Post Processing Settings Overview

Ambient Occlusion
    Ambient Occlusion Active
    Ambient Occlusion Enabled
    Ambient Occlusion Mode
    Ambient Occlusion Intensity
    Ambient Occlusion Radius
    Ambient Occlusion Quality
    Ambient Occlusion Ambient Only
    Ambient Occlusion Thickness Modifier

Auto Exposure
    Auto Exposure Active
    Auto Exposure Enabled
    Auto Exposure Minimum Luminance
    Auto Exposure Maximum
    Auto Exposure Compensation
    Auto Exposure Eye Adaptation
    Auto Exposure Adaptation Speed Up
    Adaptation Speed Down

Bloom
    Bloom Active
    Bloom Enabled
    Bloom Intensity
    Bloom Threshold
    Bloom Soft Knee
    Bloom Clamp
    Bloom Diffusion
    Bloom Anamorphic Ratio
    Bloom Fast Mode
    Bloom Dirt Intensity

Chromatic Aberration
    Chromatic Aberration Active
    Chromatic Aberration Enabled
    Chromatic Aberration Intensity
    Chromatic Aberration Fast Mode

Color Grading

Color Grading Active
Color Grading Enabled
Color Grading Mode
Color Grading LDR LUT Contribution
Color Grading Brightness
Color Grading Tone Mapping
Color Grading Post Exposure
Color Grading Contrast
Color Grading Hue Shift
Color Grading Saturation
Color Grading Temperature
Color Grading Tint

Depth Of Field

Depth Of Field Active
Depth Of Field Enabled
Depth Of Field Focus Distance
Depth Of Field Aperture
Depth Of Field Focal Length
Depth Of Field Maximum Blur Size

Grain

Grain Active
Grain Enabled
Grain Colored
Grain Intensity
Grain Size
Grain Luminance Contribution

Lens Distortion

Lens Distortion Active
Lens Distortion Enabled
Lens Distortion Intensity
Lens Distortion Intensity X Multiplier
Lens Distortion Intensity Y Multiplier
Lens Distortion Center X
Lens Distortion Center Y
Lens Distortion Scale

Motion Blur

Motion Blur Active
Motion Blur Enabled
Motion Blur Shutter Angle

Screen Space Reflections
    Screen Space Reflections Active
    Screen Space Reflections Enabled
    Screen Space Reflections Preset
    Screen Space Reflections Maximum March Distance
    Screen Space Reflections Distance Fade
    Screen Space Reflections Vignette
Vignette
    Vignette Active
    Lens Vignette Enabled
    Vignette Mode
    Vignette Intensity
    Vignette Smoothness
    Vignette Roundness
    Vignette Rounded
Post Processing Layer
    Anti Aliasing Mode
    Stop NaN Propagation
    Directly To Camera Target
    Break Before Color Grading

Ambient Occlusion

Setting	Details *Documentation*
Ambient Occlusion Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Ambient Occlusion Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Ambient Occlusion Mode	Select between 'Scalable Ambient Obscurance' and 'Multi-scale Volumetric Occlusion'
Ambient Occlusion Intensity	Adjust the degree of darkness Ambient Occlusion produces.

Setting	Details *Documentation*
Ambient Occlusion Radius	Set the radius of sample points, which controls the extent of darkened areas.
Ambient Occlusion Quality	Define the number of sample points, which affects quality and performance.
Ambient Occlusion Ambient Only	Enable this checkbox to make the Ambient Occlusion effect only affect ambient lighting. This option is only available with the Deferred rendering path and HDR rendering.
Ambient Occlusion Thickness Modifier	Modify the thickness of occluders. This increases dark areas but can introduce dark halos around objects.

Auto Exposure

Setting	Details *Documentation*
Auto Exposure Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Auto Exposure Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Auto Exposure Minimum Luminance	Set the minimum average luminance to consider for auto exposure in EV.
Auto Exposure Maximum Luminance	Set the maximum average luminance to consider for auto exposure in EV.
Auto Exposure Compensation	Set the middle-grey value to compensate for the global exposure of the scene.
Auto Exposure Eye Adaptation	Select the Adaptation type. Progressive animates the Auto Exposure. Fixed does not animate the Auto Exposure.

Setting	Details *Documentation*
Auto Exposure Adaptation Speed Up	Set the Adaptation speed from a dark to a light environment.
Adaptation Speed Down	Set the Adaptation speed from a light to a dark environment.

Bloom

Setting	Details *Documentation*
Bloom Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Bloom Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Bloom Intensity	Set the strength of the Bloom filter.
Bloom Threshold	Set the level of brightness to filter out pixels under this level. This value is expressed in gamma-space.
Bloom Soft Knee	Set the gradual threshold for transitions between under/over-threshold (0 = hard threshold, 1 = soft threshold).
Bloom Clamp	Set the value for clamping pixels to control the Bloom amount. This value is expressed in gamma-space.
Bloom Diffusion	Set the extent of veiling effects in a screen resolution-independent fashion.
Bloom Anamorphic Ratio	Set the ratio to scale the Bloom vertically (in range [-1,0]) or horizontally (in range [0,1]). This emulates the effect of an anamorphic lens.
Bloom Fast Mode	Enable this checkbox to boost performance by lowering the Bloom effect quality.

Setting	Details *Documentation*
Bloom Dirt Intensity	Set the amount of lens dirtiness.

Chromatic Aberration

Setting	Details *Documentation*
Chromatic Aberration Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Chromatic Aberration Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Chromatic Aberration Intensity	Set the strength of the Chromatic Aberration effect.
Chromatic Aberration Fast Mode	Use a faster variant of Chromatic Aberration effect for improved performance.

Color Grading

Setting	Details *Documentation*
Color Grading Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Color Grading Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Color Grading Mode	Low Definition Range (LDR): ideal for lower-end platforms. Grading is applied to the final rendered frame clamped in a [0,1] range and stored in a standard LUT. High Definition Range (HDR): ideal for platforms that support HDR rendering. All color operations are applied in HDR and stored into a 3D log-encoded

Setting	Details *Documentation*
	LUT to ensure a sufficient range coverage and precision (Alexa LogC EI1000). External: for use with custom 3D LUTs authored in external software.
Color Grading LDR LUT Contribution	LDR: Set how much of the lookup texture will contribute to the color grading.
Color Grading Brightness	Only available in the Low Definition Range mode. Adjusts the brightness of the image.
Color Grading Tone Mapping	Only available in the High Definition Range mode. Select the Tone Mapping mode from the dropdown menu. None: No Tone Mapping applied. Neutral: Applies a range-remapping with minimal impact on color hue and saturation. ACES: Applies a close approximation of the reference ACES tonemapper for a cinematic look. This effect has more contrast than Neutral affects color hue and saturation. When this tonemapper is enabled, all grading operations are performed in the ACES color spaces for optimal precision and results. Custom: A fully parametric tonemapper. This is the only tonemapper with its own settings.
Color Grading Post Exposure	Only available in the High Definition Range mode. Set the value for the overall exposure of the scene in EV units. This is applied after the HDR effect and right before tonemapping so it won't affect previous effects in the chain.
Color Grading Contrast	Adjust the overall range of tonal values.
Color Grading Hue Shift	Adjust the hue of all colors.
Color Grading Saturation	Adjust the intensity of all colors
Color Grading Temperature	Set the white balance to a custom color temperature.
Color Grading Tint	Set the white balance to compensate for a green or magenta tint.

Depth Of Field

Setting	Details *Documentation*
Depth Of Field Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Depth Of Field Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Depth Of Field Focus Distance	Set the distance to the point of focus.
Depth Of Field Aperture	Set the ratio of the aperture (known as f-stop or f-number). The smaller the value is, the shallower the depth of field is.
Depth Of Field Focal Length	Set the distance between the lens and the film. The larger the value is, the shallower the depth of field is.
Depth Of Field Maximum Blur Size	Select the convolution kernel size of the bokeh filter from the dropdown. This setting determines the maximum radius of bokeh. It also affects the performance (the larger the kernel is, the longer the GPU time is required).

Grain

Setting	Details *Documentation*
Grain Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Grain Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Grain Colored	Enable the checkbox to use colored grain.
Grain Intensity	Set the value of the Grain strength. Higher values show more visible grain.

Setting	Details *Documentation*
Grain Size	Set the value of the Grain particle size.
Grain Luminance Contribution	Set the value to control the noisiness response curve. This value is based on scene luminance. Lower values mean less noise in dark areas.

Lens Distortion

Setting	Details *Documentation*
Lens Distortion Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Lens Distortion Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Lens Distortion Intensity	Set the value for the total distortion amount.
Lens Distortion Intensity X Multiplier	Set the Intensity multiplier on the X axis. Set it to 0 to disable distortion on this axis.
Lens Distortion Intensity Y Multiplier	Set the Intensity multiplier on the Y axis. Set it to 0 to disable distortion on this axis.
Lens Distortion Center X	Set the Distortion center point (X axis).
Lens Distortion Center Y	Set the Distortion center point (Y axis).
Lens Distortion Scale	Set the value for global screen scaling.

Motion Blur

Setting	Details *Documentation*
Motion Blur Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Motion Blur Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Motion Blur Shutter Angle	Set the angle of the rotary shutter. Larger values give longer exposure and a stronger blur effect.

Screen Space Reflections

Setting	Details *Documentation*
Screen Space Reflections Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Screen Space Reflections Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Screen Space Reflections Preset	Select the quality preset from the dropdown. Use Custom to fine tune the quality.
Screen Space Reflections Maximum March Distance	Set the maximum distance to traverse in the scene after which it will stop drawing reflections.
Screen Space Reflections Distance Fade	Set the value for the distance to fade reflections close to the near plane. This is useful to hide common artifacts.
Screen Space Reflections Vignette	Select the value to fade reflections close to the screen edges.

Vignette

Setting	Details *Documentation*
Vignette Active	Whether the effect is activated on the post process profile. The effect does also need to be enabled to have an effect!
Lens Vignette Enabled	Whether the effect is enabled on the post process profile. The effect does also need to be activated to have an effect!
Vignette Mode	Select between 'Classic' and 'Masked' mode.
Vignette Intensity	Set the amount of vignetting on screen.
Vignette Smoothness	Set the smoothness of the Vignette borders.
Vignette Roundness	Set the value to round the Vignette. Lower values will make a more squared vignette.
Vignette Rounded	Enable this checkbox to make the vignette perfectly round. When disabled, the Vignette effect is dependent on the current aspect ratio.

Post Processing Layer

Setting	Details *Documentation*
Anti Aliasing Mode	Select the type of anti-aliasing.
Stop NaN Propagation	Destroys any pixels with positive or negative infinite values and pixels without any numeric data, known as Not a Number (NaN) pixels. It then replaces each pixel with a black color before Unity applies any post-processing effects. This avoids the presence of post-processing artifacts caused by broken data in the scene.

Setting	Details *Documentation*
	Stop NaN propagation can have a performance impact on some platforms. You should only enable it if you see post-processing artifacts as this setting does impact performance.
Directly To Camera Target	Builds the anti-aliasing result directly to the Camera's target. This can help with performance. You might find this useful if you are targeting low-end hardware and post-processing is causing performance issues at runtime. Directly to Camera Target is not compatible with older post-processing effects that use the OnRenderImage API.
Break Before Color Grading	This is useful if you want to author grading LUTs in an external software.