

## START

- Create a New Unity Project.
- Change project color space to "Linear".  
(Edit/Project Settings/Player/Other Settings/Color Space)
- Import "Blue Dot Studios - Art Gallery" package.
- Add post effect setup.

## POST EFFECTS

- Install "Post Processing" from "Package Manager".
- Add "Post-Process Layer" to camera.
- Setting up layer and anti-aliasing  
(for quick setup - layer:Everything, anti-aliasing mode:TAA)

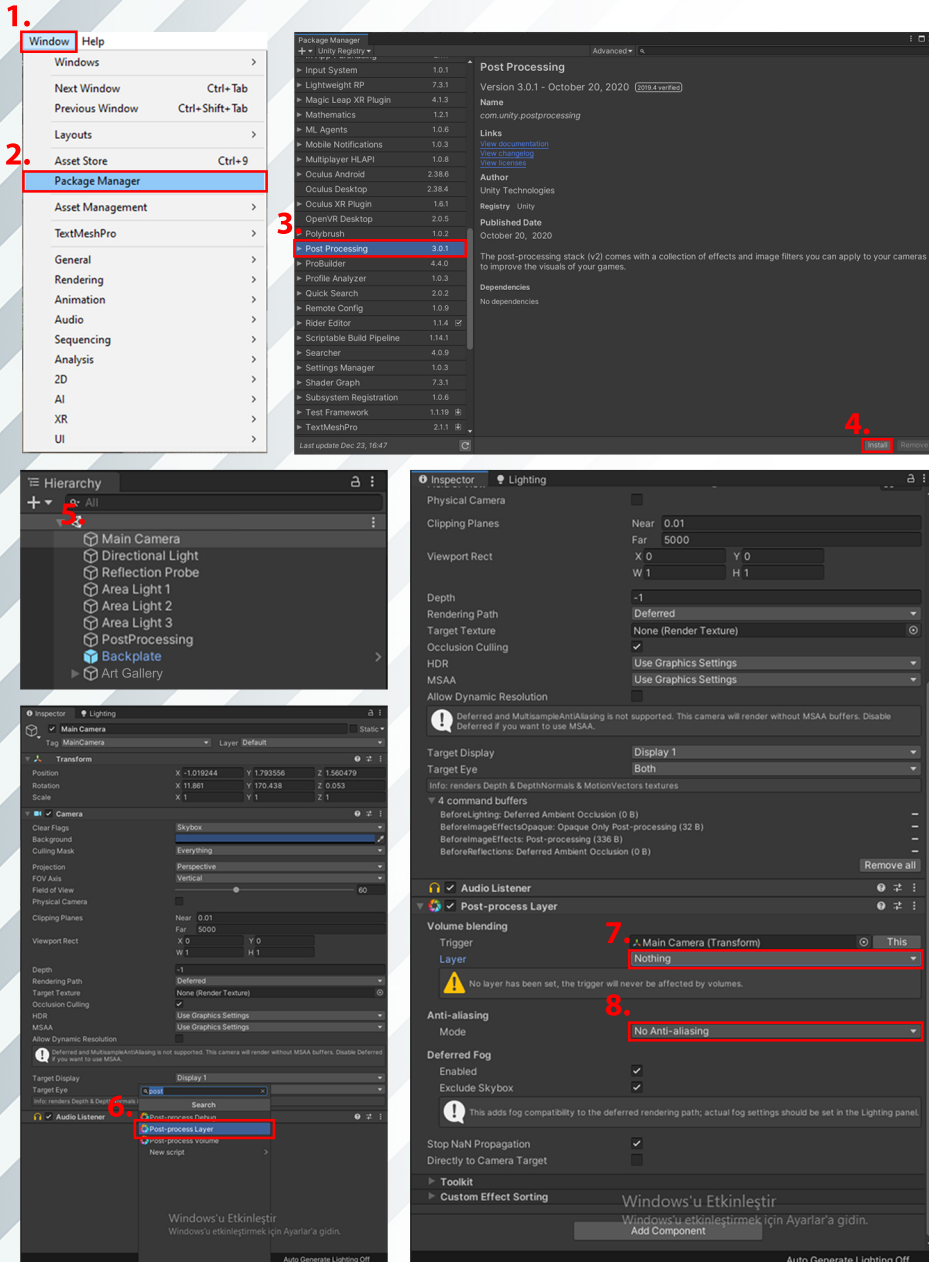
Art Gallery

Blue Dot  
studios

## CONTACT

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Thank  
you