如何配置Post Processing？

1. 摄像机开启Post Processing；
2. 给一个GameObject添加Volume组件；
3. 点击Volume组件的New按钮；
4. 点击Add Override按钮；

性能适合手机的Post Processing

Bloom (with High Quality Filtering disabled)

Chromatic Aberration

Color Grading

Lens Distortion

Vignette

For depth-of field, Unity recommends that you use Gaussian Depth of Field for lower-end devices. For console and desktop platforms, use Bokeh Depth of Field.

For anti-aliasing on mobile platforms, Unity recommends that you use FXAA.