

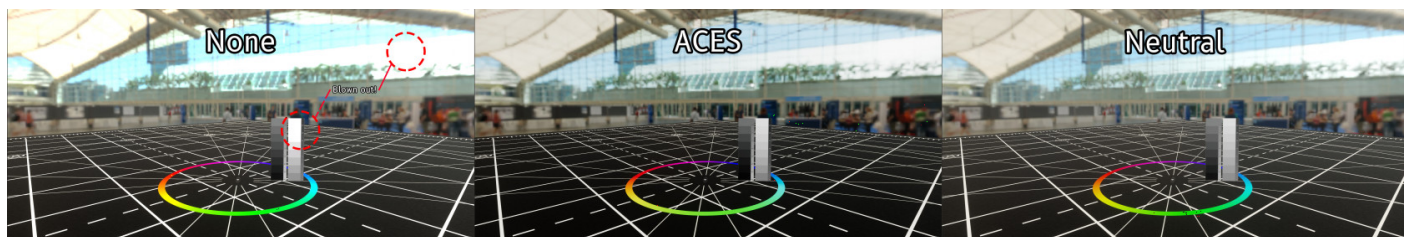
Post-Process

global post processing volume tonemapping bloom par

bloom animatio

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 “VR Dirt”

Bloom Bloom Intensity1

threshold Bloom

Bloom Intensity

VRchat BloomThresholdThresholdBloom... Intensity Bloom

Bloom IntensityThresholdBloom

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

Revision #2

Created 11 April 2024 18:22:49 by

Updated 21 April 2024 12:48:48 by