

Post Processing Profiles 2.4

ChangeLog 2.4:

- Now works with all versions of Unity (>5.6)
- New PostProcessingv2 profiles works with Mobile.

Thank you for buying our asset

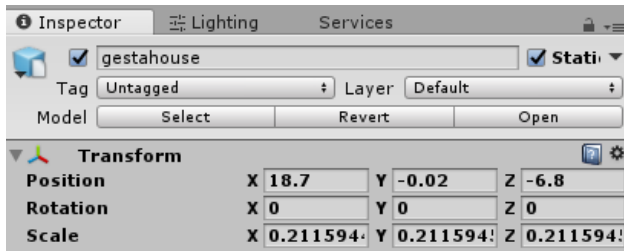
<https://www.gestgames.net/>

Got any questions? Contact me now!

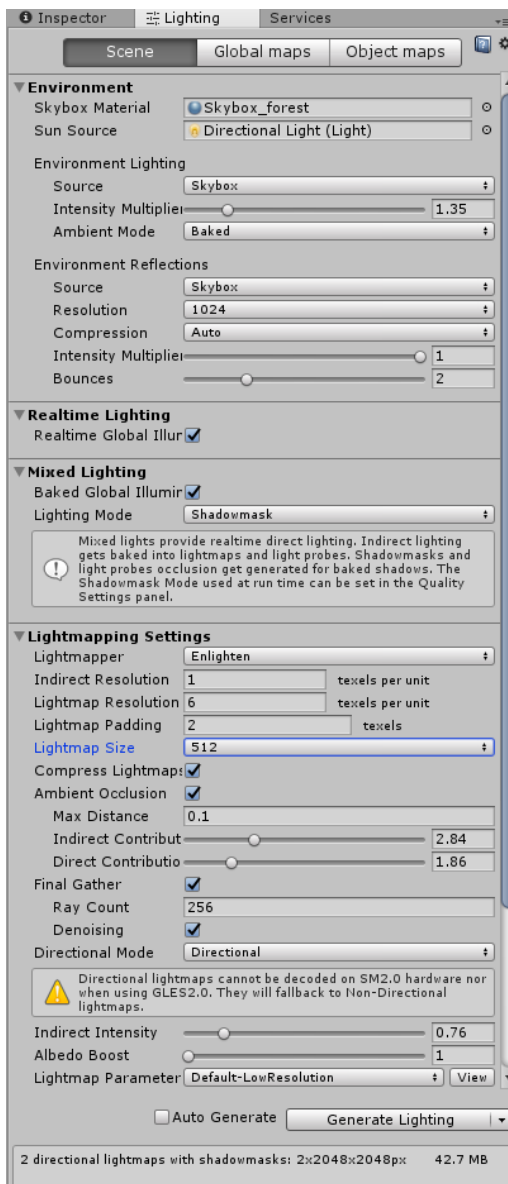
yrayushka@yahoo.com

For realistic result use baked lighting

Check static objects.



Windows -> Lighting -> Settings -> Generate Lighting



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

Assets -> PostProcessing Profiles -> ForVolumetricLights