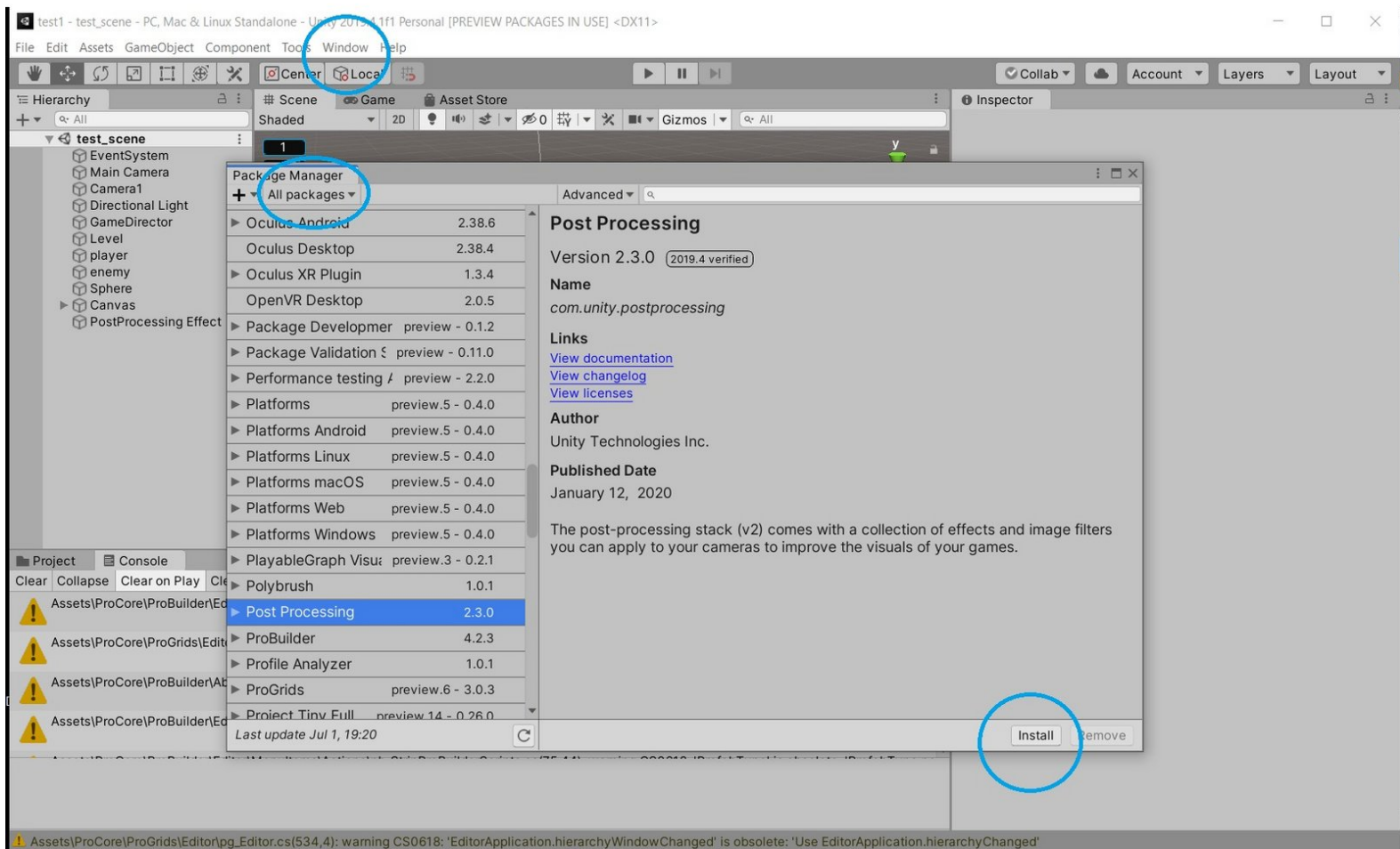# brandeismakerlab

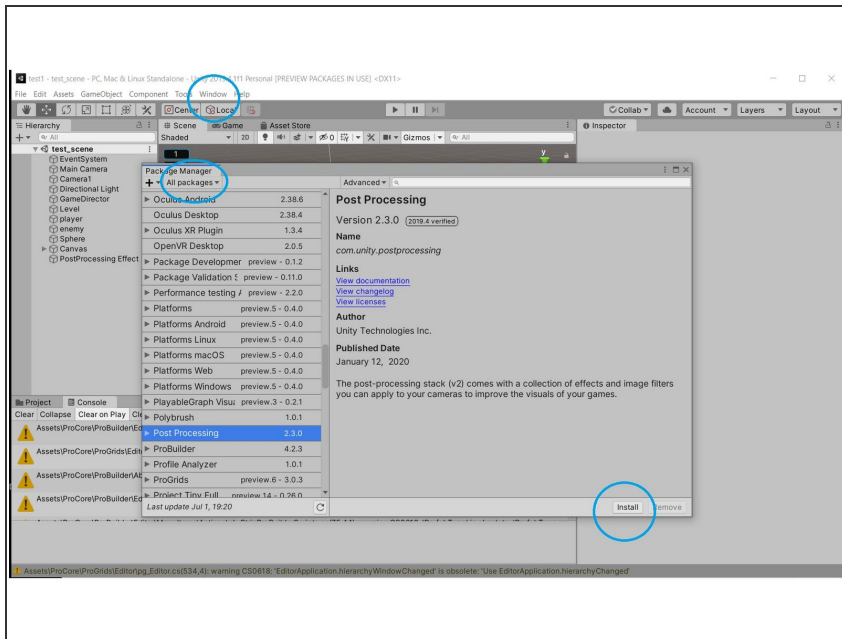# How to add post processing effects in Unity

Simplified workflow to add post-processing effects to your projects

Written By: Fernando Estrella

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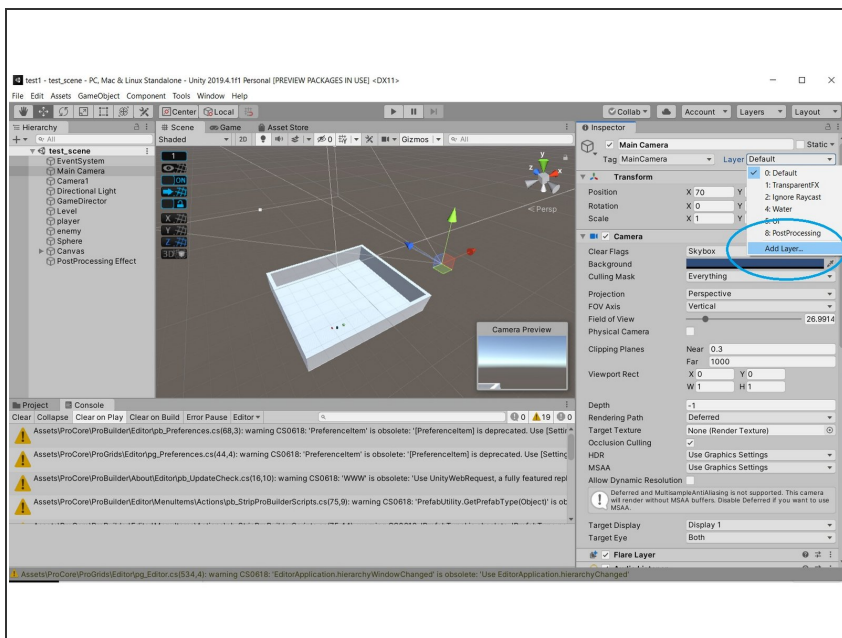
## Step 1 — How to add post processing effects in Unity

- In your desired scene, go to Window > Package Manager and in the second dropdown menu in the top bar select "All packages". Look for the "Post Processing " package, and click on "Install" on the lower right.

Step 2

- Create a new layer for applying post-processing effects by selecting any GameObject, clicking on "Layer" selecting "Add a new layer" and naming it however you want (for example, "Post Processing"). Only leave that layer selected if you know why you are doing it.

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Step 3
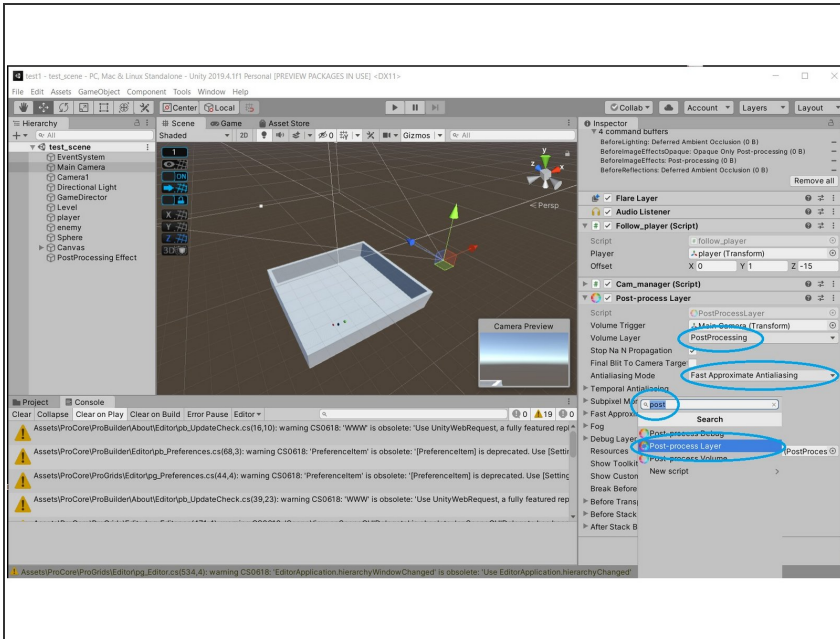
- If you want to add anti-aliasing, you can select the main camera, add a "Post Processing Layer" Component, selecting the Volume Layer you created ealier, and selecting the Antialising Mode that best suits your project (Fast Approximate Antialiasing might do the trick)

Step 4
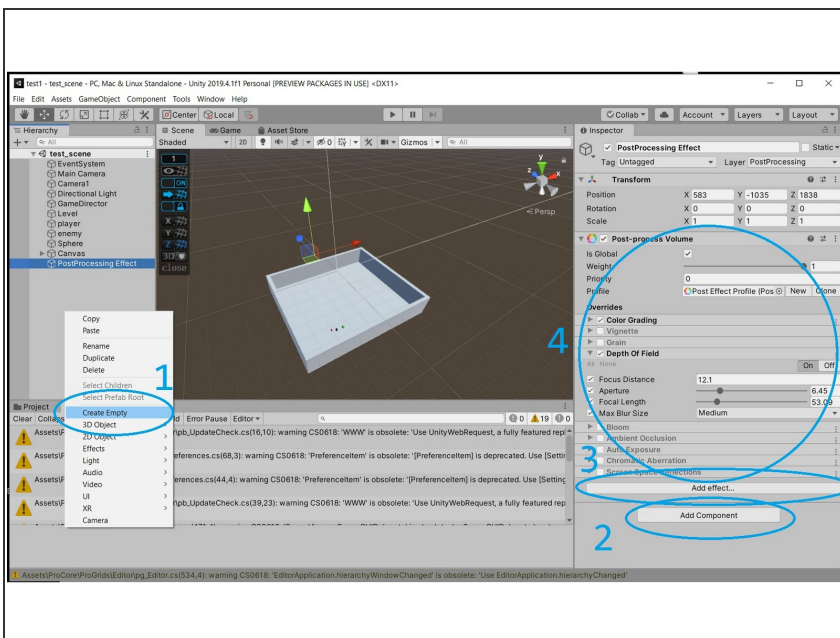
- If you want to add other post processing effects to the camera, add a new empty GameObject, add a new Post Processing Volume to it, and add any effect you would want. Also, select the Post Processing layer you created earlier for this GameObject on the top right.

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Step 5

- Notice that if you leave "Is Global" (the first option in the Post Processing Volume Component) unselected, the effect will only be applied when the player is inside the volume you have just created (you can change the size of it). If you select "Is Global", the effect will be applied in any position of the camera.