

Playmaker actions for PostProcessing Stack V2

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Summary

1. Special Thanks
2. Installation
3. Utilisation

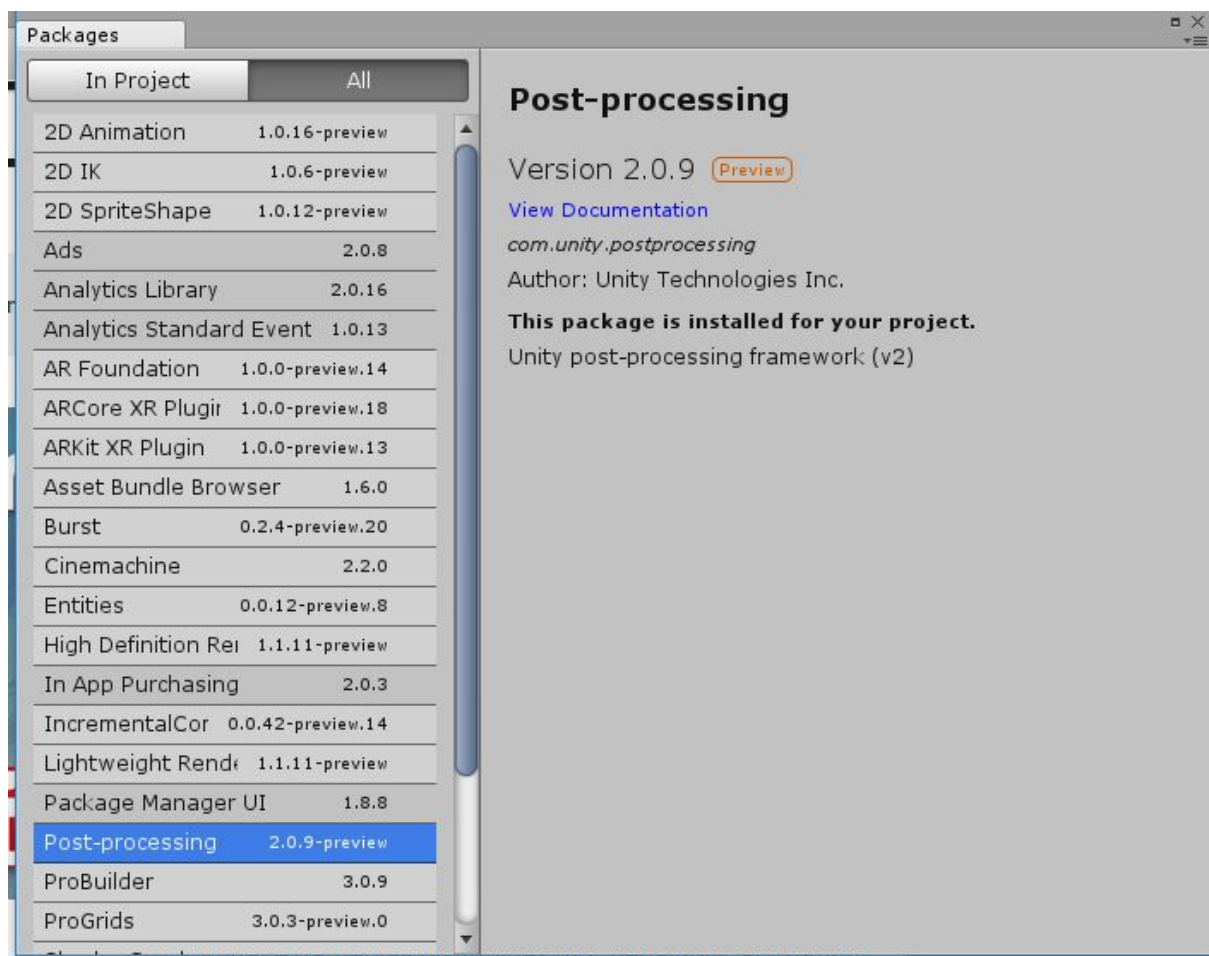
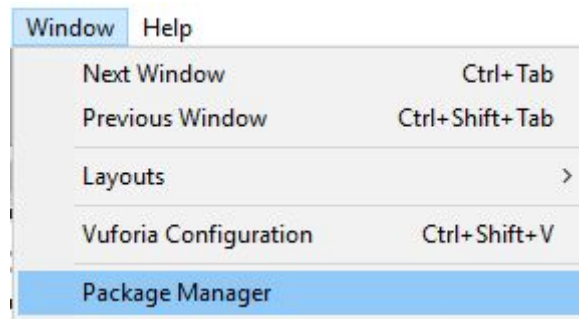
1. Special Thanks

A special thanks to you who bought this package, and thanks to playmaker community that helped me to write this actions.

2. Installation

to get it to work properly, you'll need to follow this 2 little steps:

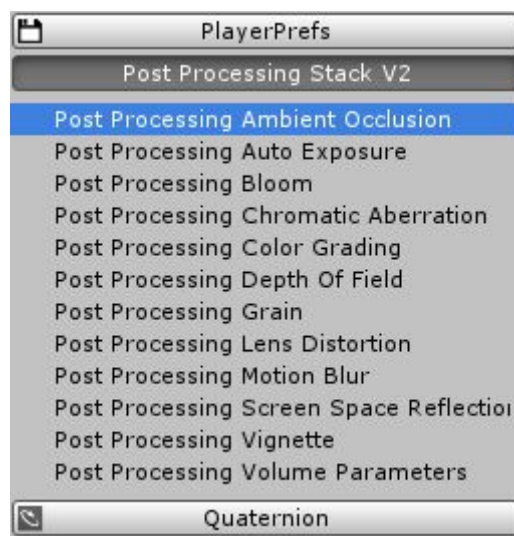
1. [Get **playmaker**](#) and install it in your project.
2. Get **Post Processing Stack V2** from **Unity Package Manager**:



3. Utilisation

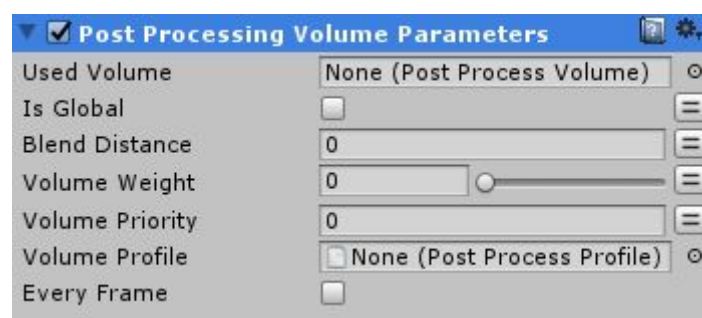
Once everything is installed correctly, you will not have any error message in your project, and can start using actions like you do for any kind of other actions.

You will find all actions in the Post processing stack V2 category.



3.1 Volume parameters

This action let you control parameters from volume. Because you may have different Volume in your scene, you must first set which volume will be affected by this action.



Volume and profile can actually not be set as FsmObject variable. Simply drag and drop it from your camera for volume and from project folder for profile.

For all the effect Layers, you'll have to set volume and profile manually.

this attribute are common to all effects:

Active Layer: Allow you to activate or disable the Layer

Active Effect: Allow you to activate or disable the effect

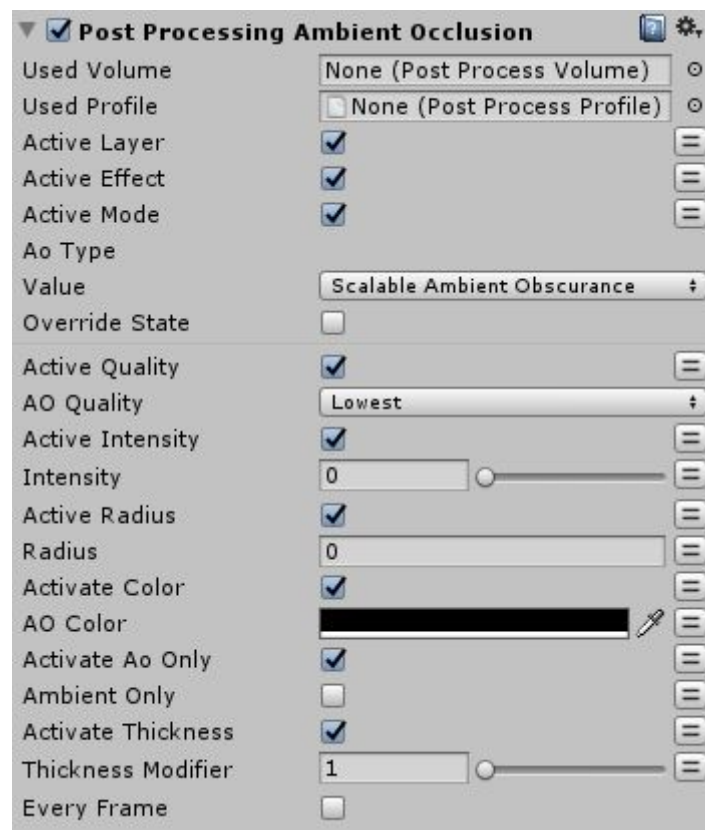
every frame: Allow you to modify value each frame or only at start.

In Post processing Stack V2, each sub-parameter can be activated or disabled individually. This is why actions comes with a checkbox by modifier (named "Active", true or false).

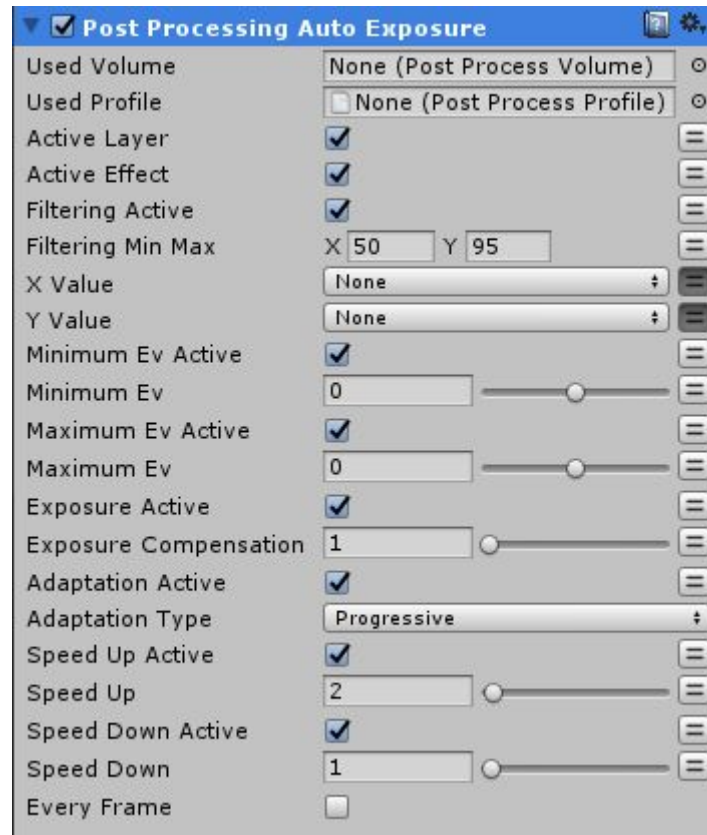
Once the action is running, you cannot modify manually the profile layer in the volume inspector. All modification must be done inside the ation and will be reflected in runtime on the screen.

You'll find all this actions presented like this, please refer to Post processing Stack docs to know the parameters effects.

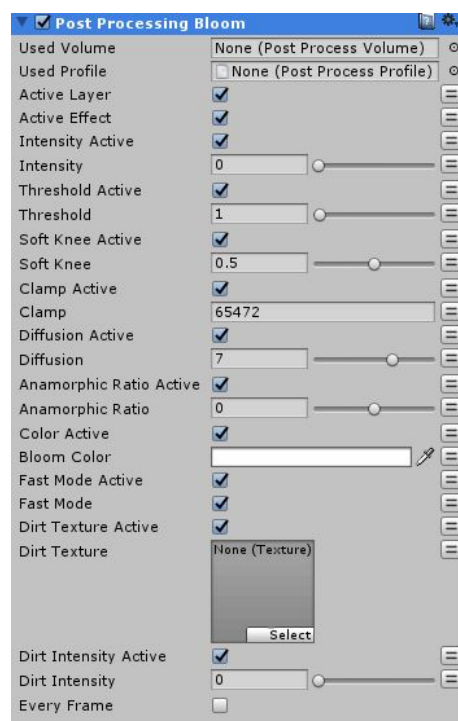
3.2 Ambient Occlusion Layer



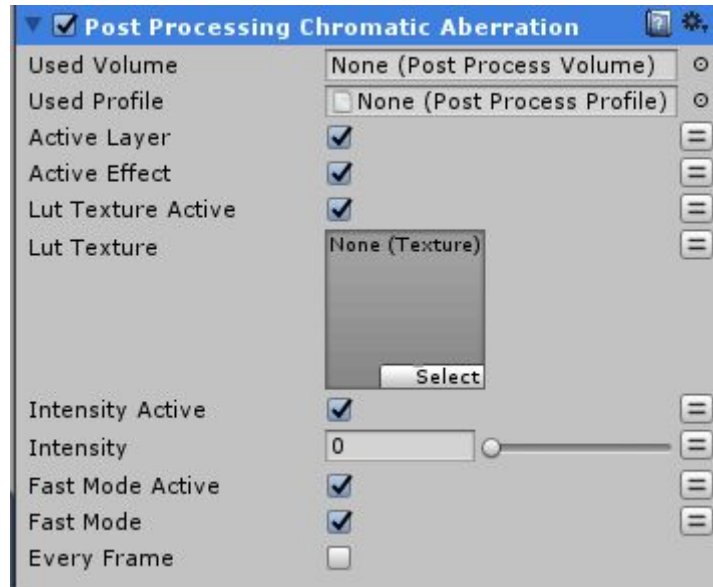
3.3 Auto Exposure



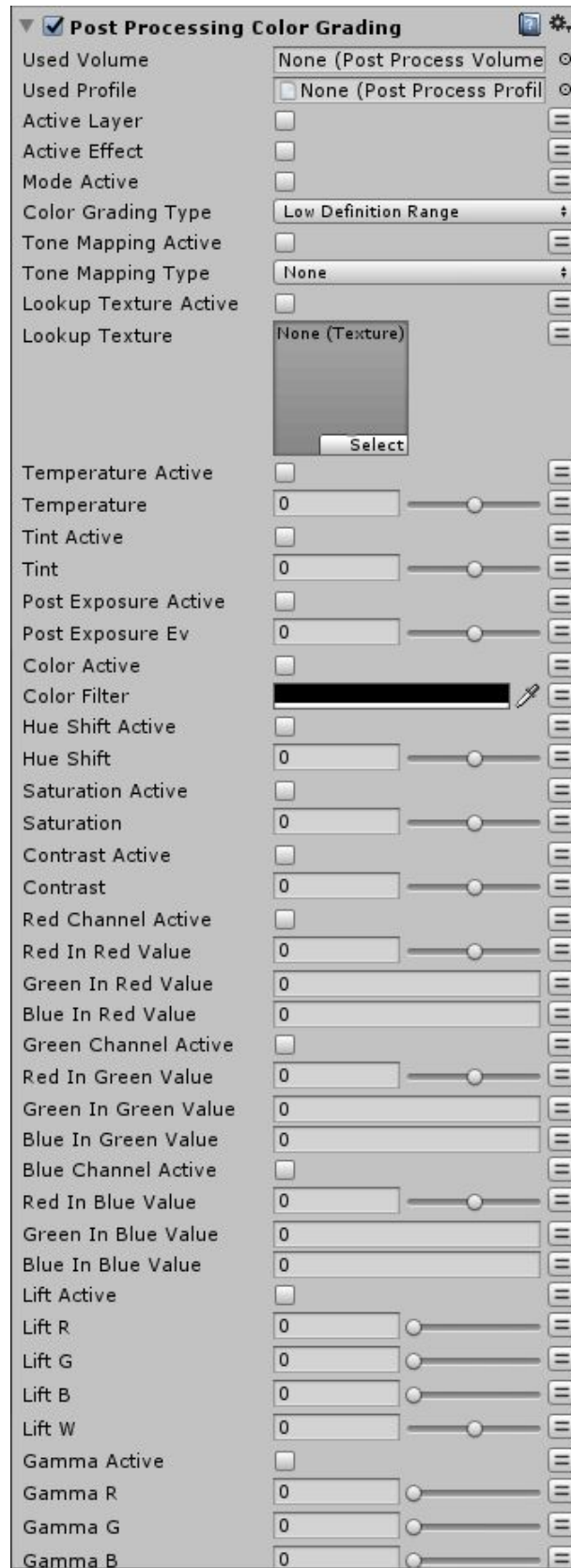
3.4 Bloom



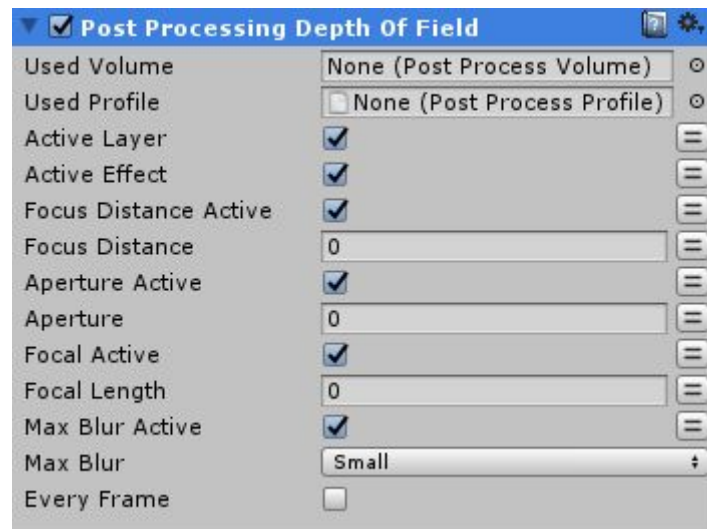
3.5 Chromatic Aberration



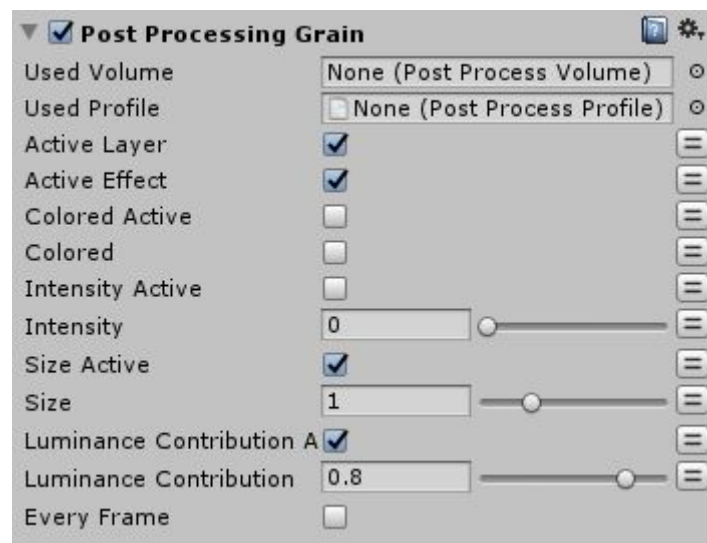
3.6 Color Grading



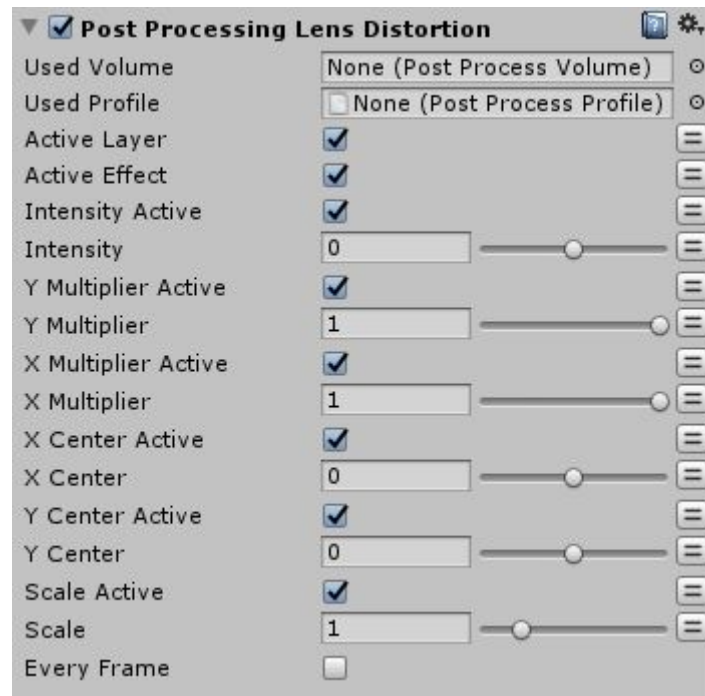
3.7 Depth of Field



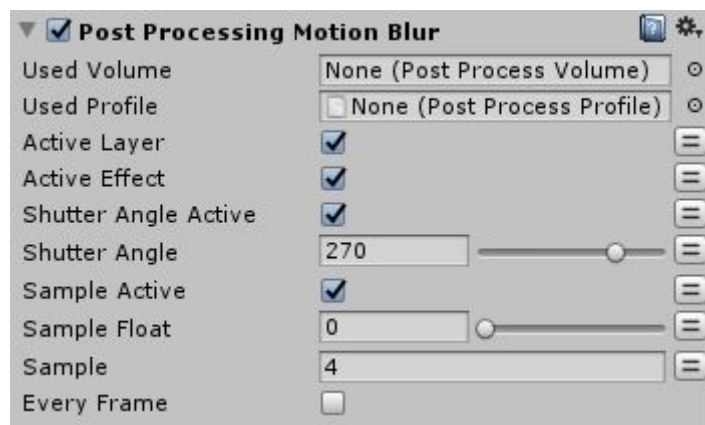
3.8 Grain



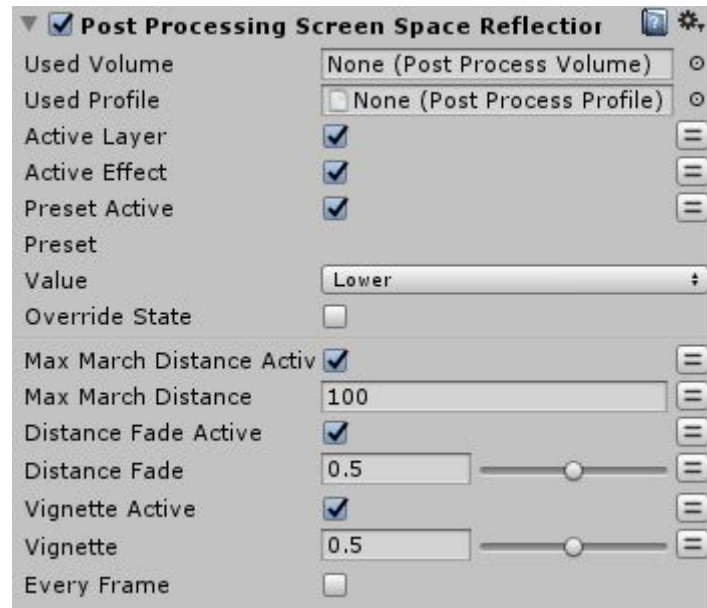
3.9 Lens Distortion



3.10 Motion Blur



3.11 Screen Space Reflections



3.12 Vignette

