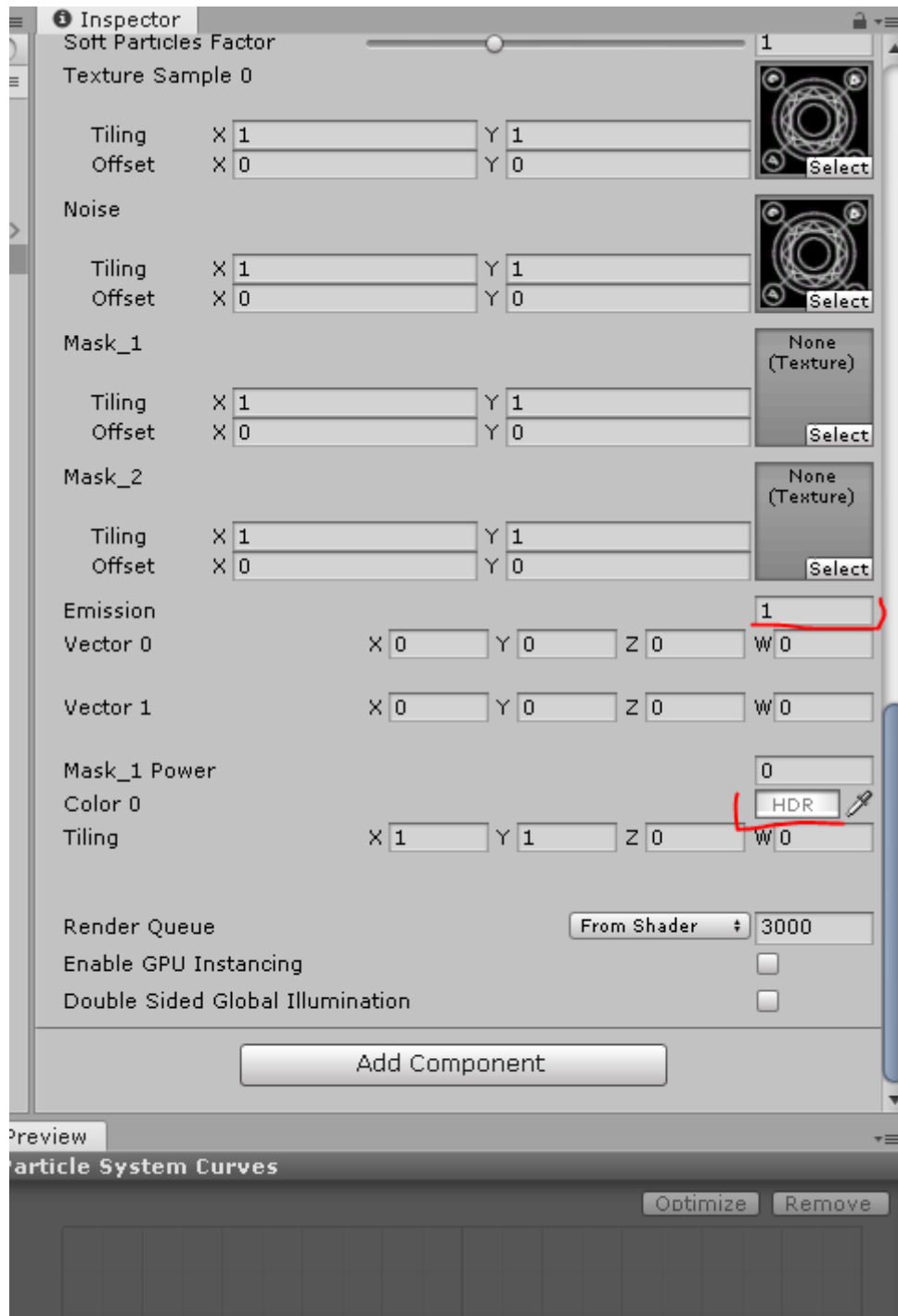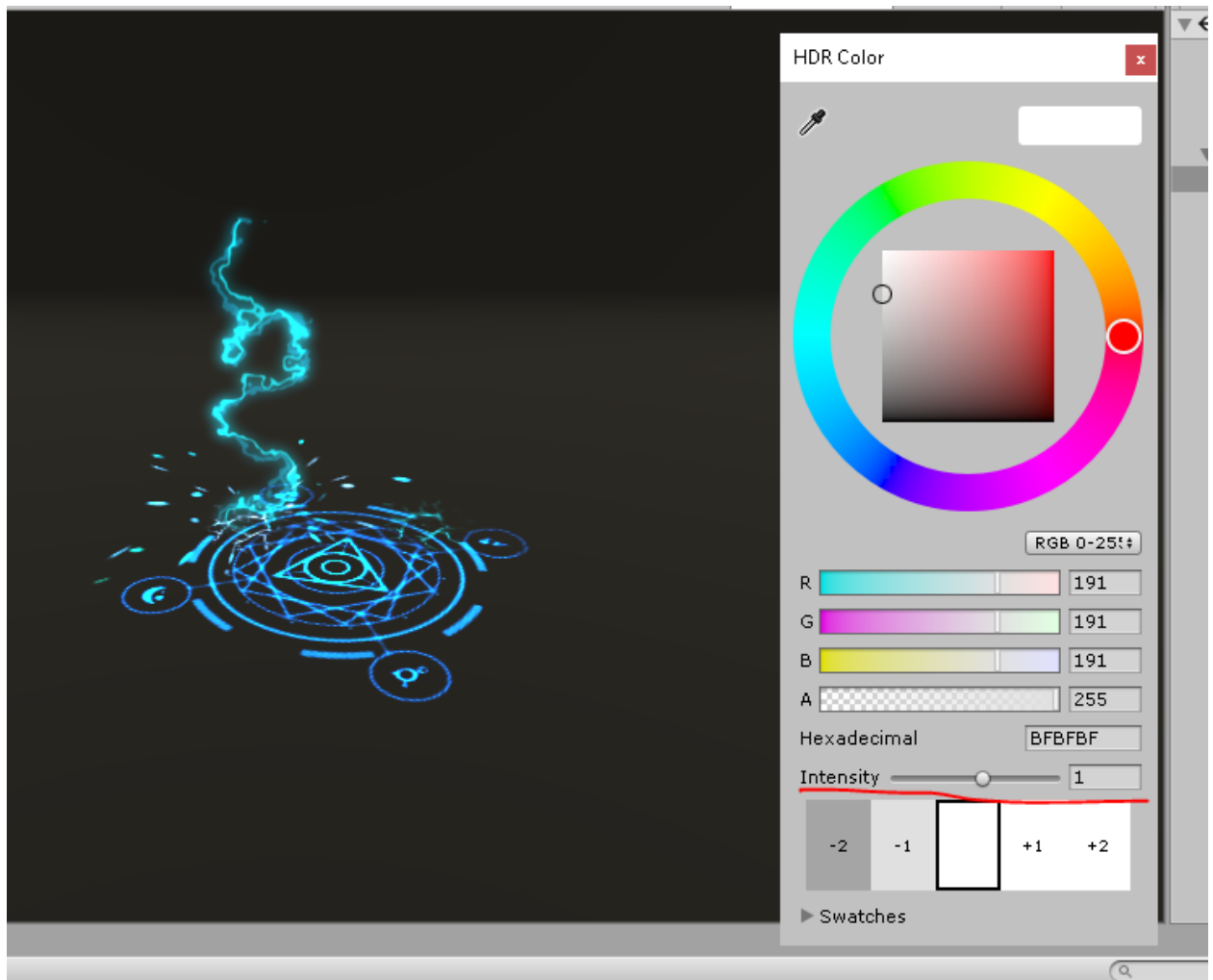**Help with color rendering and material settings.**

By changing the Emission values you increase the contrast of the texture.

Changing Color (HDR) increases the Color Intensity.

Also, do not forget if you want a beautiful glow. It works more correctly on LWRP / HDRP Render.

Post-process The setting is already in the package itself.