# **Unity Post-Processing**

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Post-Processing in Unity is a powerful tool to enhance your game’s visual quality by applying effects like Bloom, Depth of Field, and Color Grading after the scene is rendered.

## **Step 1: Install the Post-Processing Package**

1. Open Unity and go to **Window > Package Manager**.
2. Search for "Post-Processing" in the Package Manager.
3. Click **Install** to add it to your project.

## **Step 2: Add a Post-Processing Volume**

1. In the **Hierarchy**, right-click and select **3D Object > Post-Processing Volume**.
2. Check **Is Global** in the **Inspector** to apply the effects to the entire scene.  
   *(Tip: Use local volumes for specific areas by unchecking this option.)*

## **Step 3: Create a Post-Processing Profile**

1. In the **Inspector** of your Post-Processing Volume, click **New** next to "Profile."
2. This creates a Post-Processing Profile where you can configure visual effects.

## **Step 4: Enable Post-Processing on the Camera**

1. Select the **Main Camera** in your scene.
2. In the **Inspector**, enable the **Post-Processing** checkbox under the **Rendering** section.

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## **Step 5: Add and Configure Effects**

1. With the Post-Processing Volume selected, click **Add Effect** in the **Inspector**.
2. Choose effects to apply (e.g., **Bloom**, **Depth of Field**, **Color Grading**).
3. Customize each effect:
   * **Bloom**: Adjust **Intensity** to control glow strength.
   * **Depth of Field**: Set a **Focus Distance** and **Aperture** for realistic focus.
   * **Color Grading**: Modify **Temperature**, **Saturation**, or apply a **Lookup Table (LUT)**.

*(Tip: Experiment with values to achieve your desired look.)*

## **Step 6: Optimize for Performance**

* Use Post-Processing sparingly to avoid performance drops, especially on lower-end devices.
* Test your scene on target hardware to ensure effects run smoothly.

## **Example: A Simple Setup**

* **Bloom**: Intensity = 2, Threshold = 1.1
* **Color Grading**: Temperature = -10, Saturation = +15
* **Depth of Field**: Focus Distance = 10, Aperture = 5.6

This configuration adds a warm, glowing atmosphere while focusing on key objects.