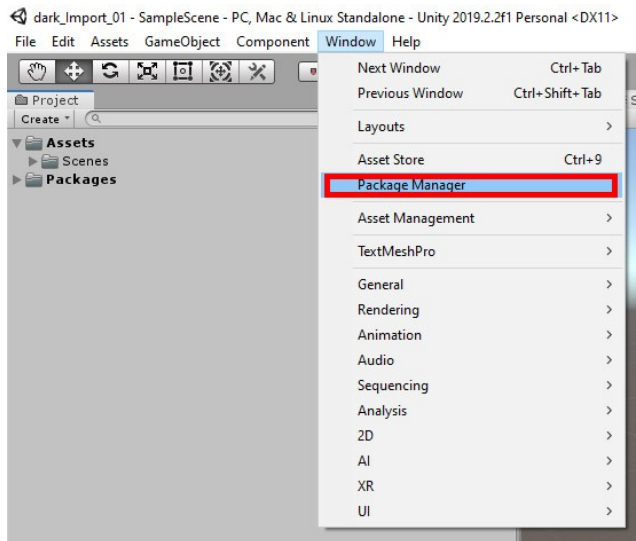


From 2019.2 version of Unity, the post effects system has changed
If you are using version 2019.2 or later, follow these instructions:

Camera Effects

1 Go to **Window > Package Manager**



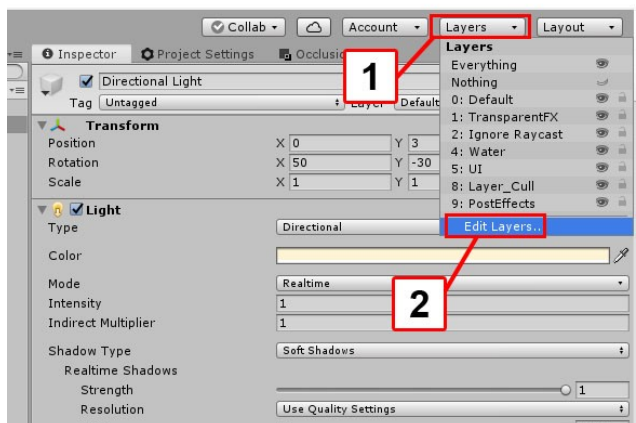
2 Select **Post-Processing** (spot 1)

3 Press button **Install** (spot 2)

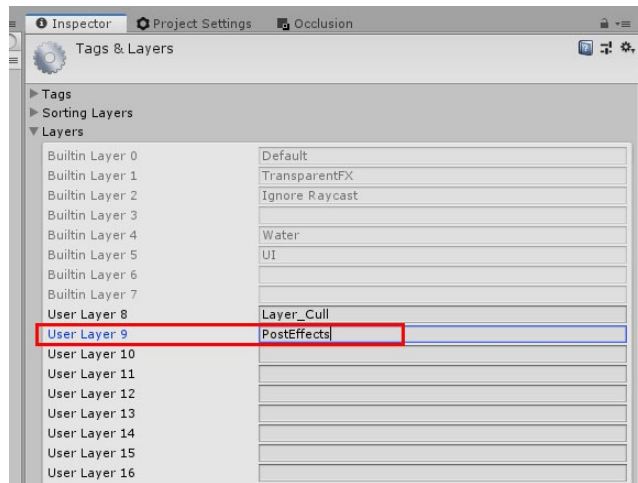


4 Top right select **Layer** (spot 1)

5 Press button **EditLayer** (spot 2)



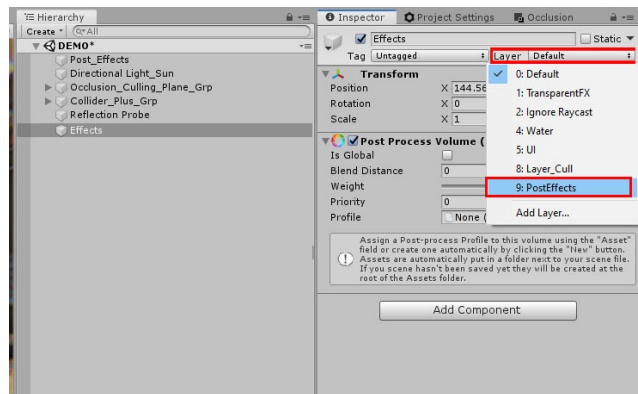
6 Create a new layer
Name it for example : PostEffects



7 In hierarchy tab create an empty object

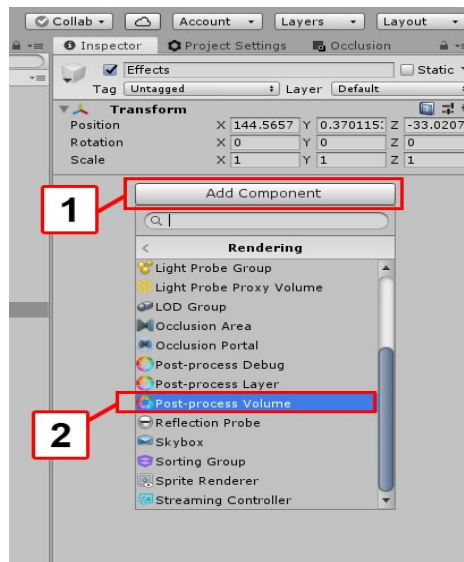
8 Rename it for example : Effects

9 In Hierarchy tab select Effects



10 In Inspector tab press button Add Component (spot 1)

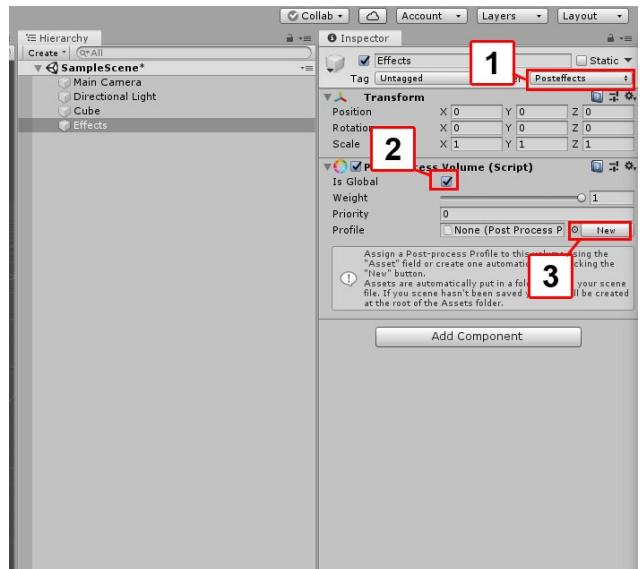
11 Choose Rendering > Post-process Volume (spot 2)



12 In Inspector tab choose layer: **PostEffects** (spot 1)

13 Check **is global** checkbox (spot 2)

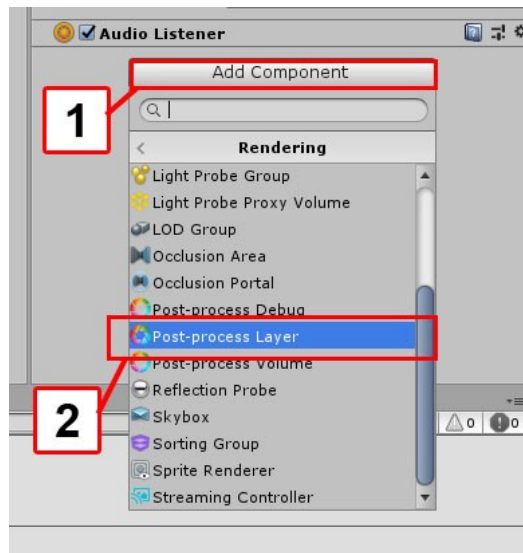
14 press button **New** (spot 3)
A new profile is create in **Project** tab



15 In **hierarchy** tab select your camera

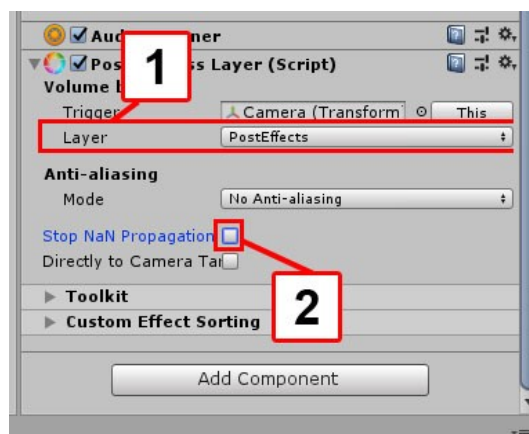
16 In Inspector tab press button **Add Component** (spot 1)

17 Choose **Rendering > Post-process Layer** (spot 2)



18 Choose **Layer > PostEffects** (spot 2)

19 **Optional** : UnCheck **Stop NaN Propagation** checkbox (spot 2)



20 In **Project tab** select your post process profile (spot1)

21 In Inspector tab press button **Add effect** (spot 2)

22 Add the effects you want.

