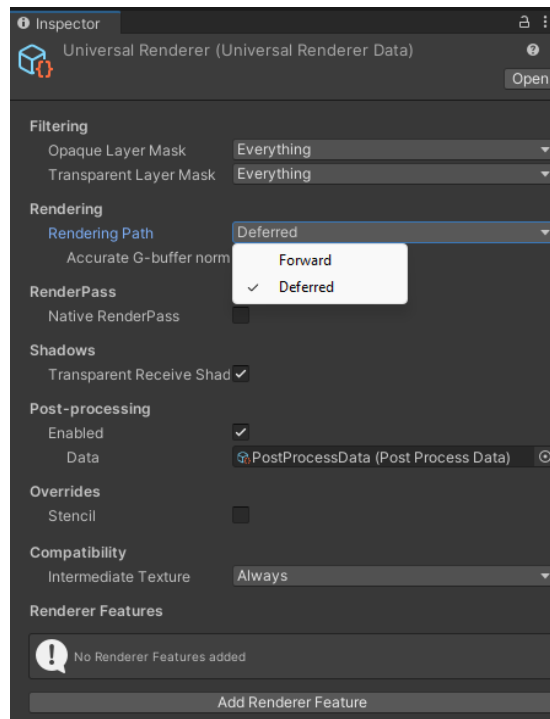


## Before Starting

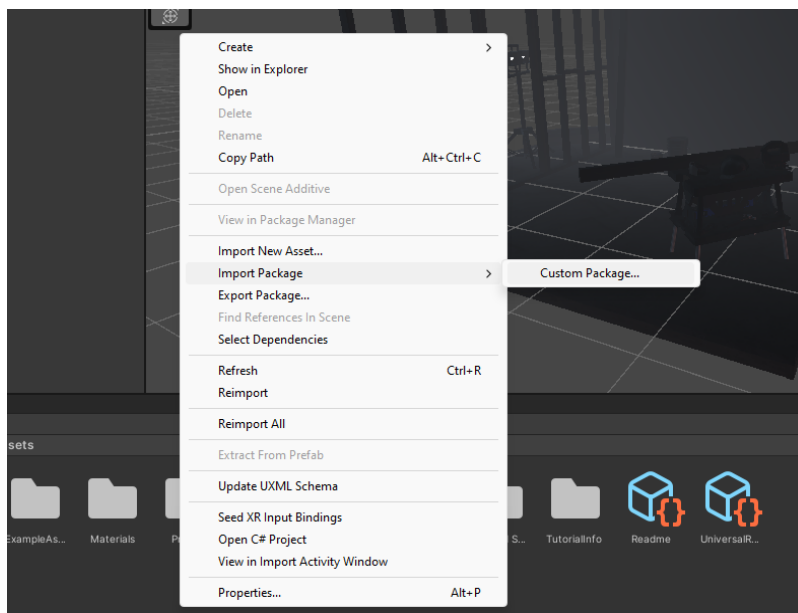
Requires Unity 2021.3.3f or above

Project Render Pipeline must be URP or HDRP

Deferred Lighting should be enabled

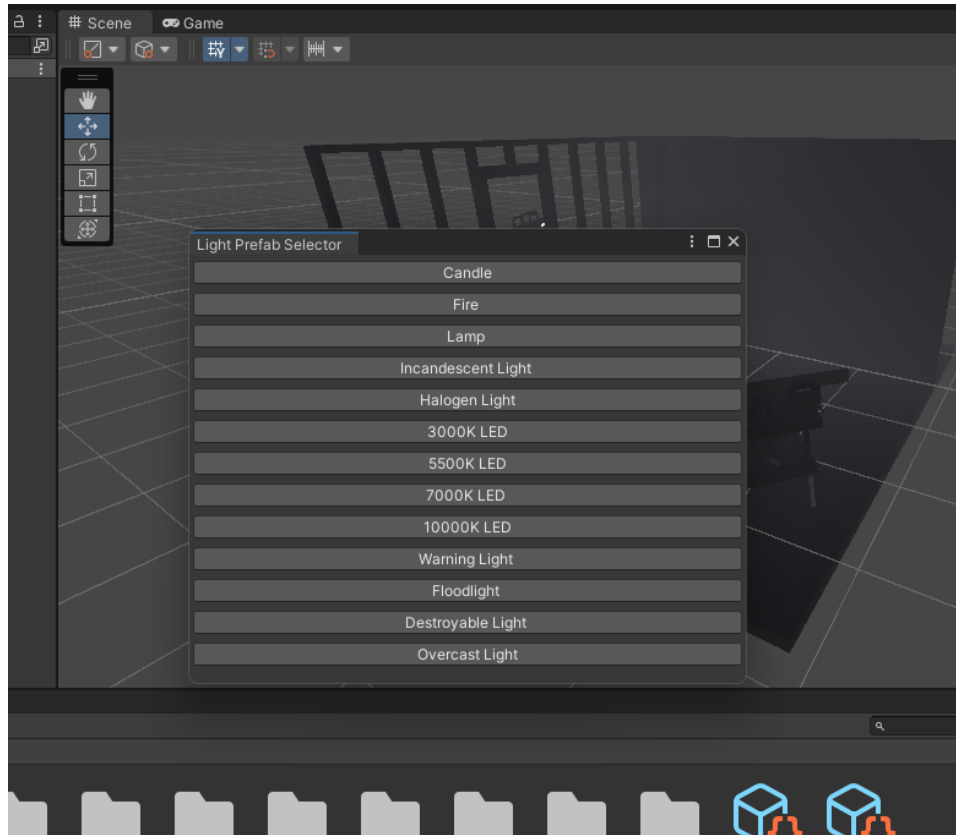


## Import Package

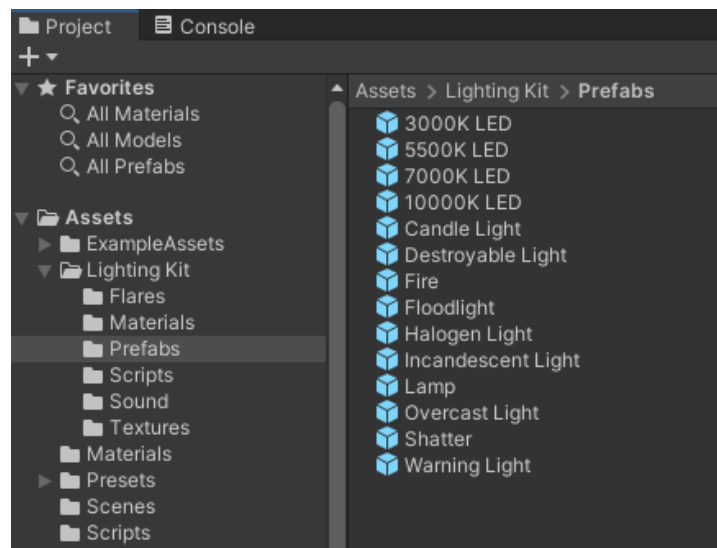


## Spawning Lights

Go to Window>Lighting Kit to open the UI window for selecting the included light prefabs. Click on the button and the light prefab will spawn at the camera position in the editor view.



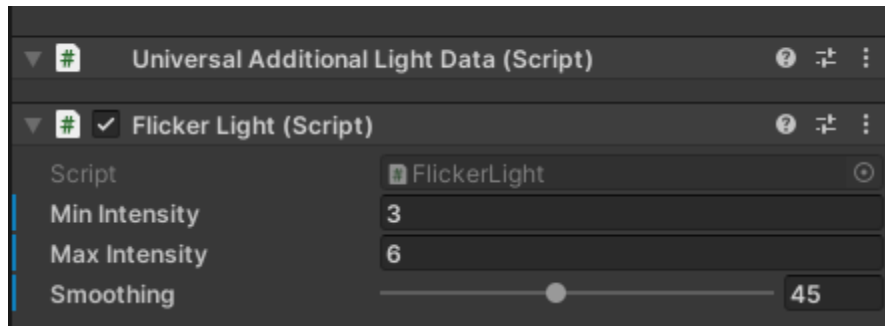
If you prefer you can manually place the prefabs from the prefab folder by dragging and dropping into the editor view.



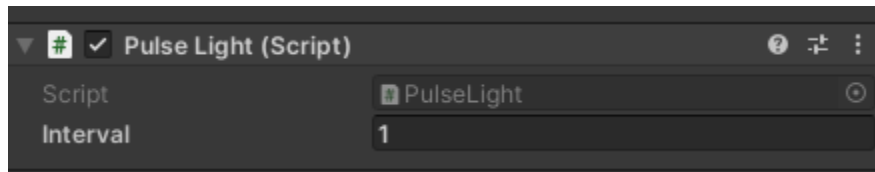
## Scripts

There are 4 included scripts you can attach to a light in your scene.

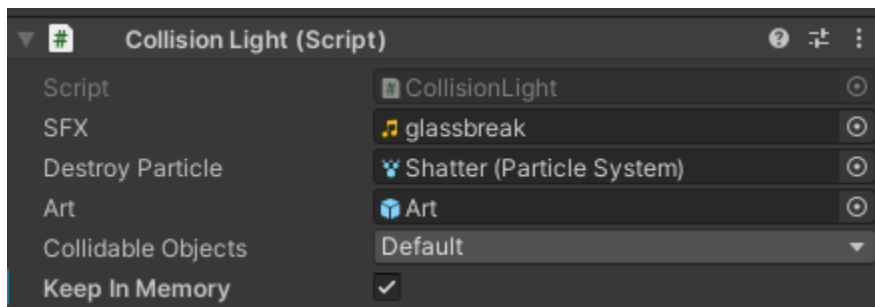
**Flicker** - Light intensity changes randomly



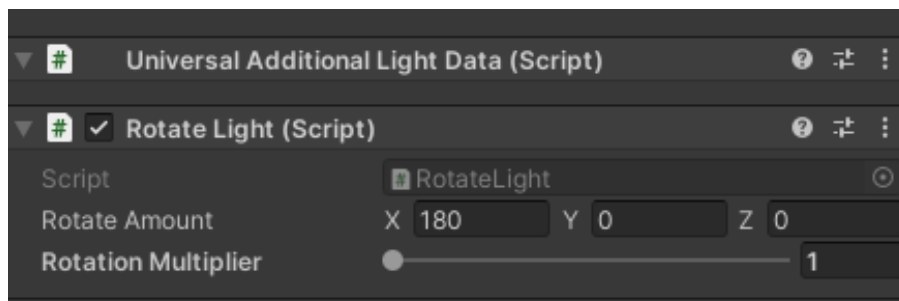
**Pulse** - Light turns on and off at a set interval



**Collision** - Light is disabled or destroyed when an object collision is detected (rigidbody)

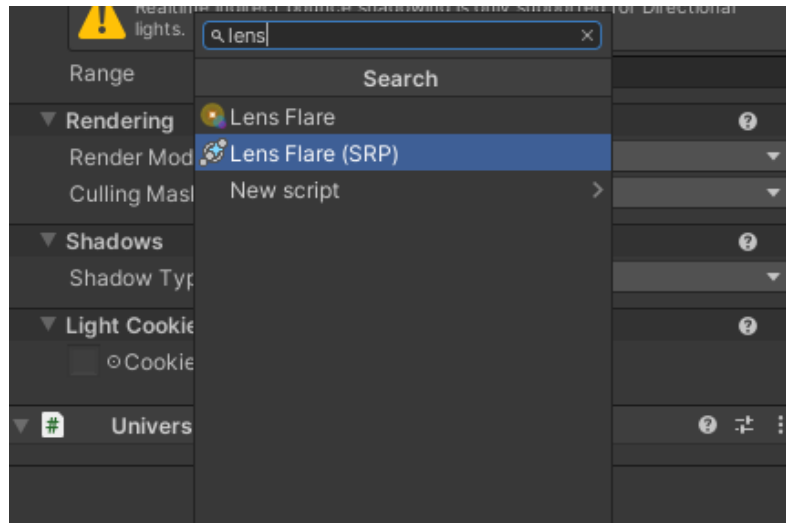


**Rotation** - The light rotates at a set speed on an axis

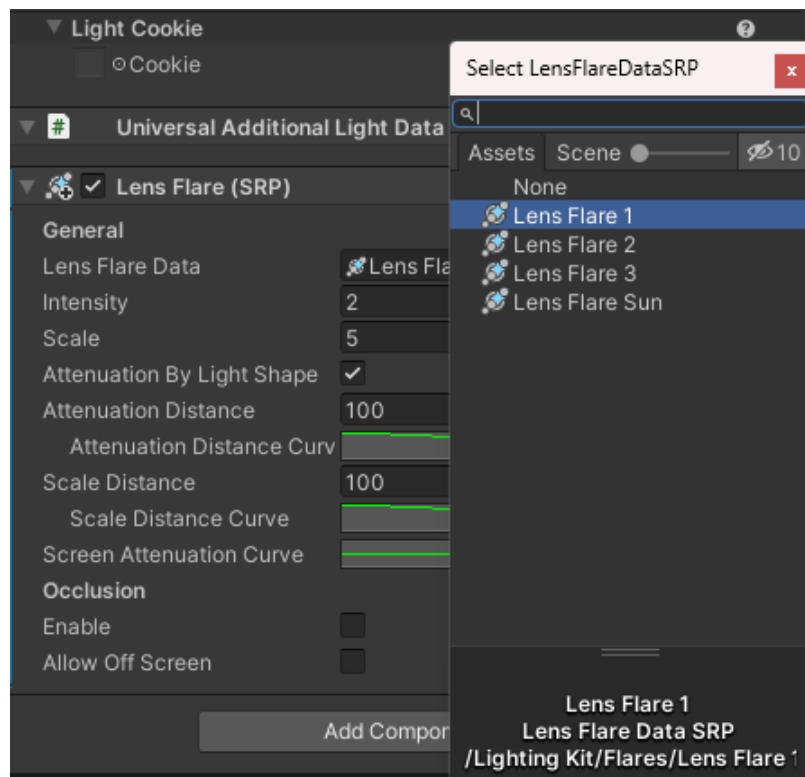


## Lens Flares

Select a light you want to add a lens flare to. Click Add Component and select Lens Flare (SRP).

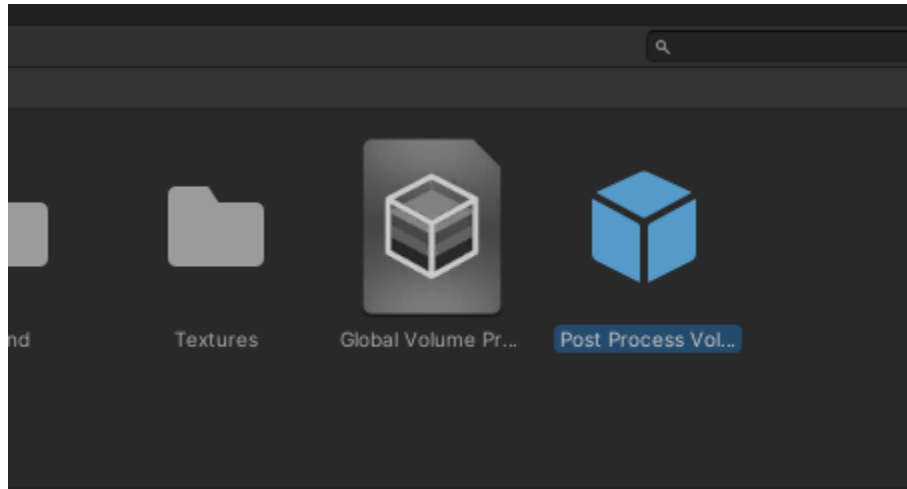


Then click on the Lens Flare Data field and select a lens flare from the Flares folder.



## Post Process

Once you've finished adding lights and lens flares you can drag the Post Process Volume into the scene.



You can now modify the existing effects or click Add Override to add a new Post-processing effect.

