

## Post Processing Profiles 2.5

If you use >Unity 2018.2 version, please delete Post Processing-2 folder and import Post processing-2 from Package Manager.

ChangeLog 2.5:

- No .jpg files
- Profiles fix
- PostProcessing v2 new version

Thank you for buying our asset

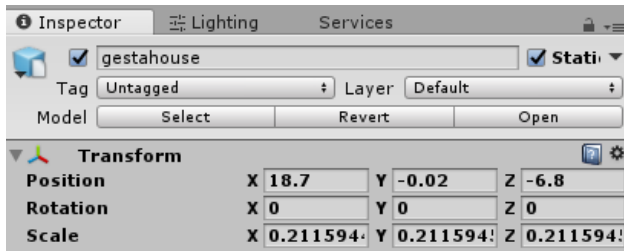
<https://www.gestgames.net/>

Got any questions? Contact me now!

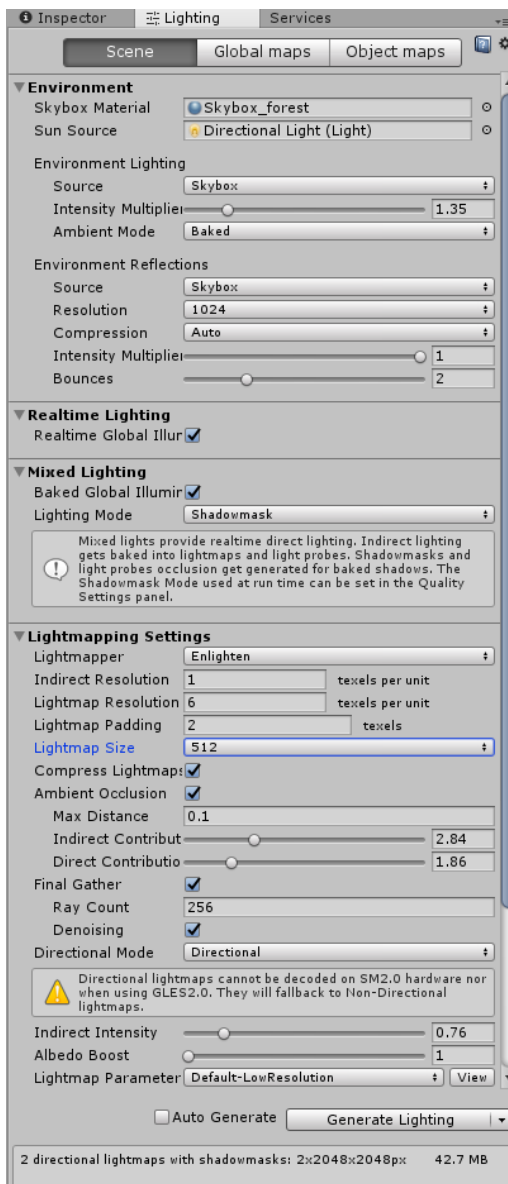
[yrayushka@yahoo.com](mailto:yrayushka@yahoo.com)

For realistic result use baked lighting

Check static objects.



Windows -> Lighting -> Settings -> Generate Lighting



VolumetricLights ( <https://github.com/SlightlyMad/VolumetricLights> ).

Assets -> PostProcessing Profiles -> ForVolumetricLights