

- My email is "[kripto289@gmail.com](mailto:kripto289@gmail.com)"
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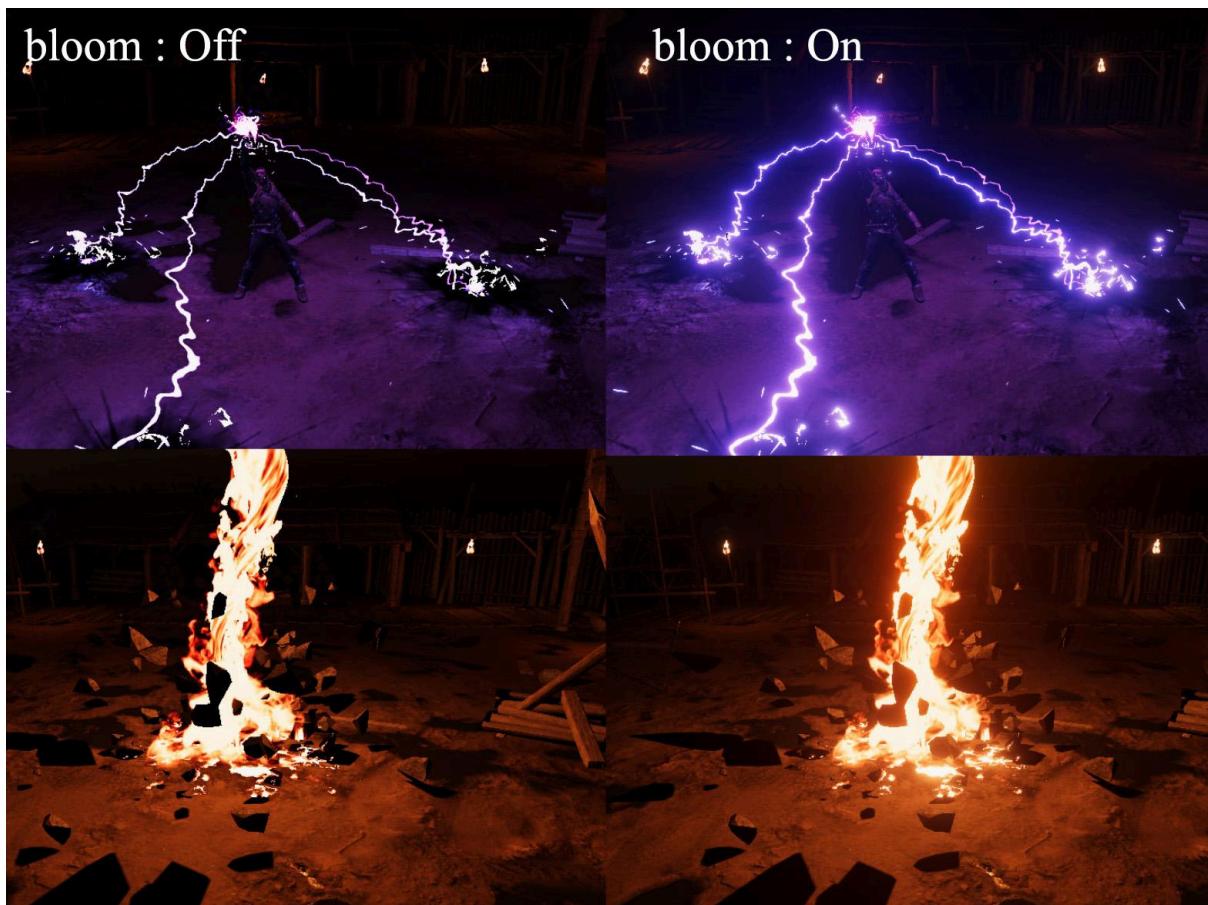
The first thing you need to do is properly set up post-processing (for correct display of effects with the required colors). Otherwise, the effects will not display correctly!

## Scene settings:

The effects are created using HDR colors and post-processing (bloom/ACES tonemapping).  
These two post-processes are very important for rendering realistic effects.

*Bloom is a real-world light phenomenon that can greatly enhance the perceived realism of a rendered image at a moderate performance cost. Bloom can be seen with the naked eye when looking at very bright objects against a much darker background. Even brighter objects cause additional effects (streaks, lens flares), but those are not covered by the classic bloom effect. Since our displays (TV, TFT, etc.) generally do not support HDR (high dynamic range), we cannot fully render very bright objects. Instead, we simulate the effects happening in the eye (retina subsurface scattering), on film (film subsurface scattering), or in front of the camera (milky glass filter). The effect may not always be physically accurate, but it helps indicate the relative brightness of objects or add realism to the LDR (low dynamic range) image shown on the screen.*

Example without bloom and with bloom.

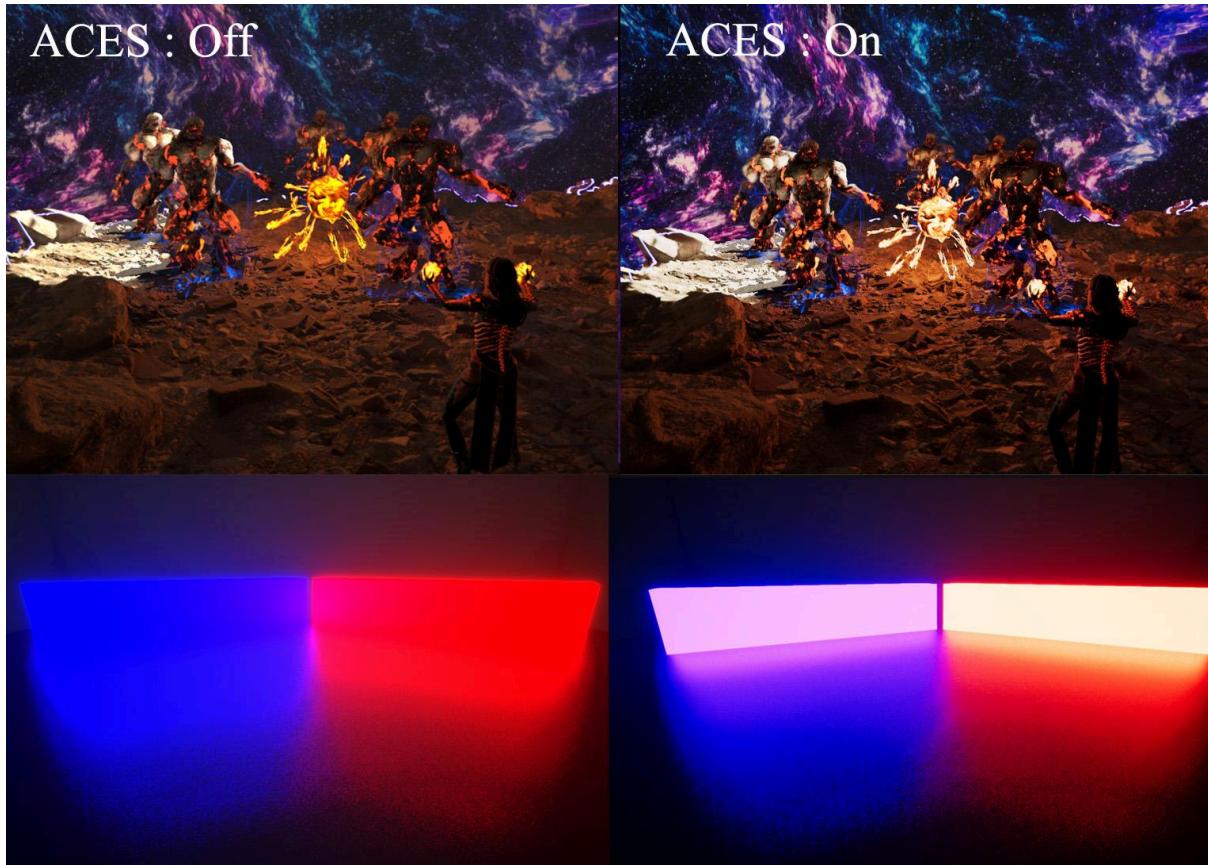


ACES tonemapping is used in AAA games and films and is included by default in Unity HDRP/Unreal Engine, etc.

*ACES tone mapping ensures the correct display of HDR (high dynamic range) colors on devices that don't support HDR colors.*

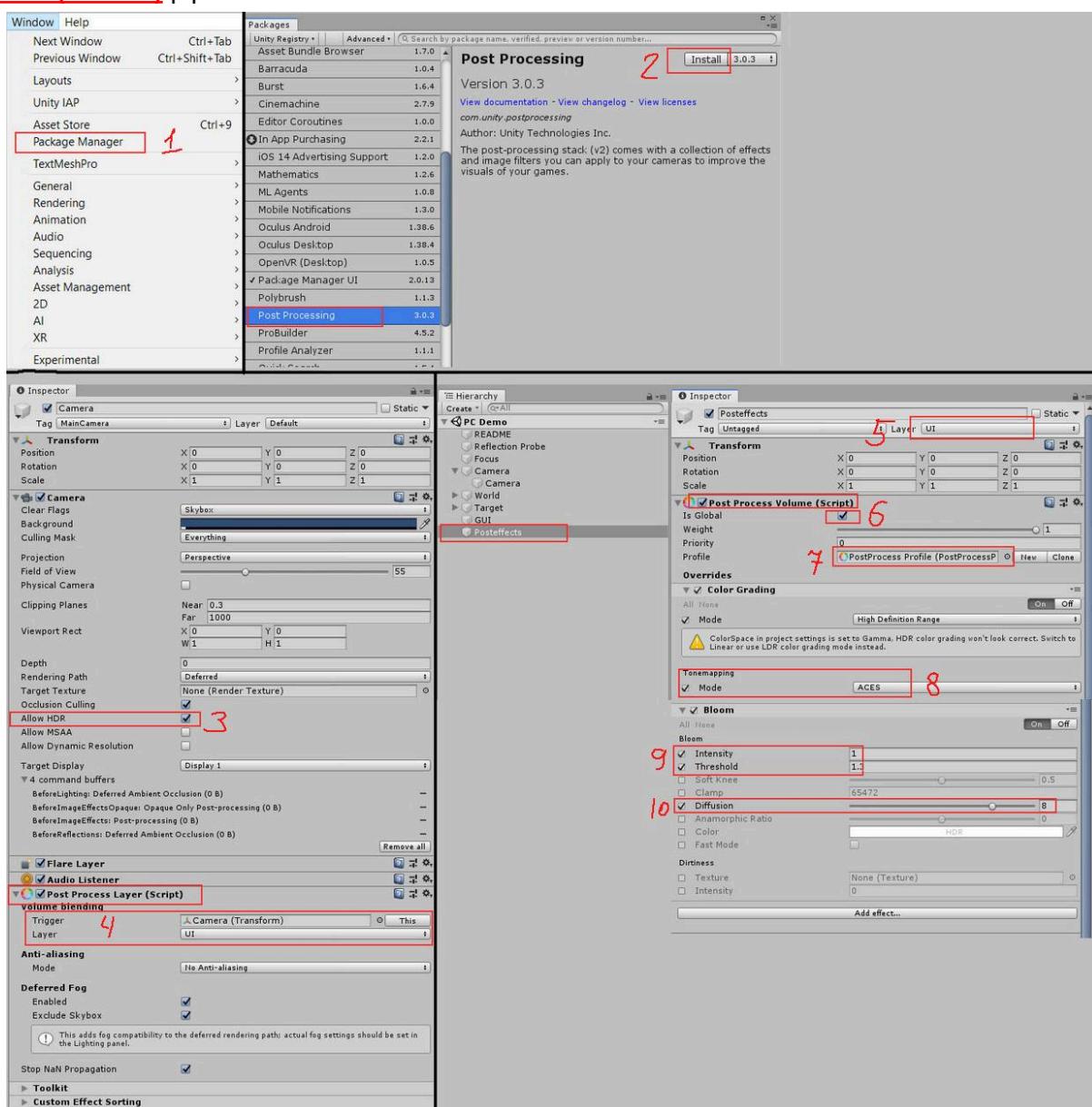
*Bloom with ACES behaves physically correctly, so that as the emissive power increases, the color becomes lighter, similar to how colored lights work in the real world. As the color gets tone-mapped, if the final color is bright enough to start saturating the film/sensor, it will become white.*

Example without ACES tone mapping and with.

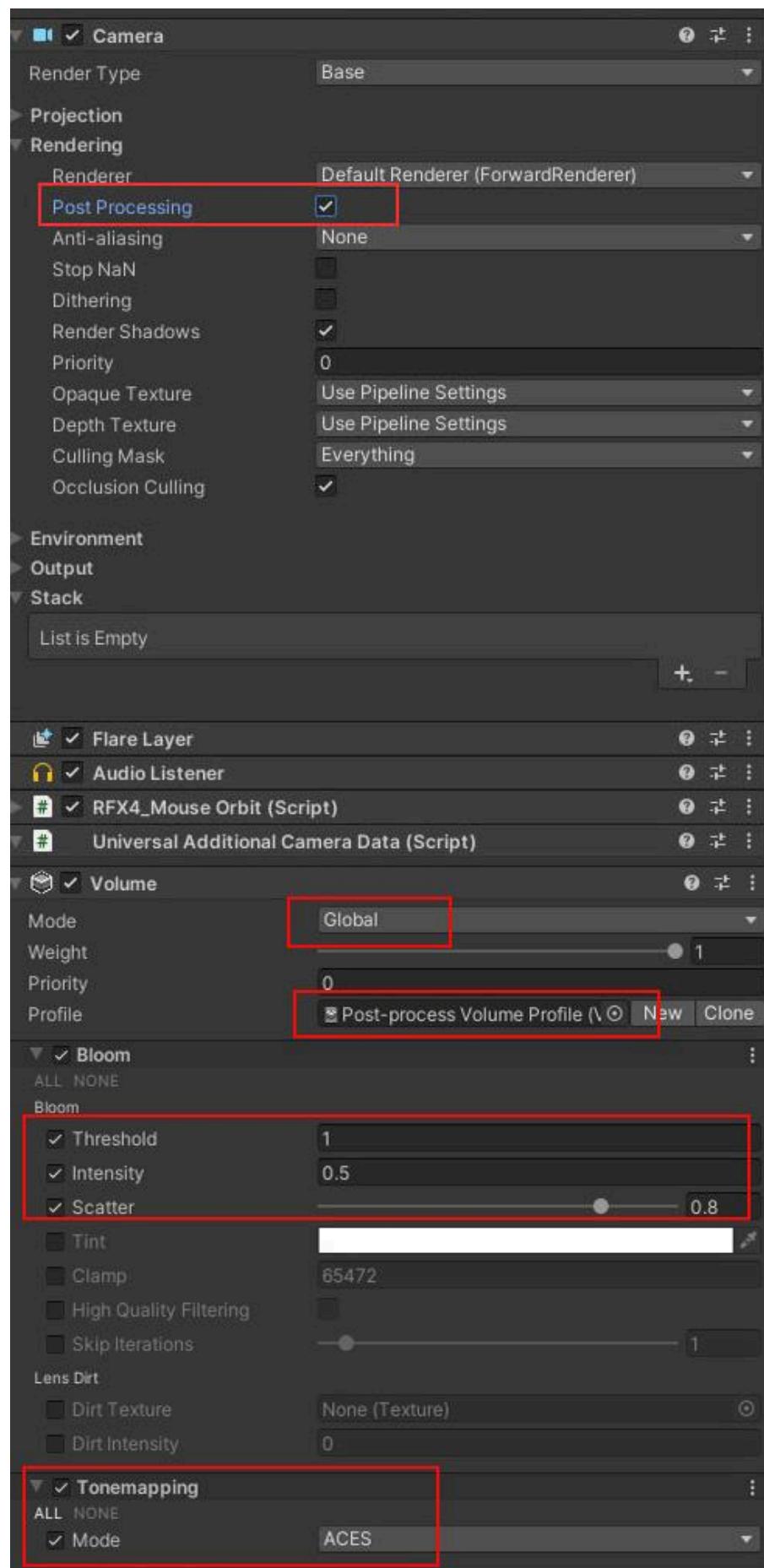


# To activate Bloom and ACES in:

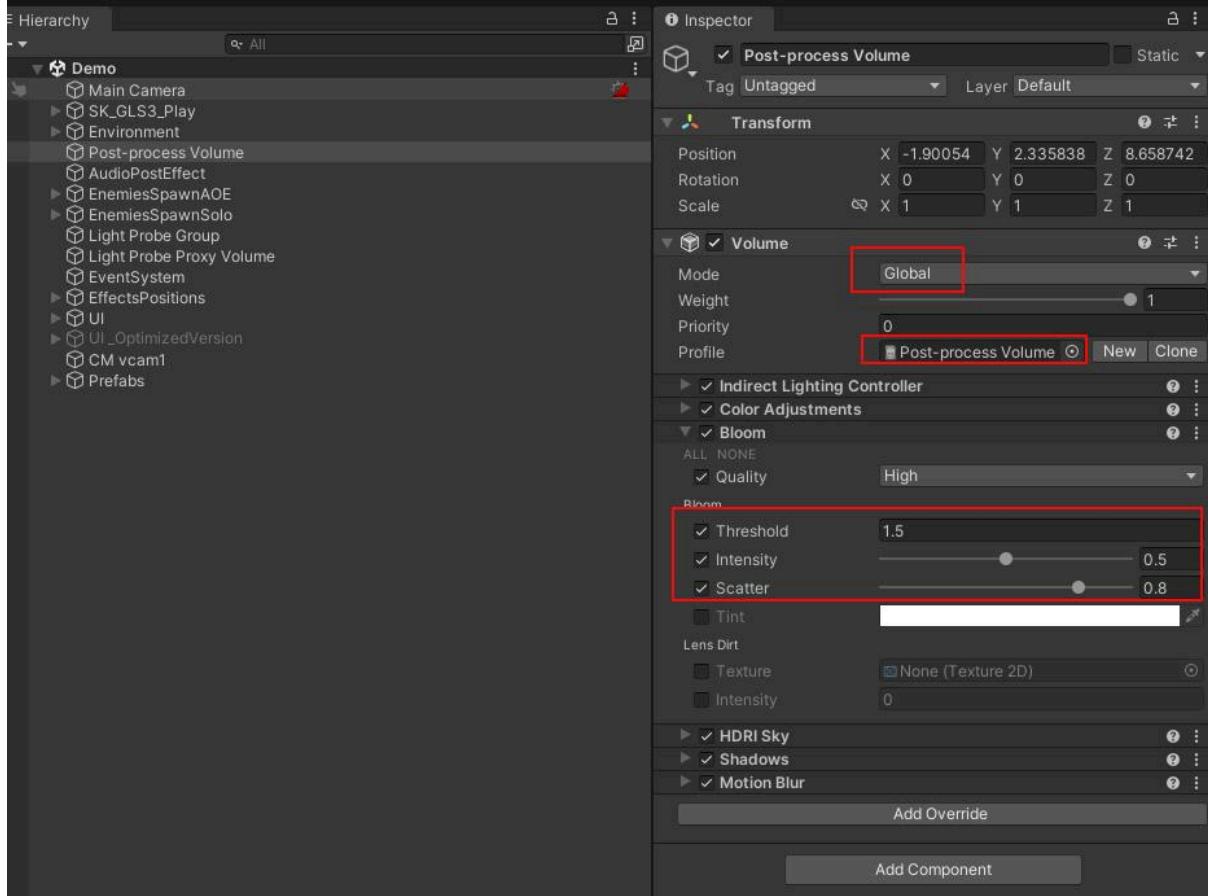
## Standard (built-in) pipeline:



## URP pipeline:



**HDRP** pipeline (It is necessary to adjust only bloom, ACES tonemapping is already enabled):



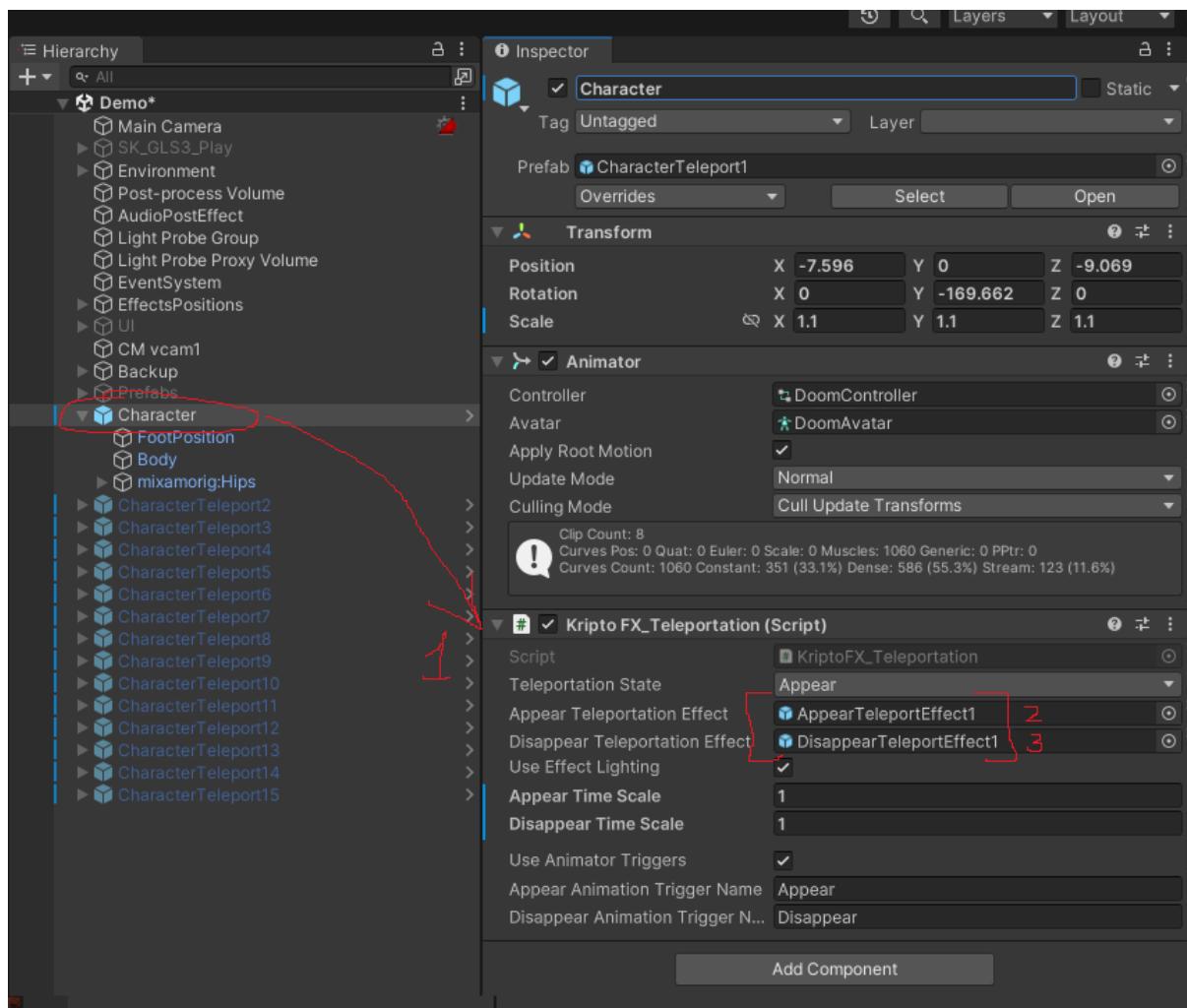
Also, keep in mind that HDRP pipeline developers include incorrect bloom settings out of the box for different versions, making everything look blurry and unrealistic. Therefore, I strongly recommend overriding the default bloom settings as shown in the image above. (For example, Unreal Engine uses a threshold >1 and scatter 0.9, whereas Unity HDRP uses a threshold of 0 and scatter 0.4).

## Effects using:

Simply add the script “KriptoFX\_Teleportation” to any object (e.g., a character).

You also need to specify the appearance and disappearance effects in the fields

AppearTeleportationEffect and DisappearTeleportationEffect.



Now you can select a "TeleportationState," such as TeleportationState = Disappear, and the character will start to disappear. Also you can change this value in runtime.

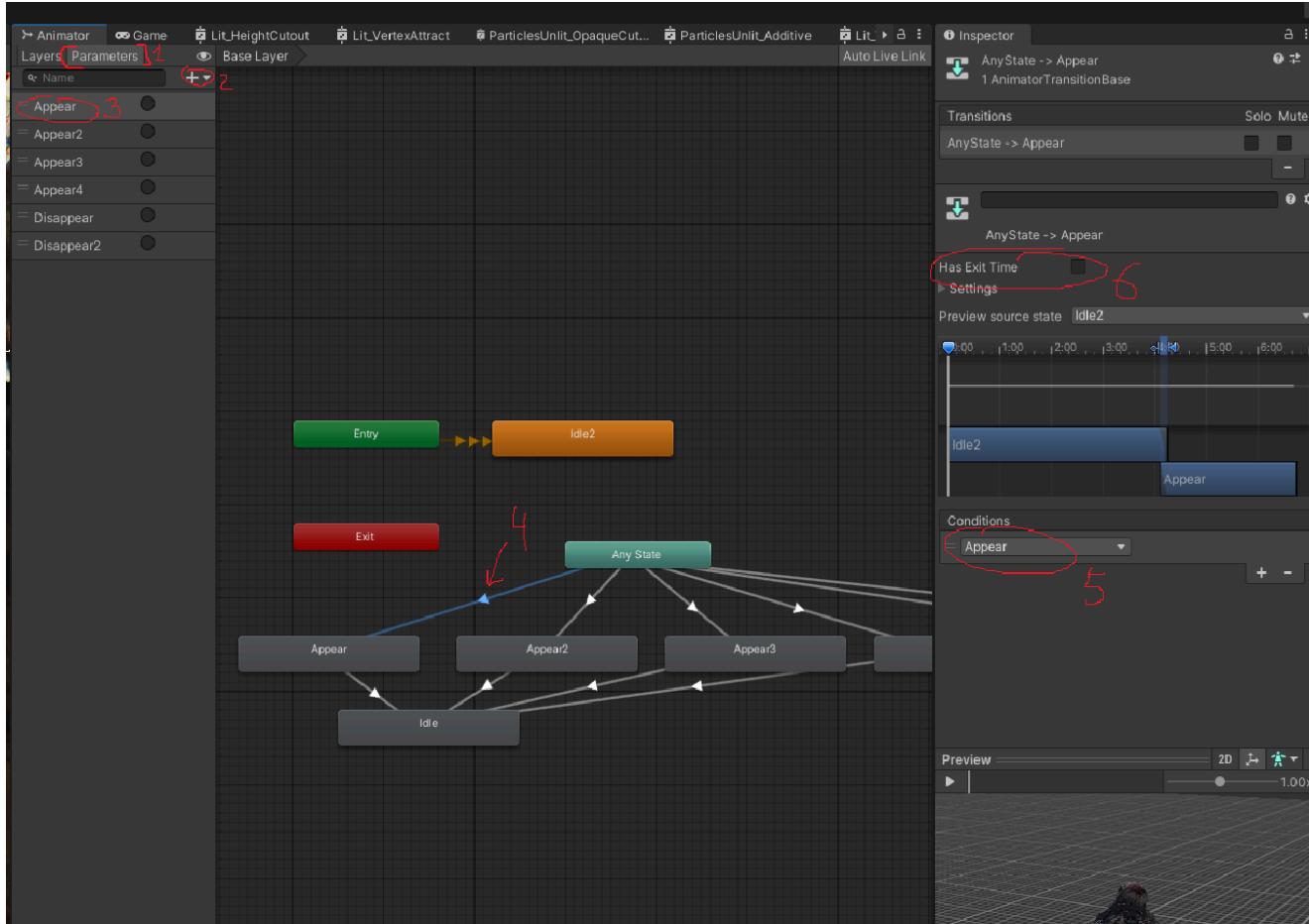
Each teleportation effect includes a custom shadergraph “Lit” shader (for teleporting skinned mesh renderer/mesh renderer) and a teleportation effect (particles/smoke/beam, etc.)

The script automatically replaces the current mesh renderer shader during teleportation time and adds the teleportation effect.

You can also automatically apply character animation during teleportation.

Enable “Use Animator Trigger” and specify the names for Appear Animation Trigger.

For example how to trigger “appear” animation by name



For more detailed settings, you can open the prefab and configure everything you want (in particle systems or materials).

You can find the mesh renderer teleportation settings (like cutout) in Prefab -> Settings.

## Optimization Recommendations:

For mobile devices, it is recommended to disable the "Use Effect Lighting" property.

It is also recommended to reduce the maximum number of particles (open the prefab, select the desired particle system, and decrease the "Max Particles" value).