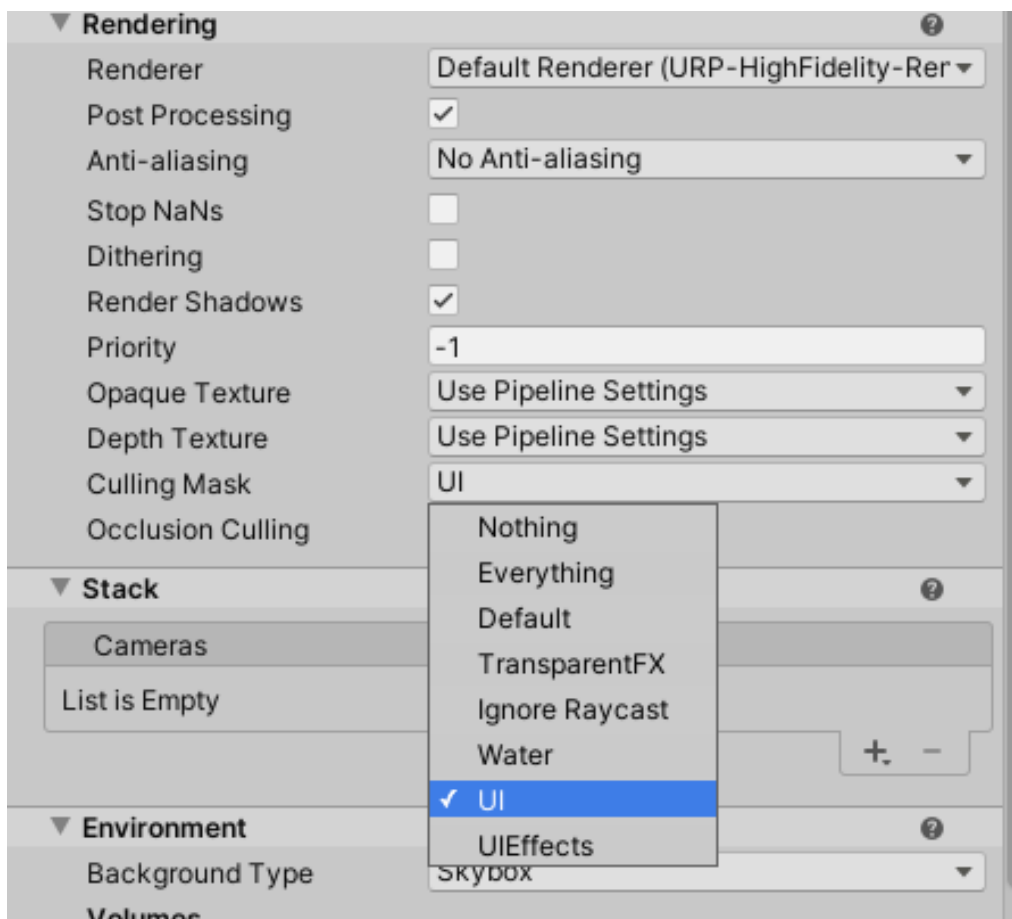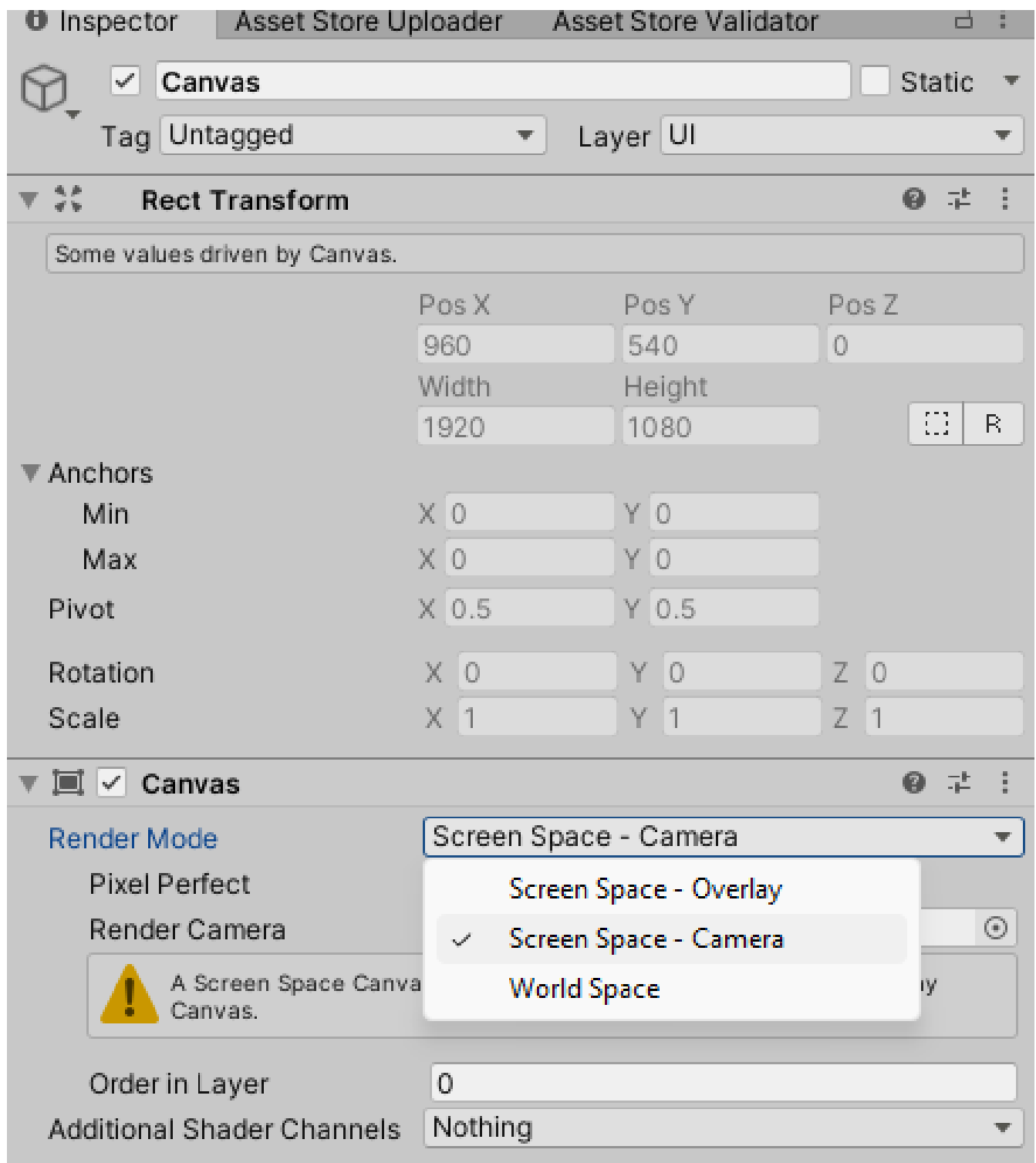# REQUIRED FOR ASSET WORK
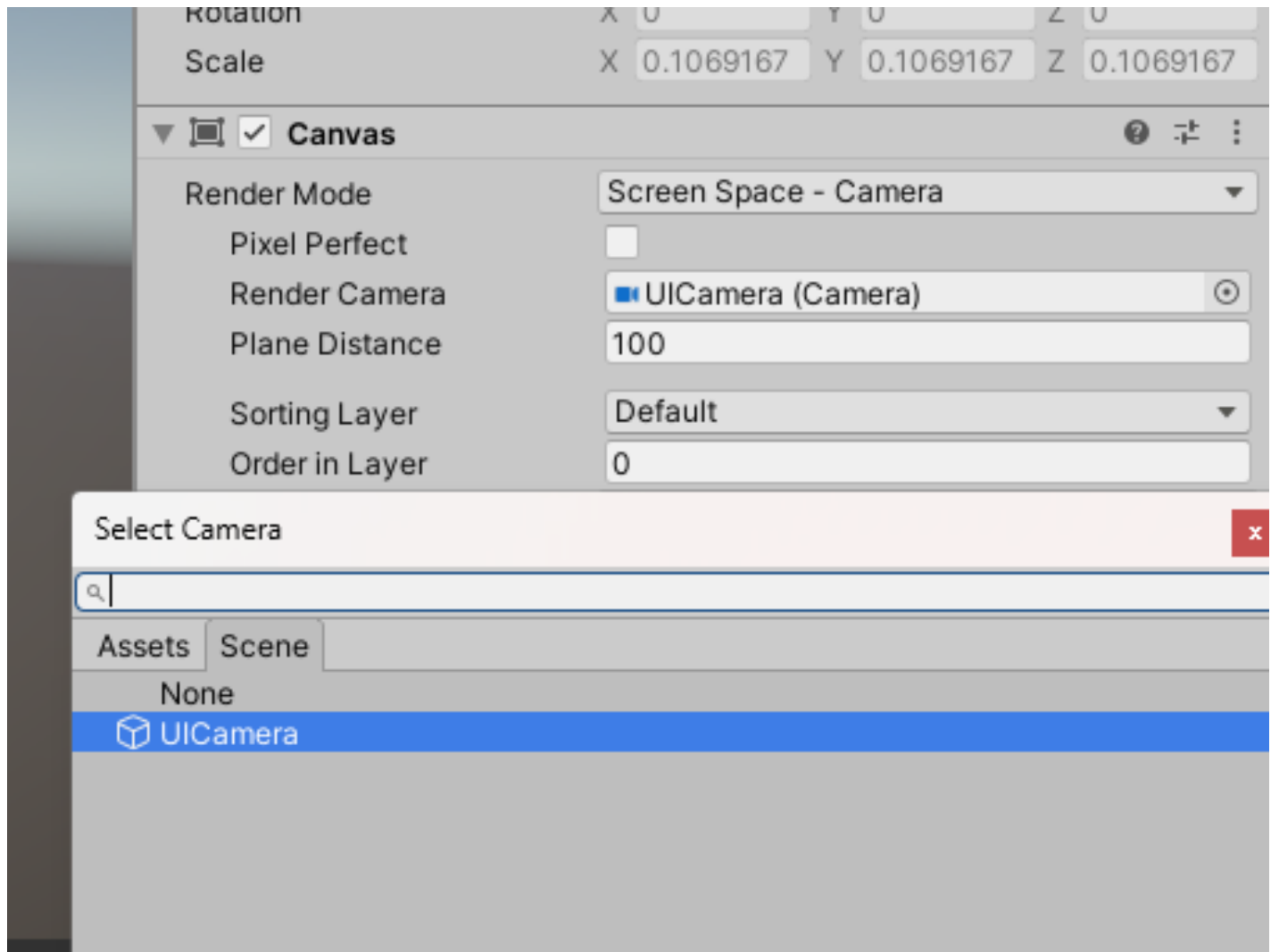
You need to create the same camera setup as the demo scene let's get started.Create a camera and select Culling Mask for only UI
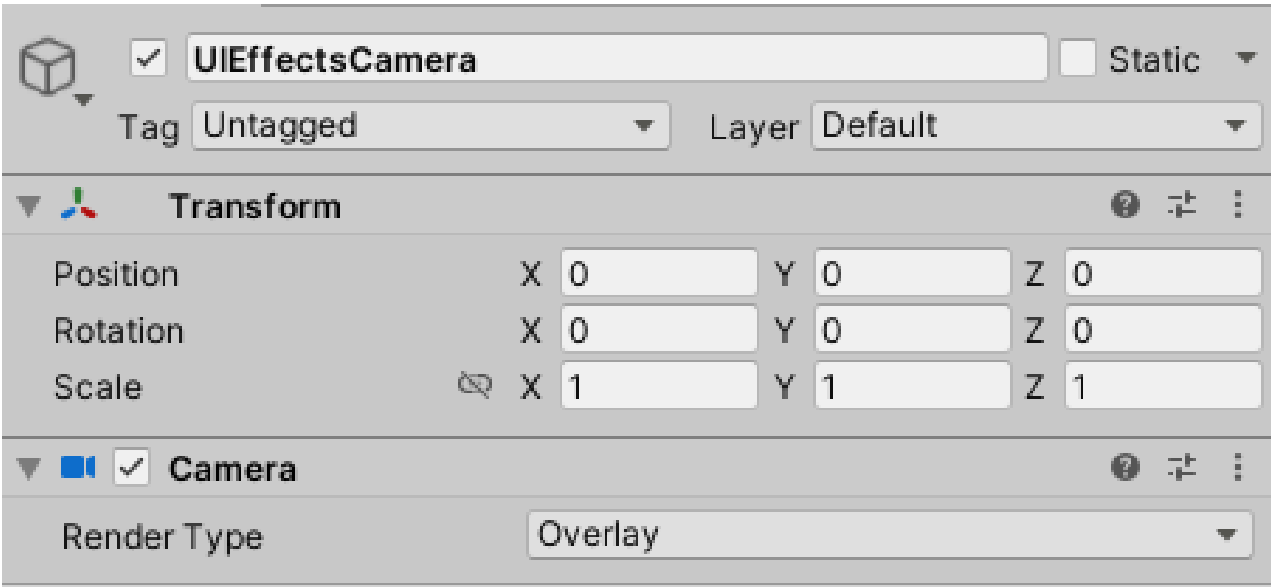
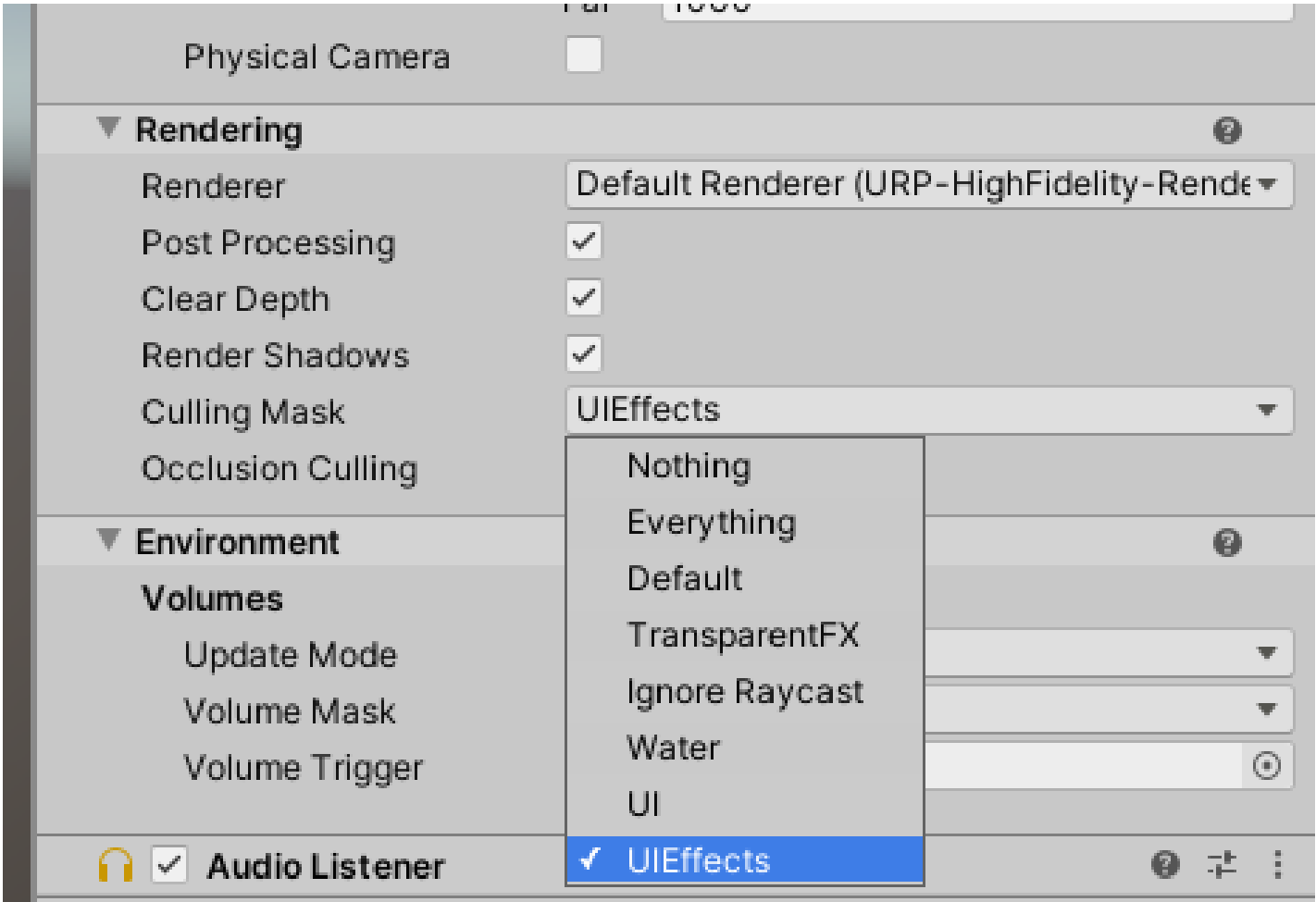Select your canvas and change Render Mode to Screen Space - Camera

Select the Render Camera that we created for UI
Rendering earlier

Create another camera change Render Type to Overlay

Create a layer named UIEffects select Culling Mask only for UIEffects and select Post Processing

Go back to UICamera and go to Stack click the plus icon and select our UIEffects camera

Make sure to add global volume for the glow effect on the scene