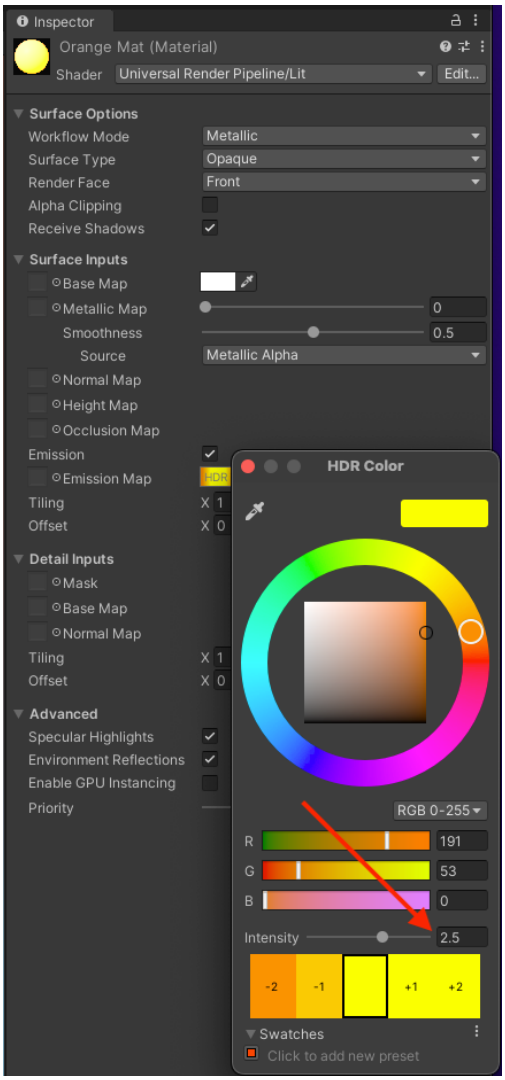
Brackeys Tutorial UI and post processing workflow differences with Unity 2021 and above …

When following Brackeys tutorial, do note that the asset given to you does not match that of Brackeys in sizing. So do not follow the sizing and position of the emissive lighting plane blindly (@~3:57).

Note some differences in UI of Brackeys tutorial with Unity 2021.3.32f1:

Brackeys setting up of Emissive Material's intensity @ ~ 4:45mins …

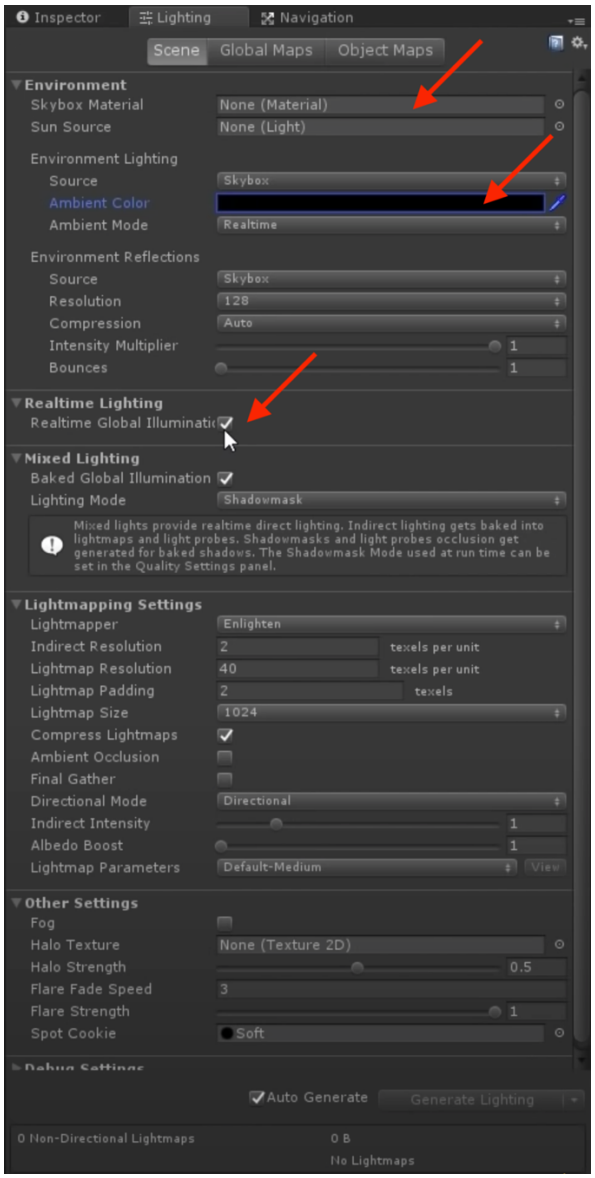


Unity 2021.3.32f1 UI to get to Emssive Material intensity parameter …

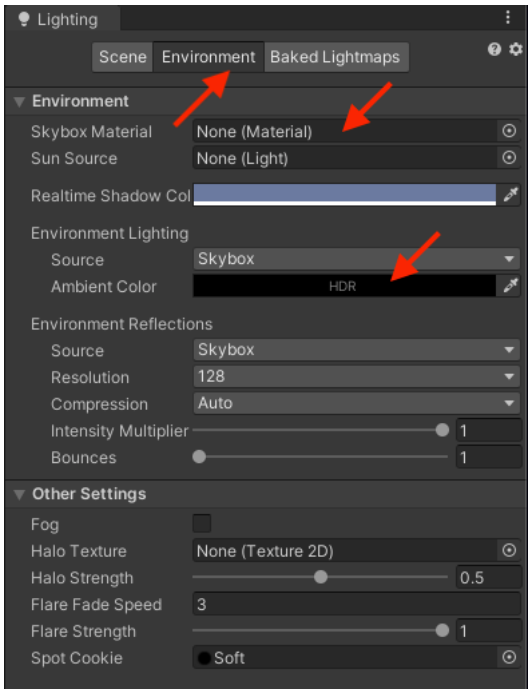
~5:06, important to note that lighting with emissive materials will not happen until light maps are being baked …

~5:17, things that are static in the scene needs to be set to Static in the Inspector menu for light maps baking to happen …

~8:14 mins Brackeys mentioned about needing to change a parameter under Golbal Illumination ..

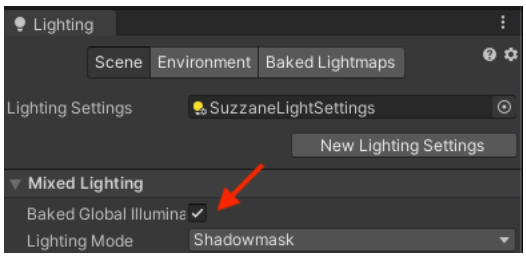


Brakseys UI @ ~ 7:21 mins …



Unity 2021.3.32f1, need to go to Environment tab of Lighting menu to access Skybox Material and Ambient Color Parameter …

There is no longer the Realtime Lighting > Realtime Global Illumination toggle in Unity 2021.3.32f1 … rather there is a Baked Global Illumination which is by default on …



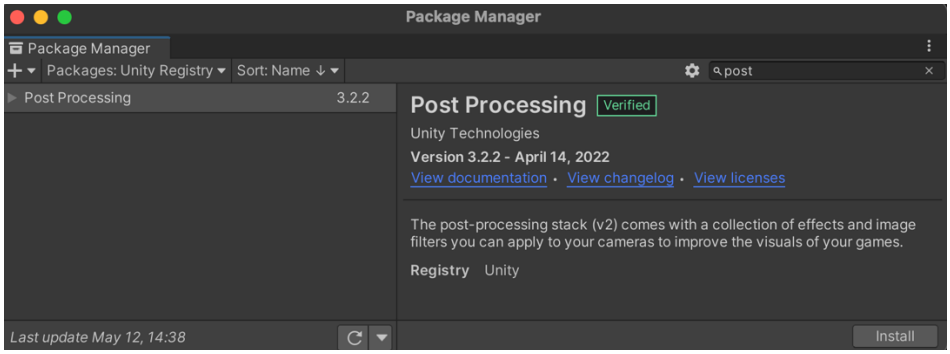
~7:44mins, Brackeys' Lightmapping Settings > Lightmapper parameter needs to be changed from Enlighten to Progressive (Preview) … but for Unity 2021.3.32f1, by default the Lightmapper parameter is set to Progressive CPU, no changes is needed …

~8.11, Brackeys tutorial has to go into the emissive light materials to change the Emission > Global Illumination parameter from Realtime to Baked … but for Unity 2021.3.32f1, the Global Illumination parameter is no longer available under Emission of Material node, thus when pressing the Generate Lighting in the Lighting > Scene menu, map baking of emissive light will take place …

~ Prioritize View parameter is mentioned in Brackeys tutorial which is no longer in Unity 2021.3.32f1 …

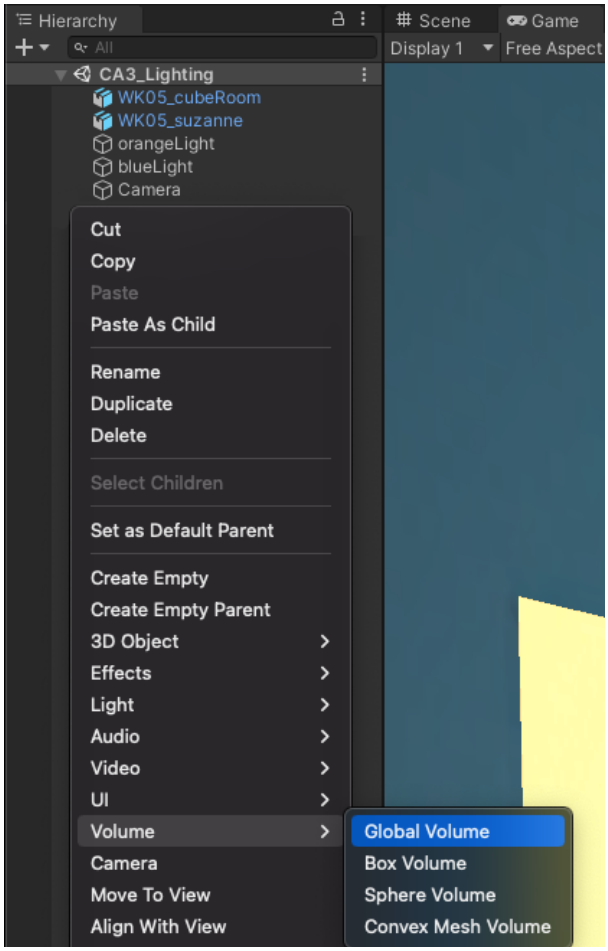
Unity 2021 and above Post Processing Setup.

A lot of the online Unity tutorial using older version of Unity or doing Post Processing with Standard Render Pipeline will ask you to go Package Manager (or Unity Asset Store … eg. Brackeys tutorial ~14:23 onwards) to install this Post Processing Stack Plug-in:



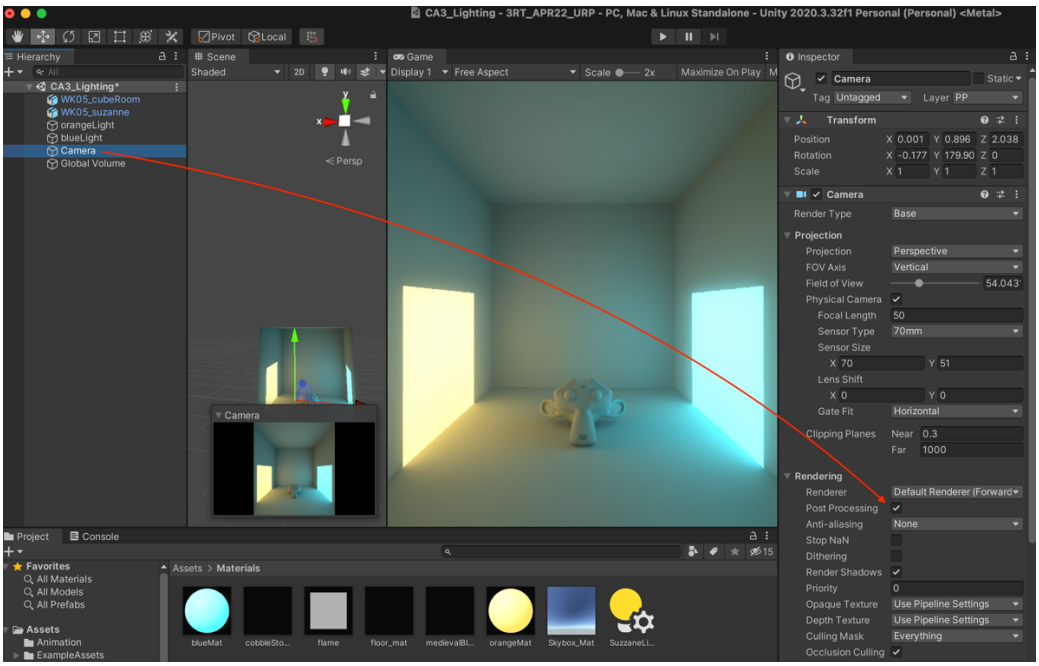
Don't go this route anymore.

Rather follow the below steps:

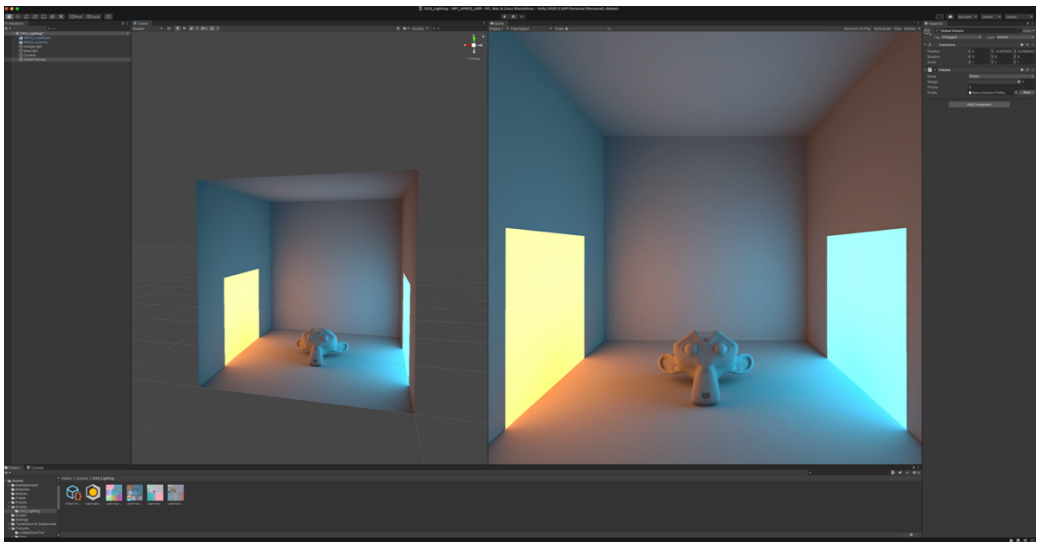


In the Hierarchy menu, right click and look for Volume > Global Volume.

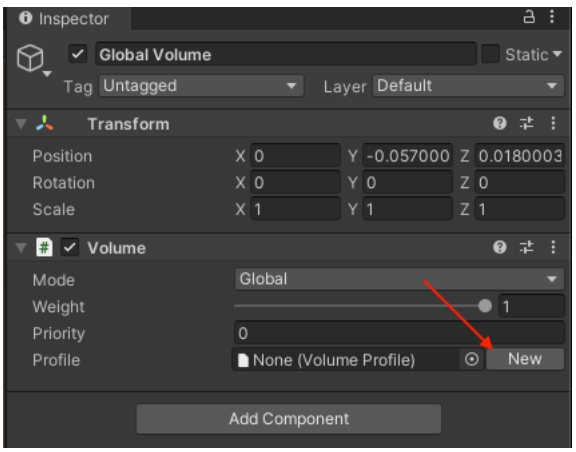
For the camera, turn on Post Processing parameter under Rendering:

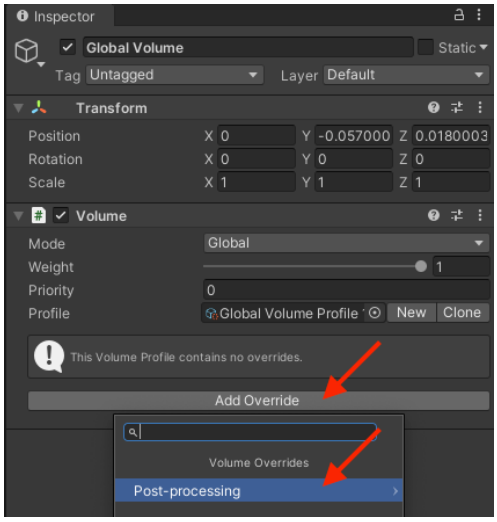


Setup your UI in split screen Scene and Game Windows side by side mode:

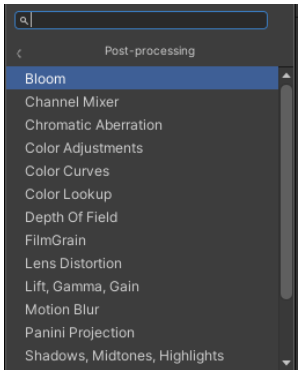


With Global Volume node chosen in Hierarchy menu, in the Inspector menu, under Profile parameter, click New ...

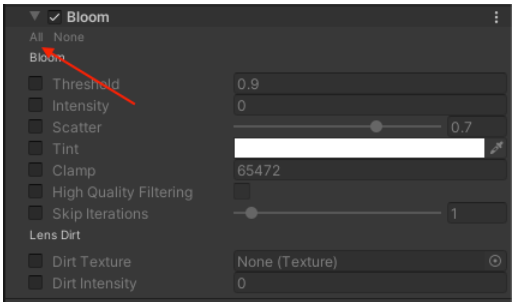




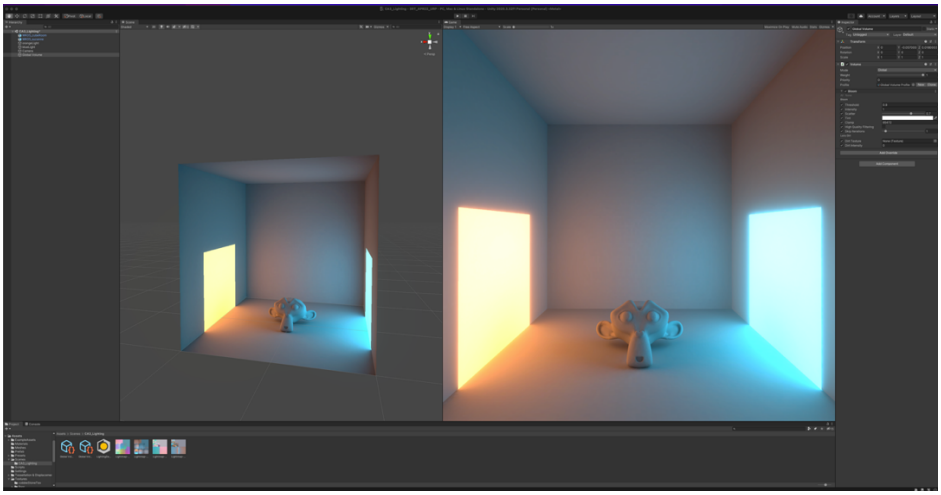
Then press the Add Override button > Post Processing … there will be a number of options listed after that …



Choose Bloom and press the All button in the Bloom menu …



Increase the Intensity to 1 … then you will see that in the game camera, the 2 squares with emissive material applied will glow … (note, the Post Process will not show in the scene camera) … (also, should Post Process Bloom fail to occur in your game camera, try deleting your camera in Hierarchy menu, and right click create a new Camera and adjust it to point at Suzanne the Blender Monkey mascot).



Take a screen shot similar to the above for CA3 submission (showing the Unity UI setup with both the Scene and Game camera views and Post Process Bloom applied to the Game camera.