

Post Processing

Post Processing post-processing volumes

VRWorld Toolkit

Post Processing

- Post Processing Layer
- Post Processing Volume

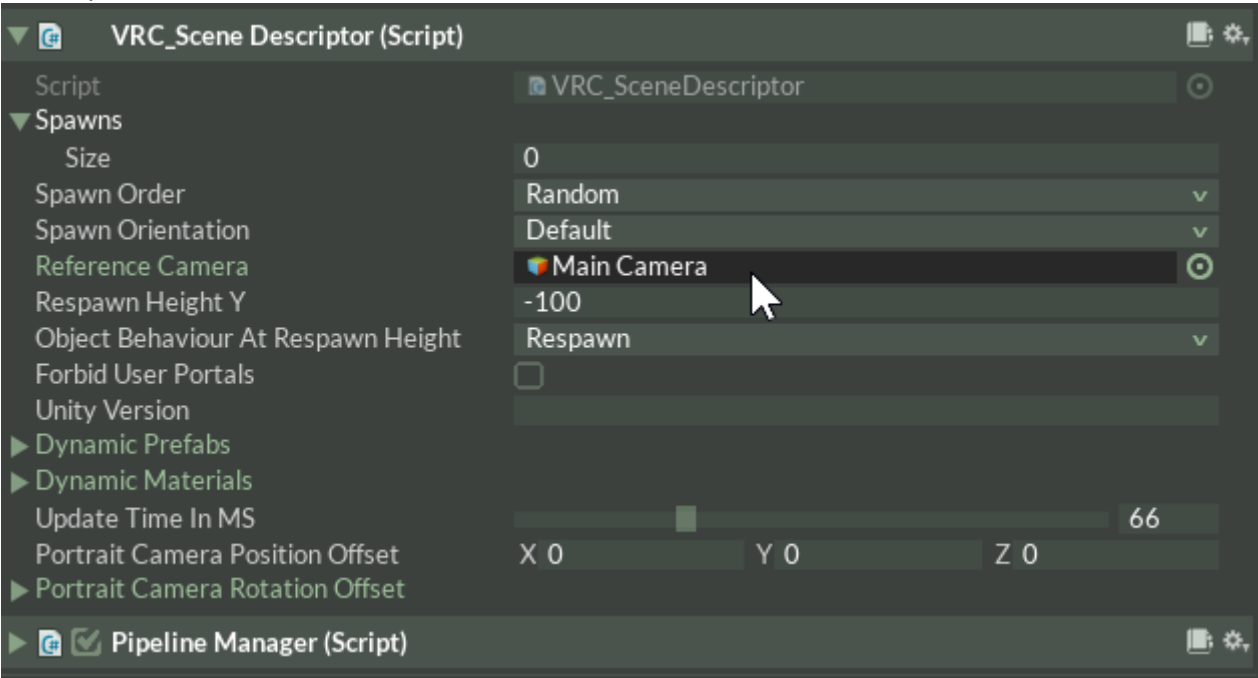
/ 0% 100%

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]

Revision #4

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