

Post Processing Profiles



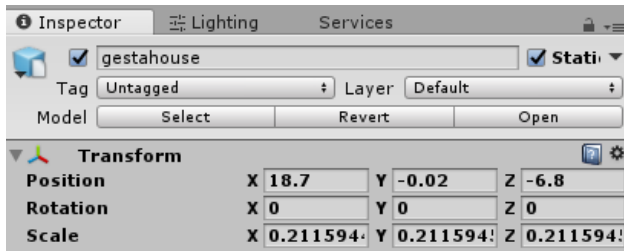
12 different settings for Post Processing.

With the help of these settings you could get realistic graphics just in few clicks. Effects: UE, Cry, Realistic, Lomo, Crazy, Camera Bw, Camera1, Blood, Purple, Cinematic, Narc, Vice.

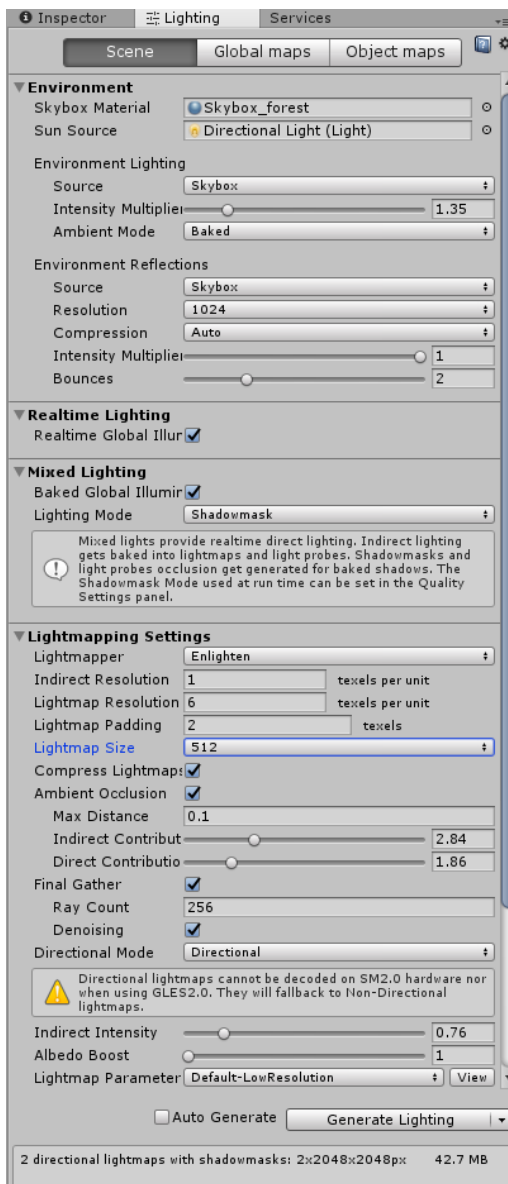
Also there are 3 graphic settings: low, medium, high, mobile.

For realistic result use baked lighting

Check static objects.



Windows -> Lighting -> Settings -> Generate Lighting



VolumetricLights (<https://github.com/SlightlyMad/VolumetricLights>).

Assets -> PostProcessing Profiles -> ForVolumetricLights