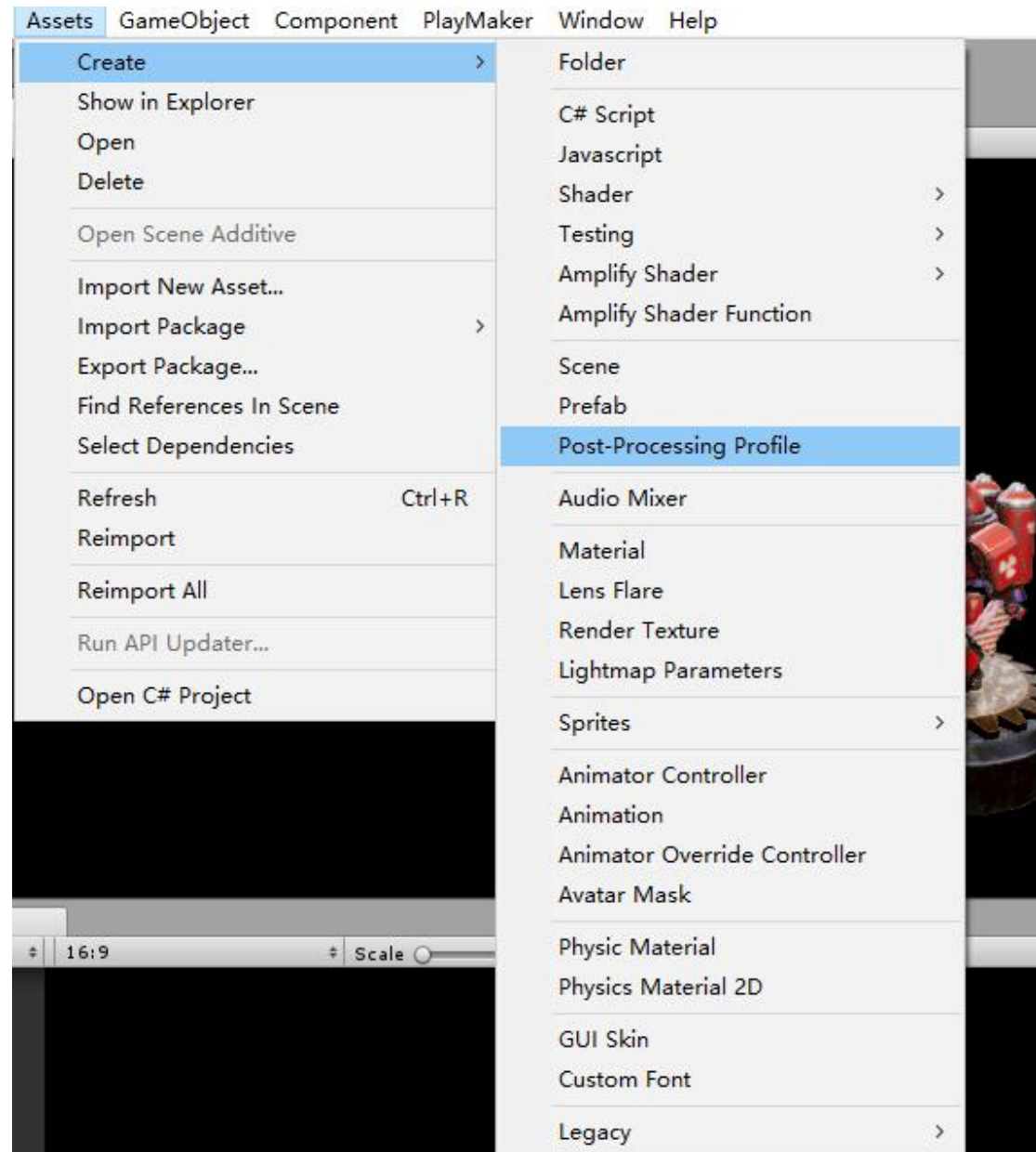


1. Download "Post Processing Stack" on Asset Store, here is the address:

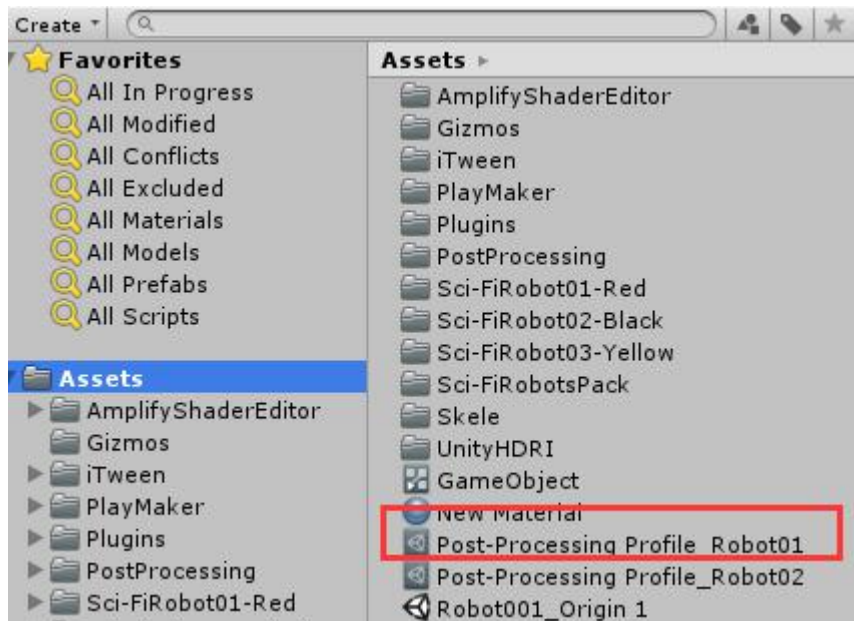
<https://www.assetstore.unity3d.com/en/#!/content/83912>

2. Import into unity.

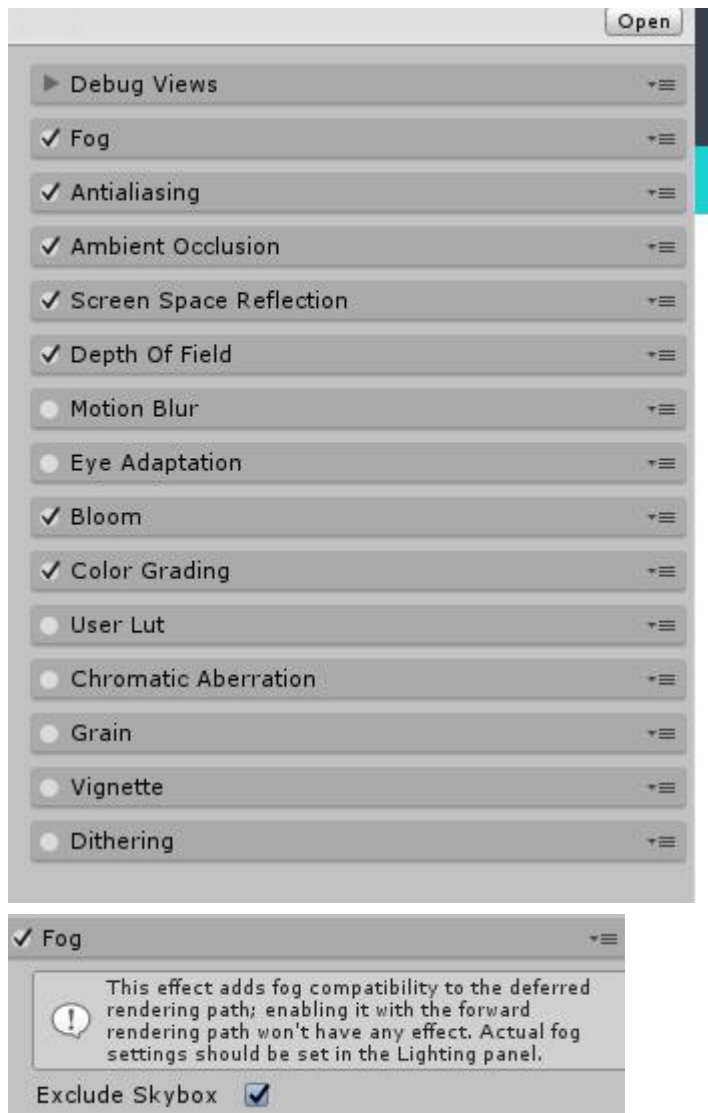
3. Create a "Post-Processing Profile":



Find it in the "Project" window:



Click on it and do some work on "Inspector", here is an example:



✓ Antialiasing ▾

Method Fast Approximate Anti-aliasing ▾

Preset Default ▾

✓ Screen Space Reflection ▾

! This effect only works with the deferred rendering path.

Reflection

Blend Type Physically Based ▾

Reflection Quality Low ▾

Max Distance 100

Iteration Count 256

Step Size 3

Width Modifier 0.5

Reflection Blur 1

Reflect Backfaces ☐

Intensity

Reflection Multiplier 1

Fade Distance 100

Fresnel Fade 1

Fresnel Fade Power 1

Screen Edge Mask

Intensity 0.03

✓ Depth Of Field ▾

Focus Distance 10

Aperture (f-stop) 5.6

Use Camera FOV ☐

Focal Length (mm) 50

Kernel Size Medium ▾

✓ Bloom ▾

Brightness Response (linear)

Intensity 0.8

Threshold (Gamma) 1.5

Soft Knee 0.5

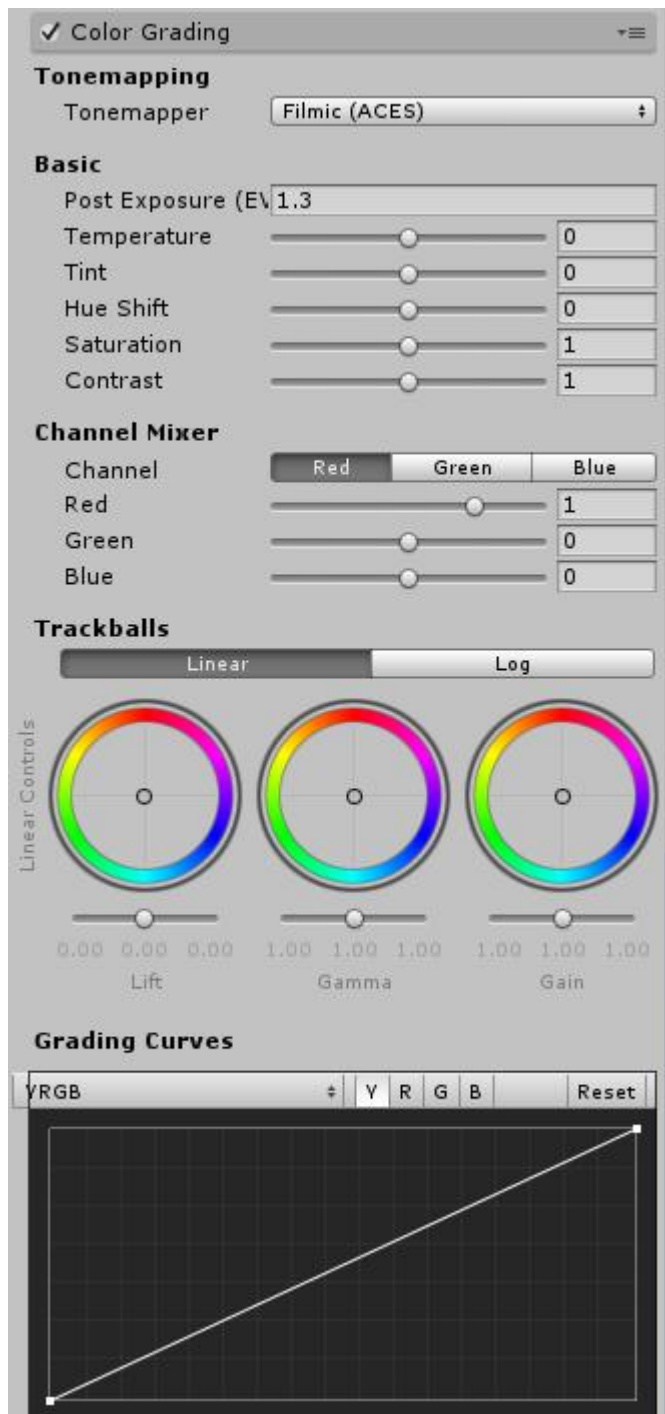
Radius 6

Anti Flicker ☐

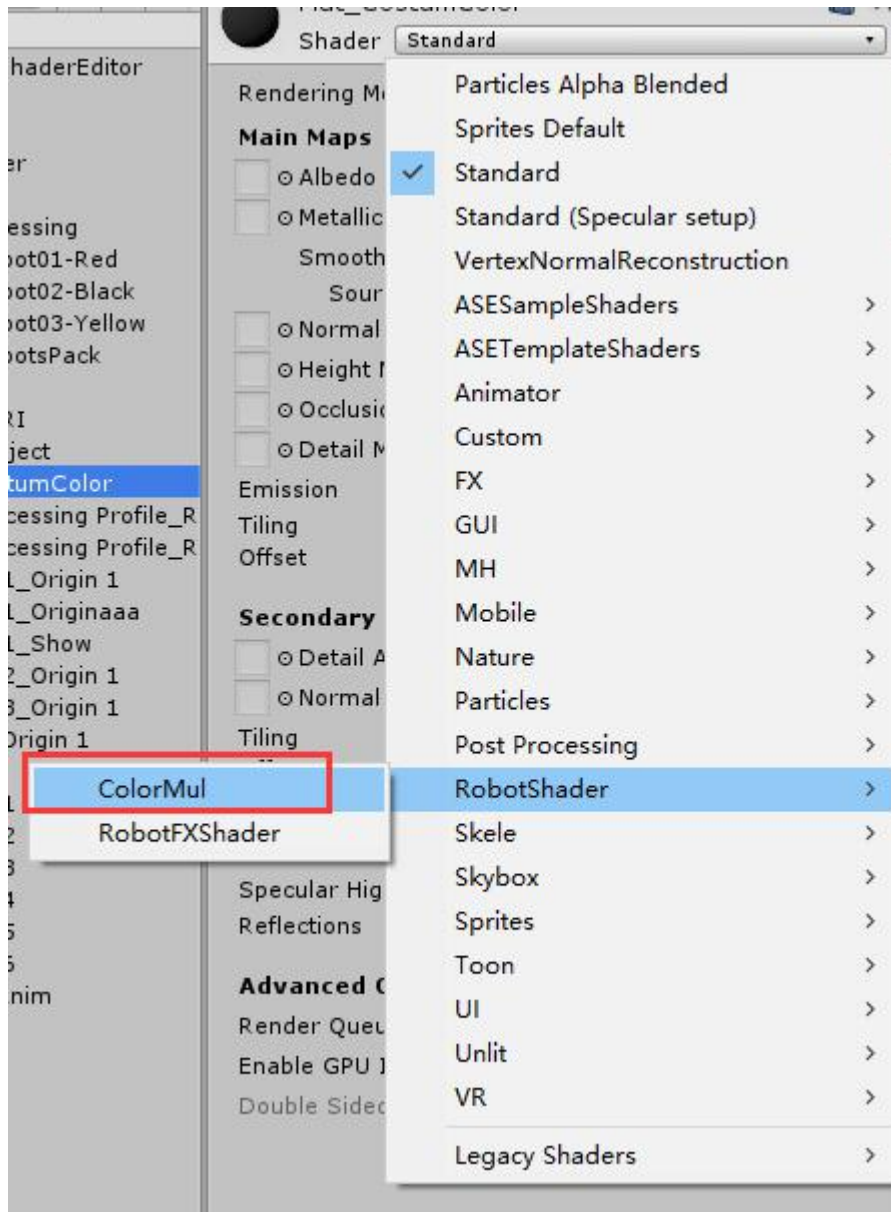
Dirt

Texture None (Texture) ○

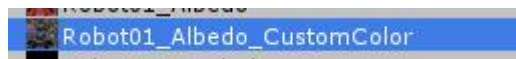
Intensity 3



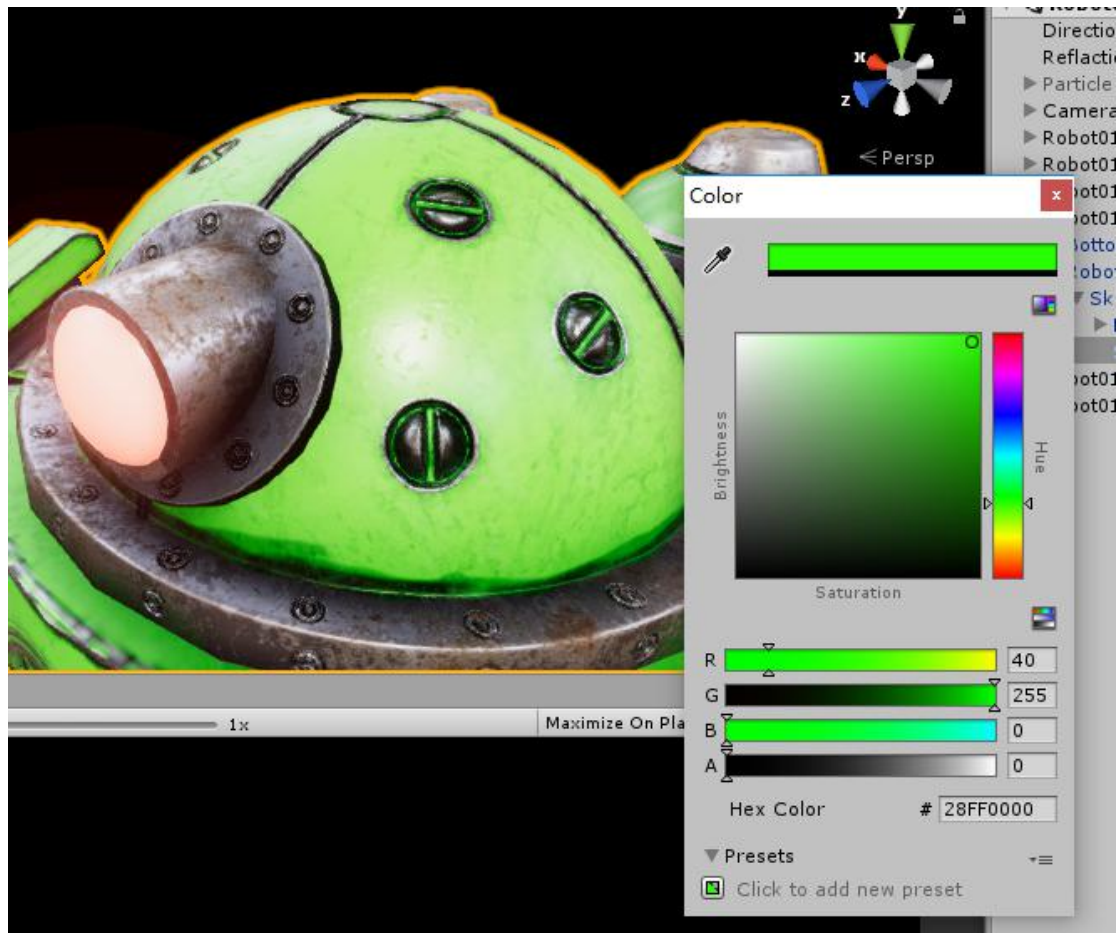
4. How to use custom shader and texture to change color of character's skin.



Create a new material, choose the shader called “ColorMul”, then assign this material to your robot, and choose the Albedo map called “CustomColor”:



Then you can pick the color you want.



Thanks for reading!
Thank you patronage!