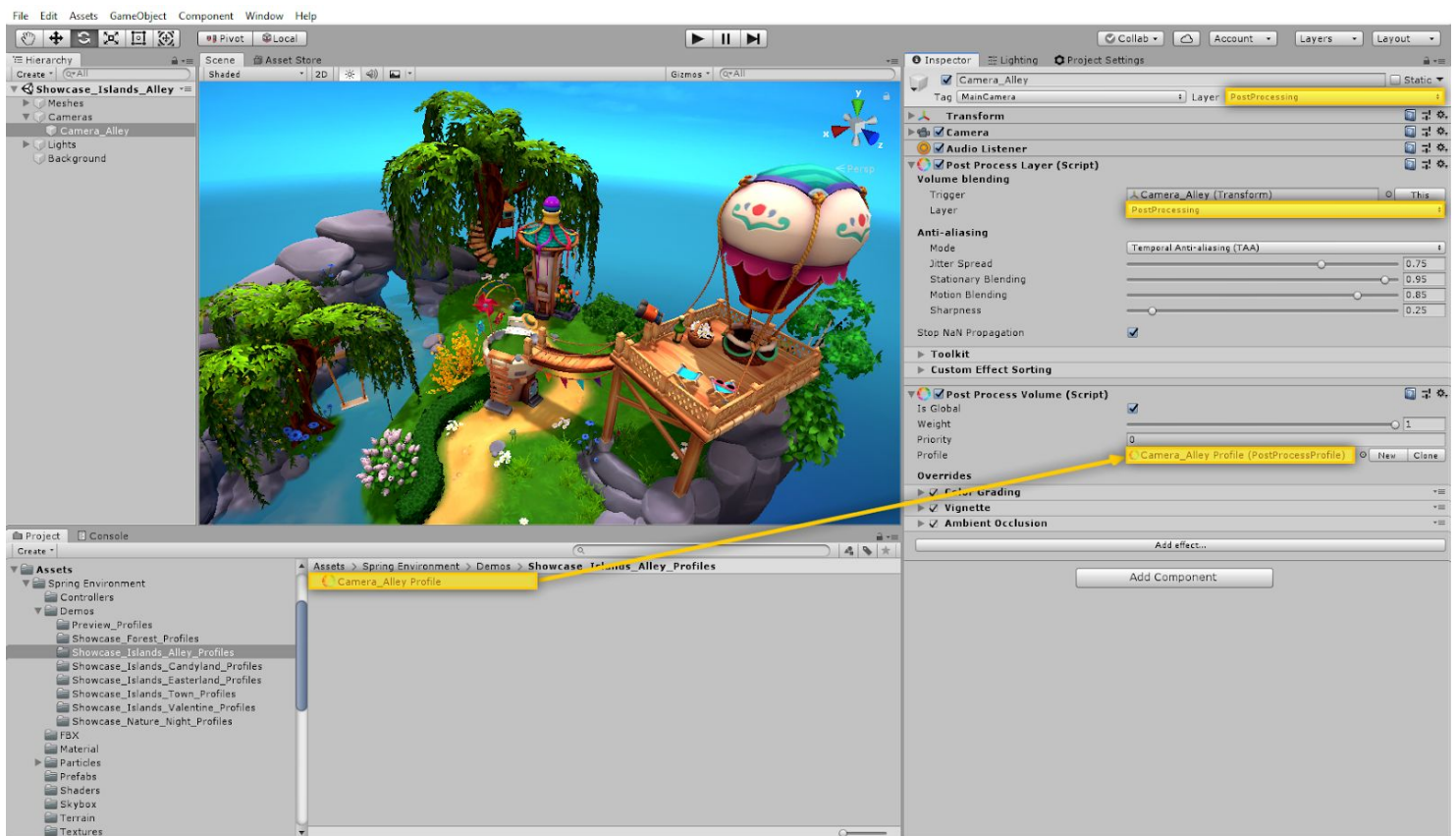


# Spring Environment Documentation

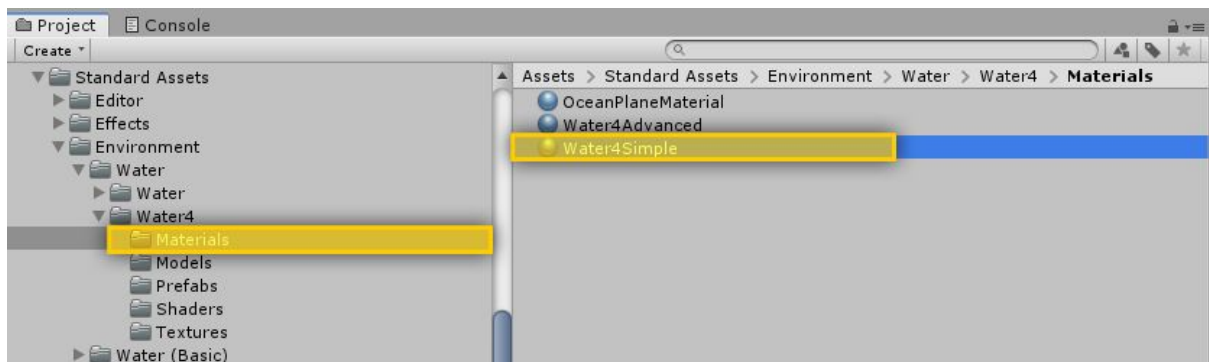
## Adding Unity Post Processing Stack effects from screenshots

1. Download Unity Post Processing Stack from the Asset Store (<https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>). If you are not familiar with how this asset works, we recommend reading the following instructions - <https://github.com/Unity-Technologies/PostProcessing/wiki/Quick-start>
2. Add the Post Processing Stack to your Unity project.
3. Create a Post-Processing Layer Component for the Camera you want to use. The Camera, as well as, the Post Process Layer (Script) both need to be in the Layer called "Postprocessing".
4. Next, create the Post Process Volume Component.
5. Drag and drop the Post Processing profile asset from the assets directory. Post Processing profile assets are placed in "level\_profiles" folder inside folder "Demos".
6. Visible changes can be seen in Game window with display number selected for chosen camera.
7. Post Processing Effect look can be custom changed by adding, deleting and editing existing values inside Post Process Volume (script) component. Every effect is stacked under "Overrides".



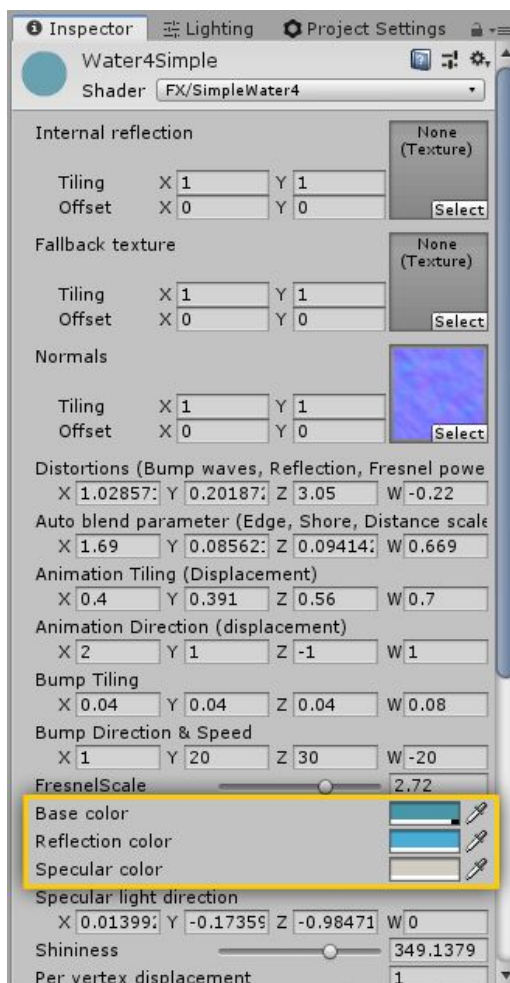
## Adding Water material from screenshots

In Demo scenes is used tinted **Water4Simple** material from Standard Assets. It is placed on deformed cubes. Asset is found in **Standard Assets** (if not present, download from <https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>) folder -> **Environment** -> **Water** -> **Water4** -> **Materials** -> **Water4Simple**.



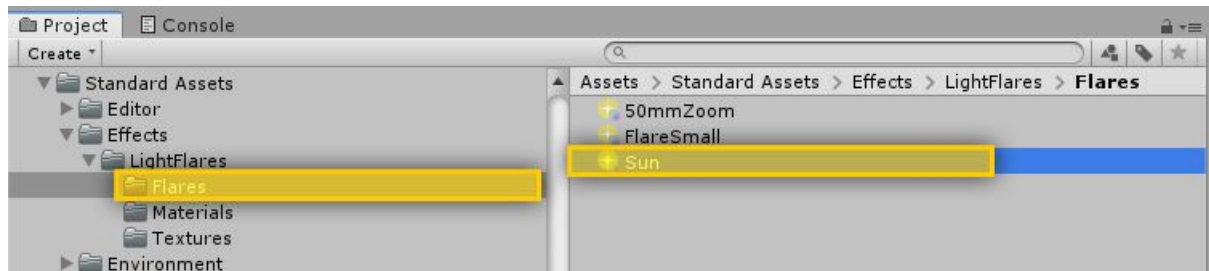
Spring Environment **Water4Simple** settings:

- **Base color:** #4897A8
- **Reflection color:** #48ACD6
- **Specular color:** #D1CDC5

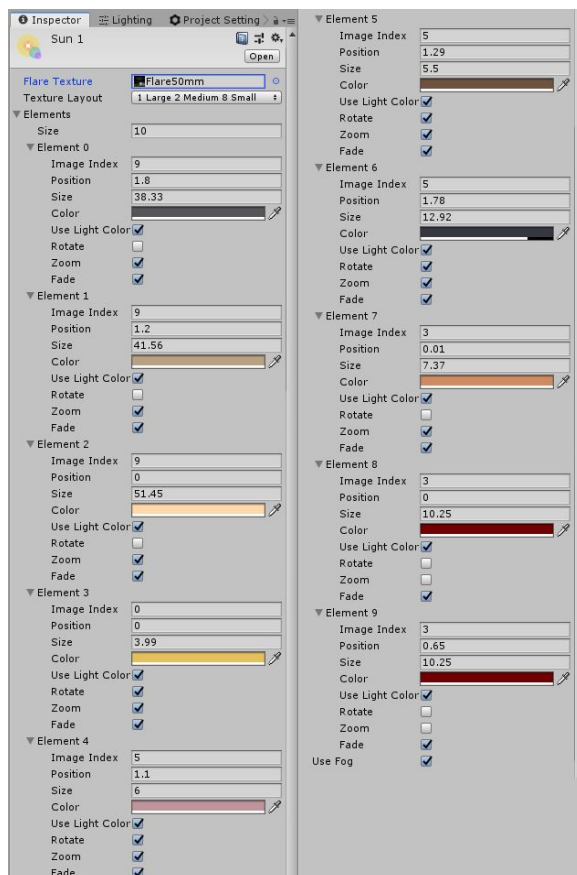


## Adding Lens Flare Effect from screenshots

In Demo scenes is used edited **Sun Lens Flare effect** from Standard Assets. It is placed on the Directional Light asset. For proper display, there has to be **Flare Layer** component attached to the camera that is supposed to see this effect. Asset is found in **Standard Assets** (if not present, download from <https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>) folder  
-> **Effects** -> **LightFlares** -> **Flares** -> **Sun**



Spring Environment **Sun Lens Flare effect** settings (Showcase\_Forest level):



There are changed colors, sizes and count of the elements from original Standard Assets **Sun** asset:

- **Elements**

Size: 10

- **Element 0**

Image Index: 9

Position: 1.8

Size: 38.33

Color: #565557

- **Element 1**

Image Index: 9

Position: 1.2

Size: 41.56

Color: #B9A184

- **Element 2**

Image Index: 9

Position: 0

Size: 51.45

Color: #FFD9AC

- **Element 3**

Image Index: 0

Position: 0

Size: 3.99

Color: #E5C15E

- **Element 4**

Image Index: 5

Position: 1.1

Size: 6

Color: #C0949B

- **Element 5**

Image Index: 5

Position: 1.29

Size: 5.5

Color: #6F5341

- **Element 6**

Image Index: 5

Position: 1.78

Size: 12.92

Color: #373741

- **Element 7**

Image Index: 3

Position: 0.01

Size: 7.37

Color: #CF8B61

- **Element 8**

Image Index: 3

Position: 0

Size: 10.25

Color: #720002

- **Element 9**

Image Index: 3

Position: 0.65

Size: 10.25

Color: #720002