

Post Processing

Good graphics are good. That's why I was excited to find adding Post Processing to my Unity 3D project was not only easy to do, but a huge improvement to the visuals within my scene. This enables common modern graphics features like Motion Blur, Ambient Occlusion, Depth of Field, and more.



Add Post Processing

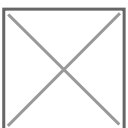
Post Processing is added to each scene individually, and not a project as a whole. To add this to a Unity 3D project, we first need to add the `Post-process Layer` component to our scene's main camera. Next we'll add a Post Processing Volume that globally effects our entire scene. Then we can add a `PostProcessing_Profile` for our scene and add new visual effects accordingly.

Configuring the Camera

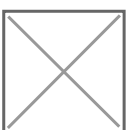
Its important that the camera the player views the game from contains this component. Otherwise, if the player can toggle between a camera which has the `Post-process Layer` and one that does not, they effects gained by post processing will only be rendered in one view and not the other.



Once we've added the above component to the scene's main camera, we need to adjust the layer of both this component and our main camera to reflect this. Change to the `Postprocessing` Layer in the `Post-process Layer` component.



Now change the layer of the camera itself to the `Postprocessing` Layer as well



Creating the Volume

Now anywhere within your current scene hierarchy, add an empty GameObject and name it `PostProcessingVolume` or otherwise something relative to your specific scenario. Set this GameObject's layer to `Post Processing`. Select this new GameObject and within the inspector `Add Component -> Post-processing Volume` as seen below



At a glance, there is not much here. But once we add a Post Process Profile and finish configuring our scene we will use this component to adjust some pretty neat looking visuals.

Be sure to apply the `Post Processing` layer to the Camera and Volume GameObjects within your scene before continuing or the effects will not be applied

Creating the Profile

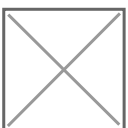
Within the GameObject created for our Volume click `New` to the right of the `Profile` field in the new `Post-processing Volume` component.



Unity will automatically create a Post Processing Profile and place it in a directory relative to your scene. Now we can check the `Global` tick box to apply this volume to our entire scene and start adding new effects to our scene!



An example of some effects that I added to my scene to achieve the screenshot at the top of this page



That's it! See the glow coming from the lights in the pictures below for an example of how this can be used to add the Bloom effect to an emissive light source.

Post Processing on



Post Processing off



Revision #10

Created 2020-06-07 17:04:40 UTC by Shaun Reed

Updated 2020-06-10 13:41:29 UTC by Shaun Reed