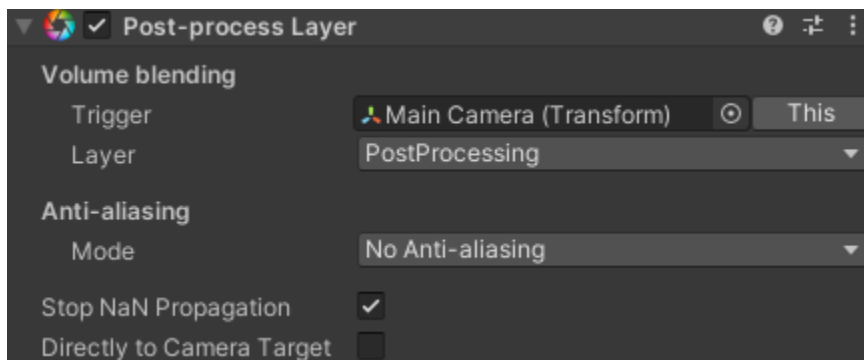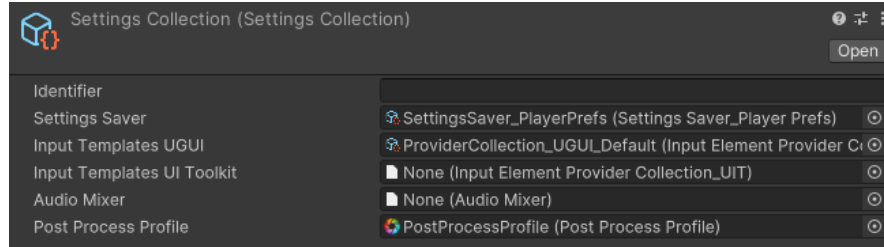# *Post Processing Setup*

Overview

There are a lot of post processing related settings available with the post processing addon for the settings menu creator. In order to make them work a few simple steps need to be followed.

Setup

1. Create a Post Processing Profile in the project window with Right Click > Post-processing Profile or use an existing one
2. Add the effects of your choice to the profile such as Bloom (only effects added to the profile can be manipulated).
3. Create a dedicated post processing layer (You could use an existing one but it is recommended by Unity to create a dedicated one for better performance). You can add one named PostProcessing via Tools > CitrioN > Settings Menu Creator > Add Post Processing Layer
4. Add the post process layer component to your camera via add component

5. Assign the post processing layer in the layer field of the component
6. Add a post process volume to your scene hierarchy via Right Click > 3D Object > Post-process Volume or use an existing one
7. Assign your post processing layer to the volume object
8. For easy testing you can remove or disable the attached collider and enable 'Is Global' on the Post-process Volume component
9. Assign the created Post-process profile in the Profile field of your volume component
10. On your settings collection you need to do the following:
    a. Assign the Post-process Profile reference

b. Add a new post processing setting such as the 'bloom active' setting
c. Optionally you can assign a profile override on each setting if you want it to affect a different one from the one assigned in the settings collection
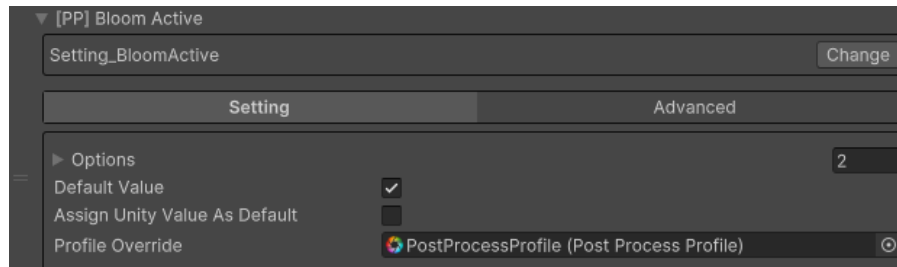
Note: Values will persist on the post processing profile through edit and play mode switch!