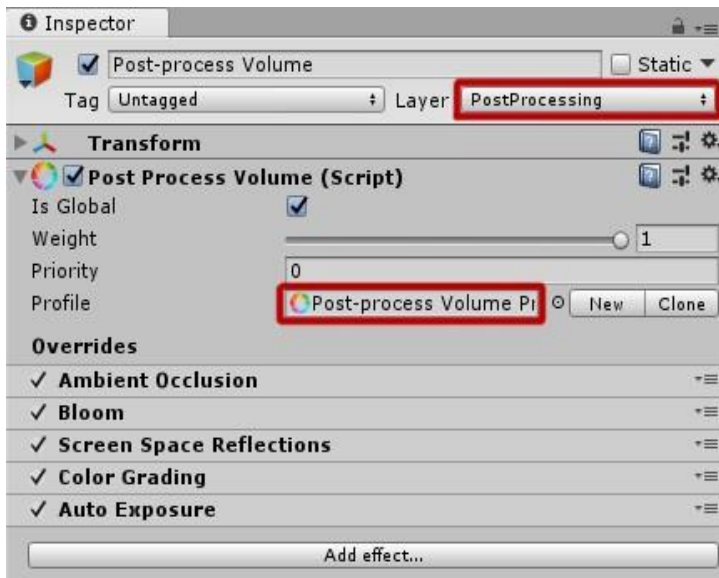
Window > Package Manager > All > Postprocessing > Install



Create a Post-process Volume :

GameObject > 3D Object > Post-process Volume

Put it anywhere in your scene.



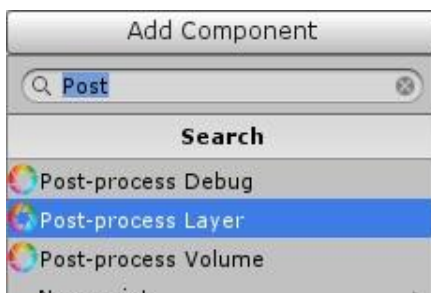
Assign the **PostProcessing** Layer

Check **Is Global**

Apply the profile located in :

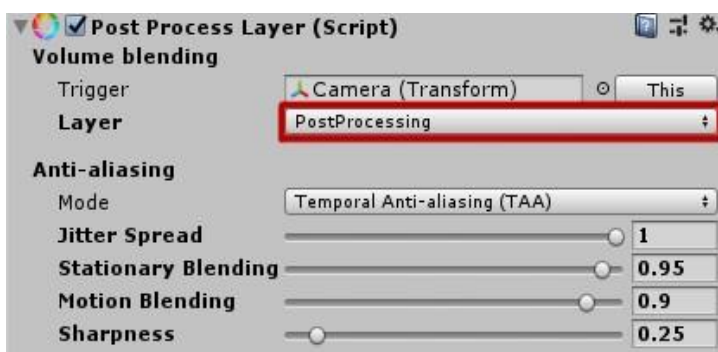
BK_AlchemistHouse > Scenes > Scene_Profiles

Add Post-process Layer to your Camera :



Assign the **PostProcessing** Layer

Choose an Anti-Aliasing method.



Volumetric Lighting :

This pack comes with an Open-Source solution for volumetric lighting.

Please note that we do not provide any support for these shaders/scripts.

If you encounter any problems with this asset, feel free to contact the original author.

Unity forums thread :

<https://forum.unity.com/threads/true-volumetric-lights-now-open-source.390818/>

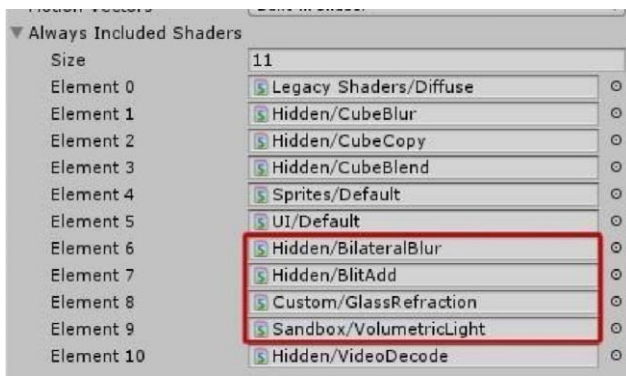
GitHub :

<https://github.com/SlightlyMad/VolumetricLights>

Last note :

It seems the volumetric shaders are missing in final builds.

To prevent this issue, check out : **Project Settings > Graphics > Always Included Shaders.**



Shaders are located in : **Assets > BK_AlchemistHouse > Ressources > Shaders**

Thanks you :D

Don't forget to rate and write a review for this pack if you like it. Some feedback is always appreciated !

We will also be pleased to know what you are doing with those models, so feel free to send us some screenshots of what you're working on.

*Do not hesitate to contact us for any question at **contact@bk-prod.fr***