



SC Post Effects

STAGGART CREATIONS

[HTTP://STAGGART.XYZ](http://staggart.xyz)

1 THANK YOU FOR PURCHASING THE SC POST EFFECTS PACK!

This PDF is a quickstart guide, the full documentation can be found at: <http://staggart.xyz/unity/sc-post-effects/scpe-docs/>

Please consider rating the package through [your download list](#) or leave a review at [the store page](#) once you're familiar with it.

Feedback and suggestions can be made in the forum thread:

<https://forum.unity.com/threads/513191>

2 GETTING STARTED

Importing

Import the Unity package through the Asset Store download manager (Found under *Window->Asset Store*).

Notes:

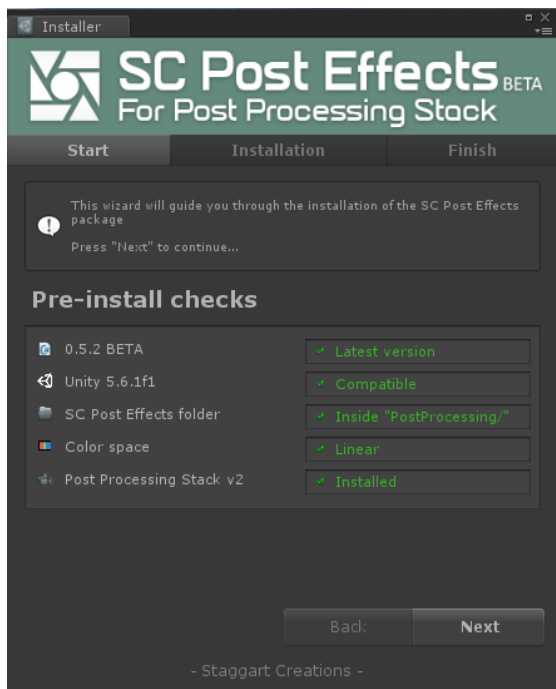
- All the effects are contained in separate folders, so you easily leave out any effects you don't want.
- Be sure to include all other folders and files, they contains installation and help functionality as well as shader libraries.
- Make sure the console is clear of any errors before importing, otherwise scripts will fail to compile

Installation

This package is required to be used with the Post Processing Stack v2, which is currently in beta. It is not backwards compatible with v1.

You will be presented with the installation screen, should anything not check out, instructions will be displayed.

If the installation window doesn't appear, open it through Help->SC Post Effects Installer.



Installation will continue on the next screen, where you can choose to install the demo content as well.

The Post Processing Stack (v2) must be installed before you can continue. For versions older than 2017.4, a package must be downloaded. In Unity 2018.1 or newer, it can be installed through the Package Manager.

3 SETUP

In order to use the Post Processing Stack, a script component must be added to your camera. Additionally, a post processing volume must be active in the scene.

Open the help window through **Help -> SC Post Effects -> Help**

This window has a “Quick setup” section which allows you to quickly add Post Processing to your scene.



Manual set up:

Camera setup

- Select your main camera, and add a “*Post Process Layer*” script component.
- On the component, in the “*Layer*” dropdown, select the “*PostProcessing*” layer

Post Processing Volume Setup

- Go to *GameObject -> 3D Object -> Post-process Volume* to create a new volume.

- Assign the “PostProcessing” layer to this object
- Tick the “Global” box
- Choose a profile in the profile field

4 SUPPORT

Should you run into any issues or have questions/feedback, please do not hesitate to reach out! I will do my best to respond as soon as I can.

Unity forums thread: <https://forum.unity.com/threads/513191>

E-mail: contact@staggart.xyz