

[illegible]

<https://gitlab.com/s-ilent/SCSS/-/wikis/Other/Post-Processing>

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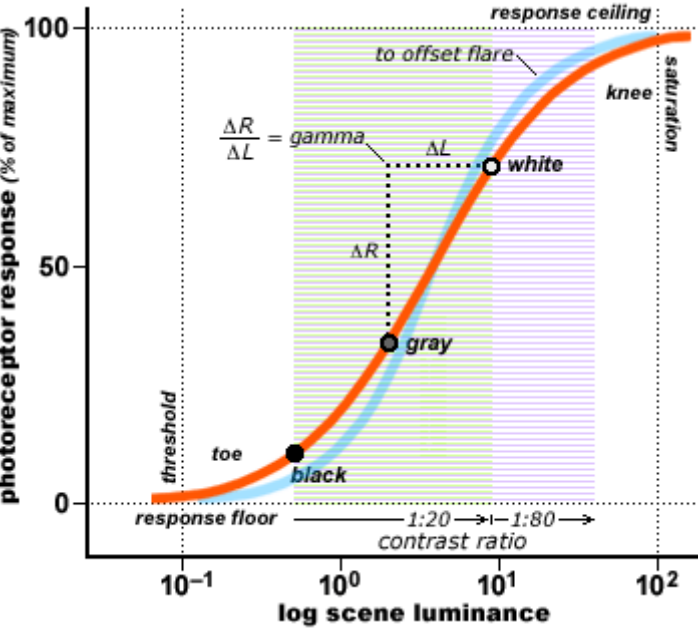
[Post Processing and You | VRCLibrary](#)

- post-processing
- post-processing stack
- Post Processing
- local post-processing volumes
- Post-Process
- post-process

post-processing

post-processing

"film stock" -



VR - "VR"

VR

Unity /

Unity -

VRChat post-processing stack

VRChat post-processing stack

Post Processing v2 Unity VRChat

VRChat SDK

1. "Window" "Package Manager"
2. Package Manager "All packages"
3. "Post Processing"
4. 3.0.3 "Install"

Post Processing v2

Post Processing

Post Processing post-processing volumes

VRWorld Toolkit

Post Processing

- Post Processing Layer
- Post Processing Volume

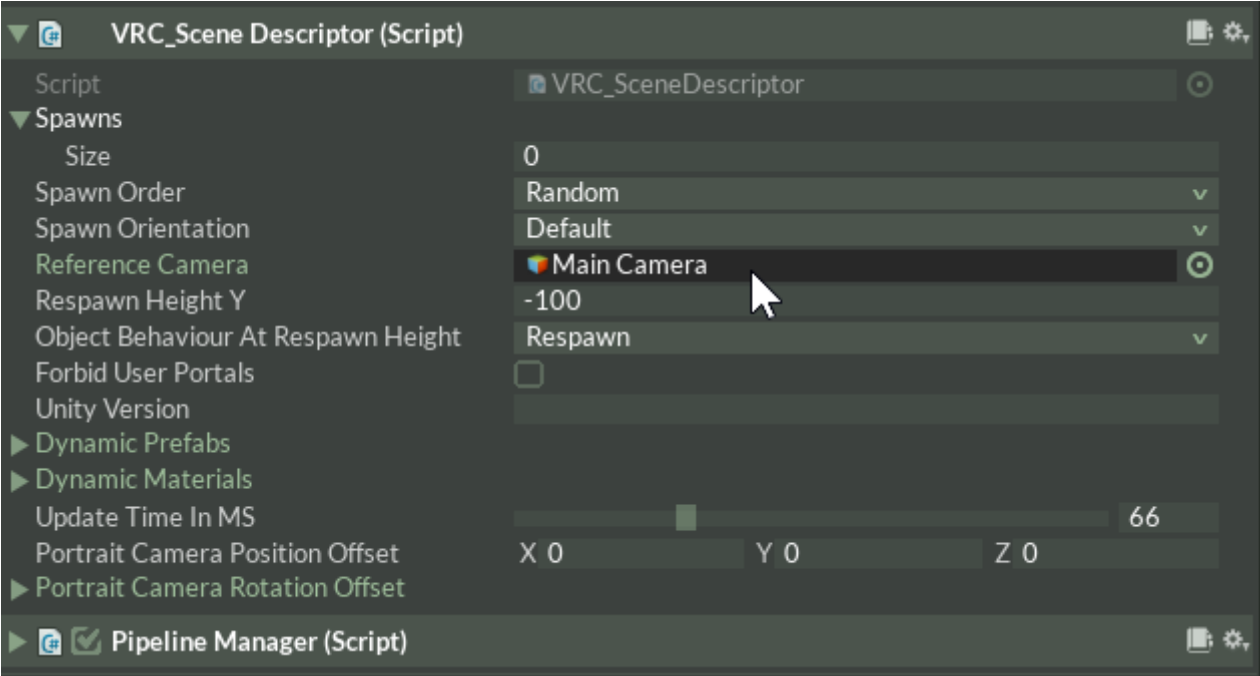
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Global triggers animations

volume intensity trigger

global scene profile

- Main Camera [image-1643230520500.png](#) VRC Scene Descriptor Reference Camera



Post Processing Layer Unity Water

Anti-aliasing No Anti-aliasing VR VR

- Post Processing Volume "Global"

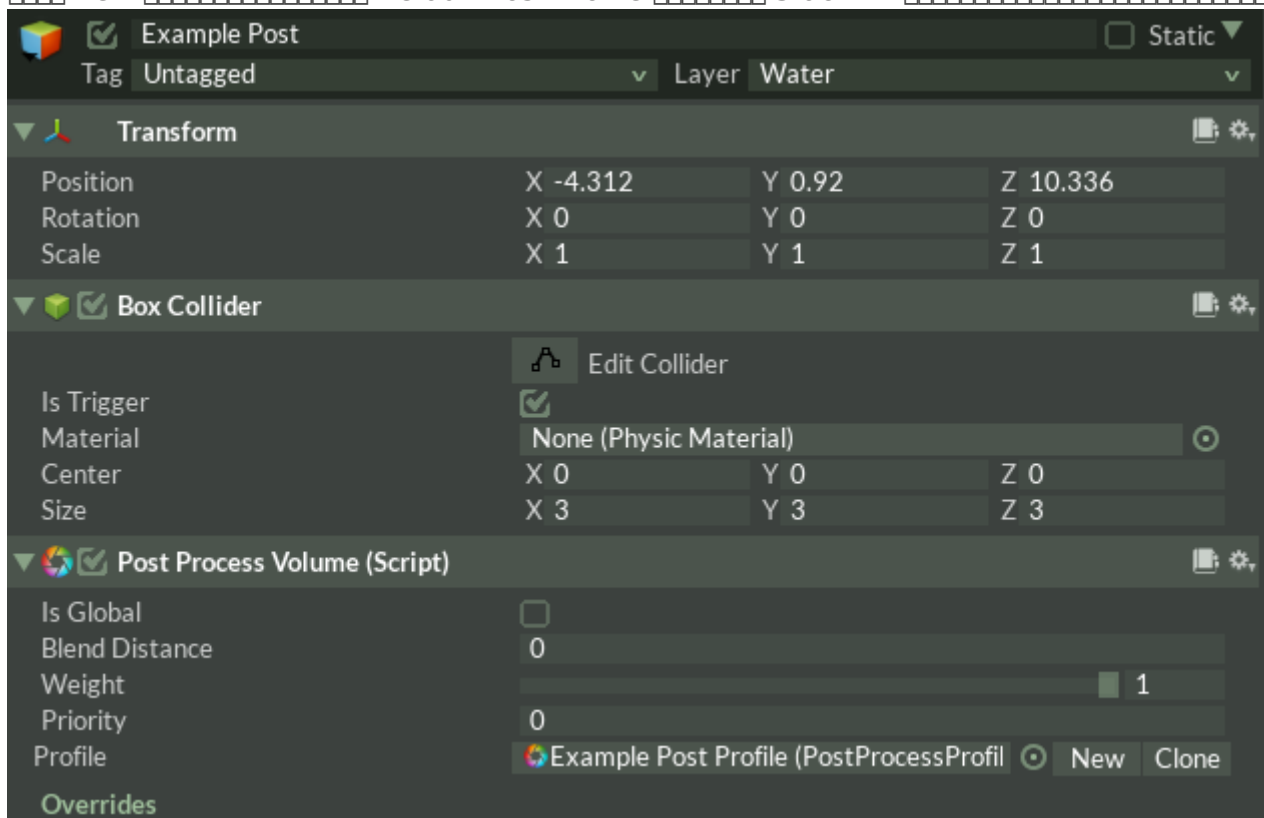
3. (■■■■■■■■■■)■■■■■■■■ Assets ■■■■■■■■■■

[illegible]

Global post-processing volumes

Global post-process volume - post-pr

1. GameObject collider Box Collider "Is Trigger"
2. collider object Post Processing Volume Profile New
3. New Default Post Profile Stack v1 Vo



4. Add effect... Color Grading On/Off
5. Main Camera collider

Post-Process

global post processing volume tonemapping bloom par

bloom animation

Colour Grading

None ACES Neutral Custom



- **None**
- **ACES**
- **Neutral** ACES Neutral 30
- **Custom** tonemapping curve

ACES Neutral Neutral tone mapp

colour wheels

Auto Exposure

dynamic range exposure point

Auto Exposure Minimum Maximum

VRchat - Unity

Bloom

Bloom Bloom glancing reflections

- Intensity0.010.30.3
- Threshold1.00
- Soft Knee1.0
- Clamp30 -
- Radius7
- Anamorphic0 VR
- Fast Mode
- DirtDirt Unity“VRDirt”

Bloom Bloom Intensity1

threshold Bloom

Bloom Intensity

VRchat BloomThresholdThresholdBloom... Intensity Bloom

Bloom IntensityThreshold Bloom

Bloom emission1.0

Film Grain

VR

Stack v1 dithering...

- **Anti-aliasing** SMAA AntiFXAA TAA
- **Ambient occlusion** Ambient occlusion VRchat Forward AO Ambient occlusion VR AO Ambient occlusion
- **Depth of field** VR
- **Motion blur** VR
- **Screen-space Reflections** VRchat
- **Lens Distortion** VR v2 Unity VR Lens Distortion
- **Vignette** VR



post-process

post-process

- intensity212
- bloom falloff "shape" tonemapping ACES tonemappir
-
- post processing plain neutral Unity

post processing - post processing