

Game Programming

Lecture XI Post Processing

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Install Post Processing

- Go to Window -> Package Manager and find Post Processing
 - Install the Post Processing package

Applying Post Processing

- Create a Post Processing profile
 - In the Hierarchy Window, right click and create an empty object
 - Rename the object as Post_Process_Volume
 - Add a new component: Post Process Volume
 - Set isGlobal true
 - Click the new button next to Profile
- Add effects
 - Click Add effect -> Unity and select Bloom
 - Select all
 - Increase intensity but nothing changes!
- Render Post Processing profile
 - Select Main Camera
 - Add a new component: Post Process Layer
 - Layer is currently set to nothing
- Create a new layer
 - Select the Post_Process_Volume and add a new layer: Post Processing
- Select the Main Camera and select the Post Processing layer we just added
- Select Post Process Volume and change the layer to Post Processing
- Change intensity now and see its effect

Applying Post Processing

- Add a new effect
 - Select Color Grading
 - Enable Mode: High Definition Range
 - There is a warning about the applied Color Space
- Change Color Space to linear
 - File -> Build Settings, click Player Settings -> Player -> Other Settings, change Color Space from Gama to Linear
- Now we can use HD settings. Go back to Color Grading
 - Set Tone Mapping mode: ACES
 - Adjust temperature and tint as you want