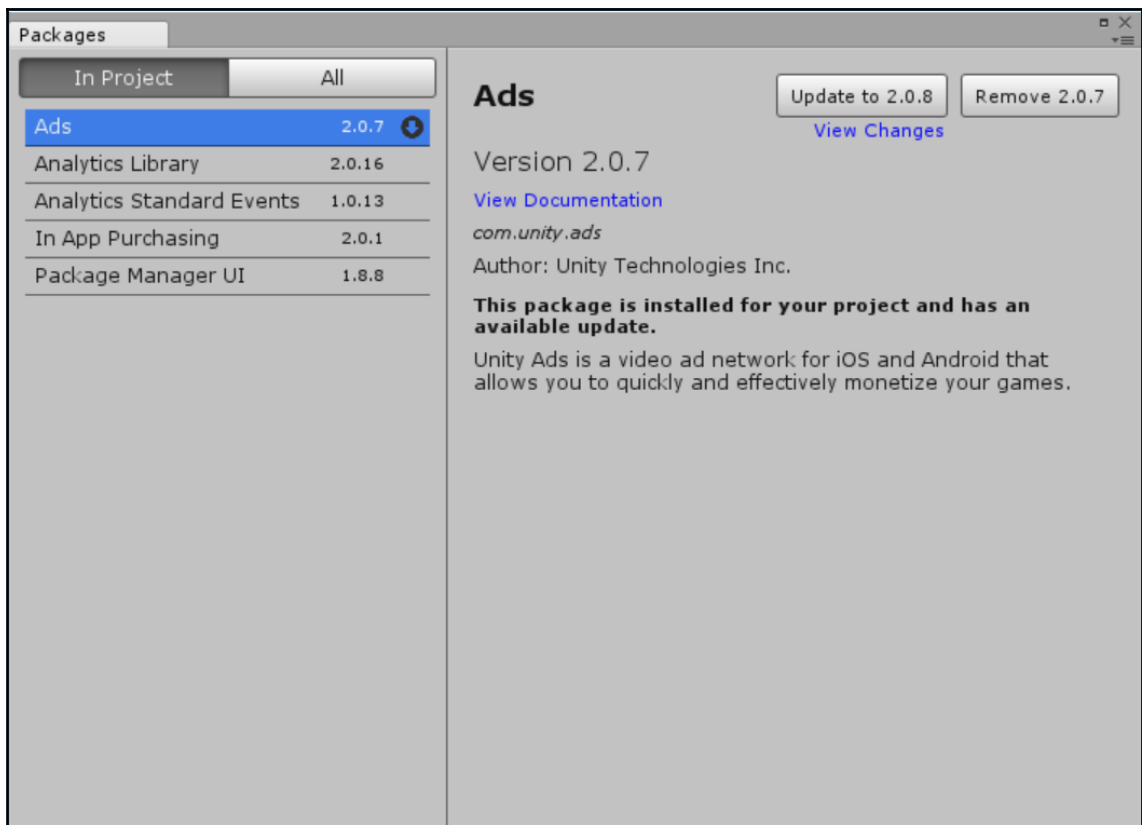


Chapter 1: Post Processing Stack





Packages

In Project

All

2D Animation	1.0.15-preview.3
Ads	2.0.8
Analytics Library	2.0.16
Analytics Standard Events	1.0.13
Asset Bundle Browser	1.6.0
Cinemachine	2.1.13
Entities	0.0.12-preview.5
High Definition Rend	1.1.10-preview
In App Purchasing	2.0.1
IncrementalCompil	0.0.42-preview.1
Lightweight Render	1.1.10-preview
Package Manager UI	1.8.8
Post-processing	2.0.7-preview
ProBuilder	3.0.8
ProGrids	3.0.2-preview
Shader Graph	1.1.9-preview
SRP Core	1.1.10-preview
TextMesh Pro	1.2.3
Xiaomi SDK	1.0.2

Post-processing

Install 2.0.7-preview

Version 2.0.7

Preview

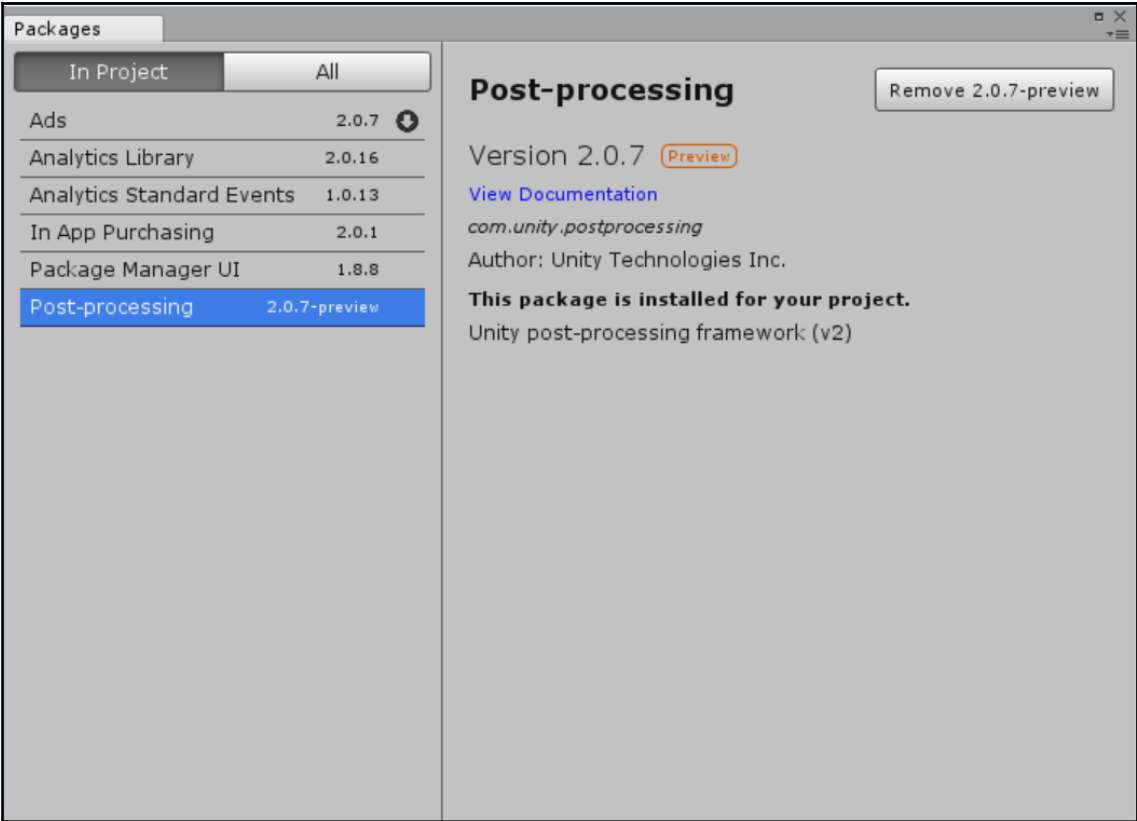
[View Documentation](#)

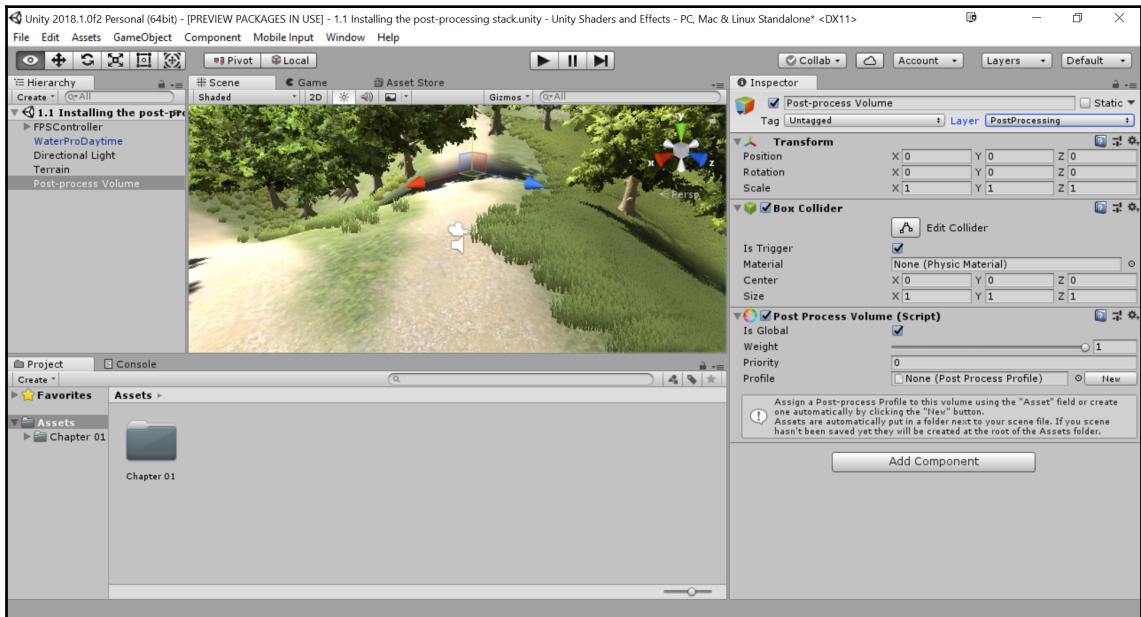
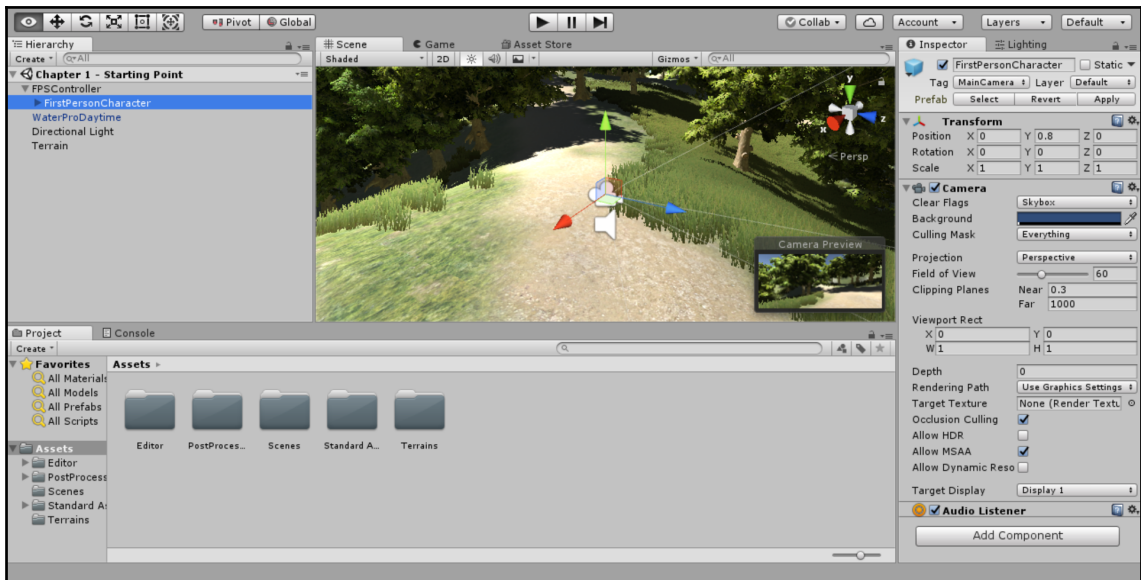
com.unity.postprocessing

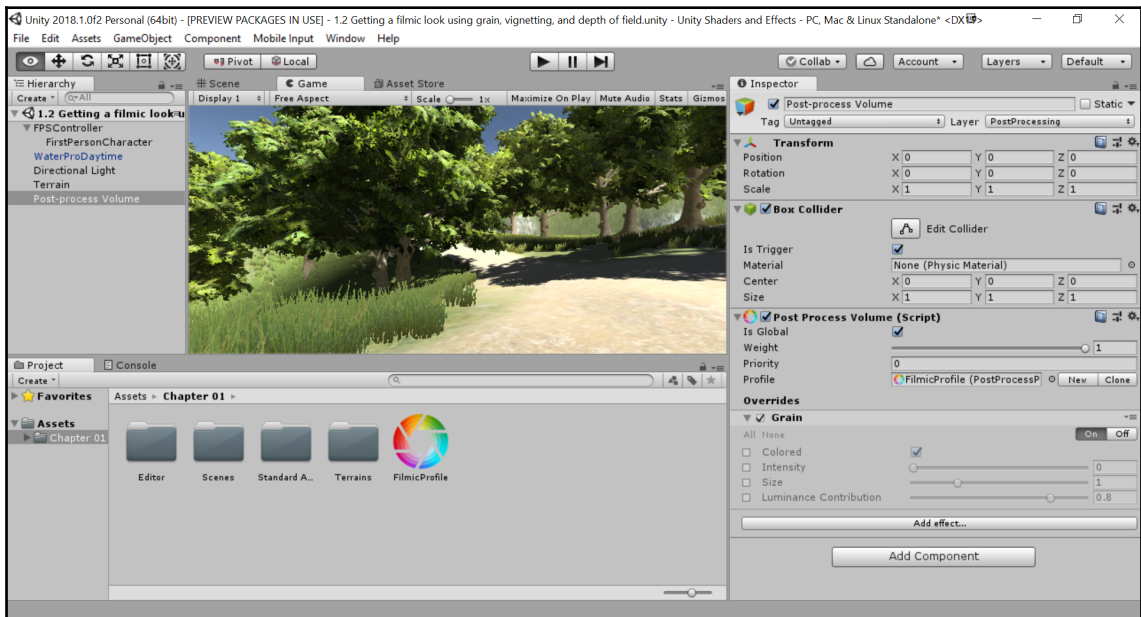
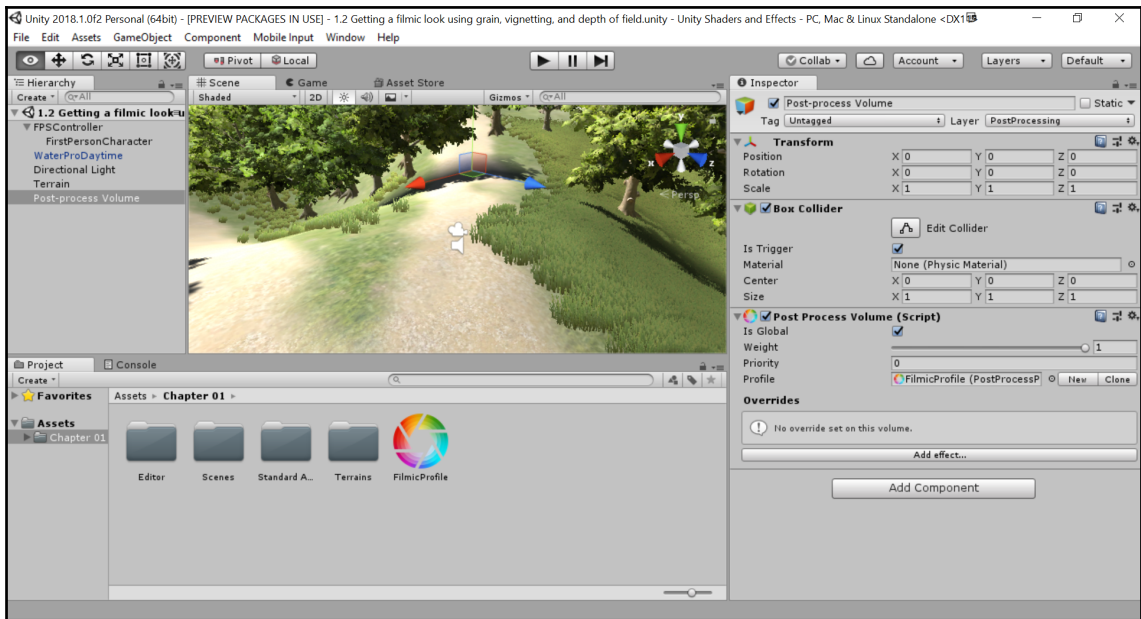
Author: Unity Technologies Inc.

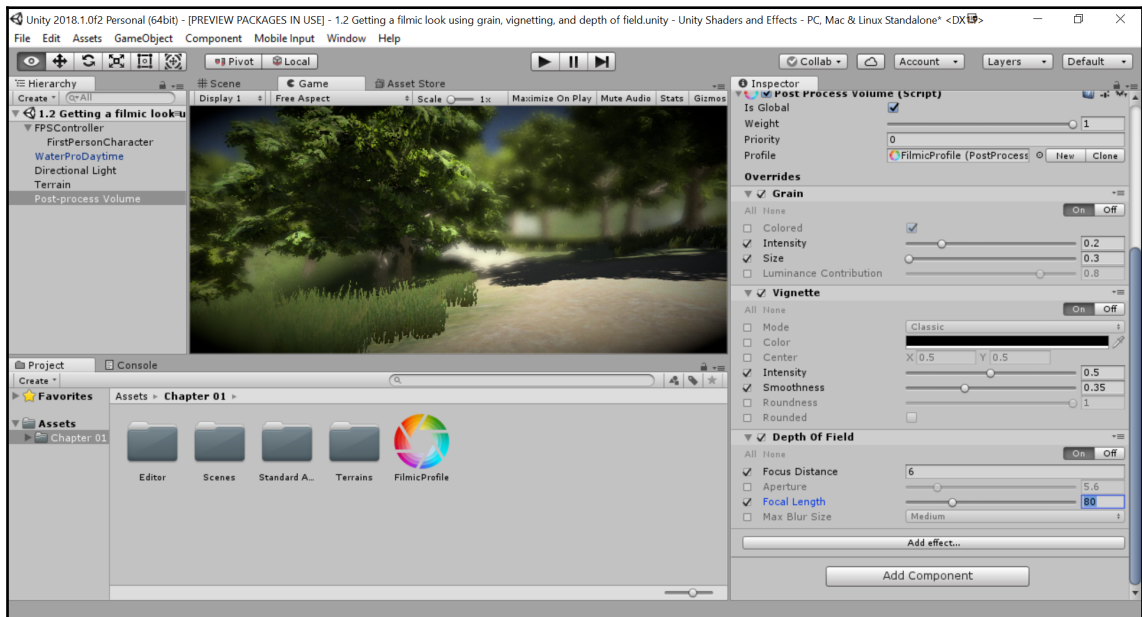
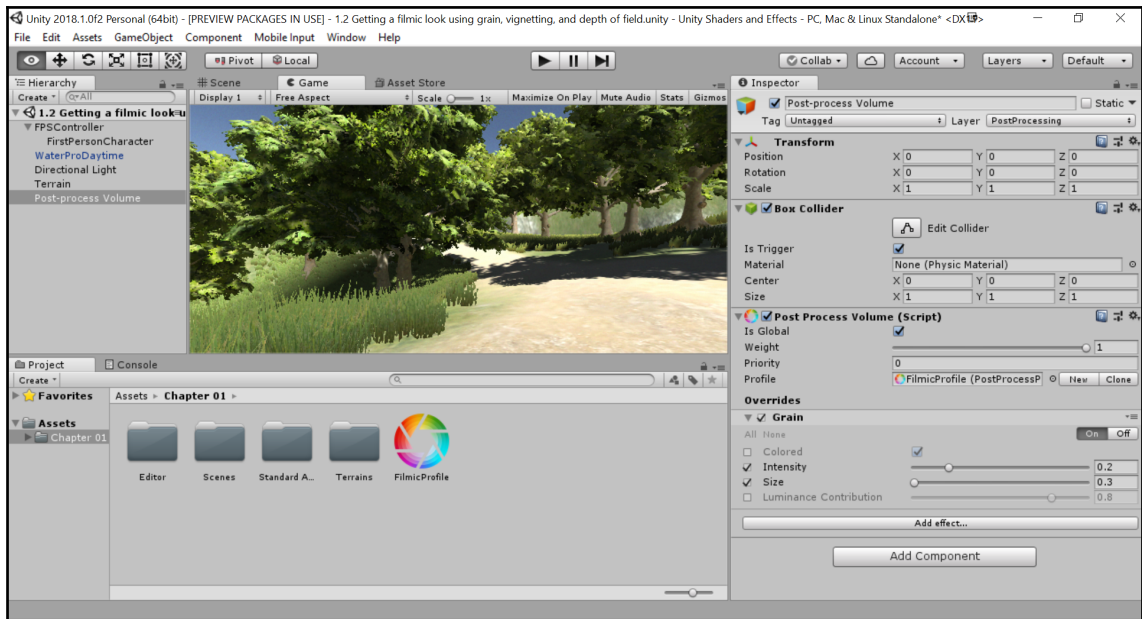
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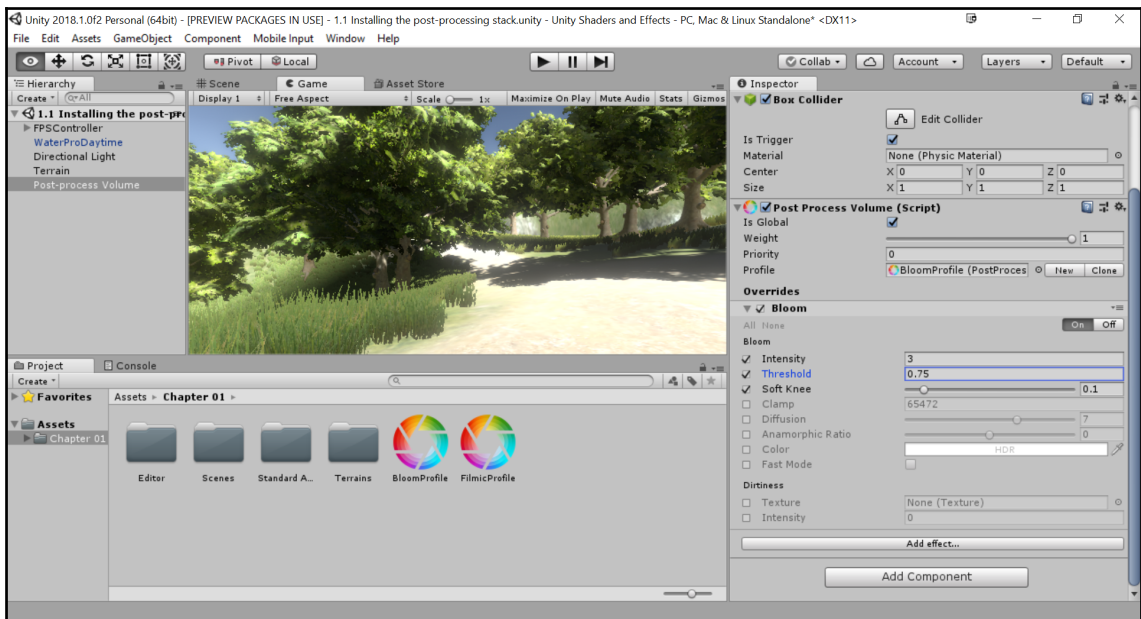
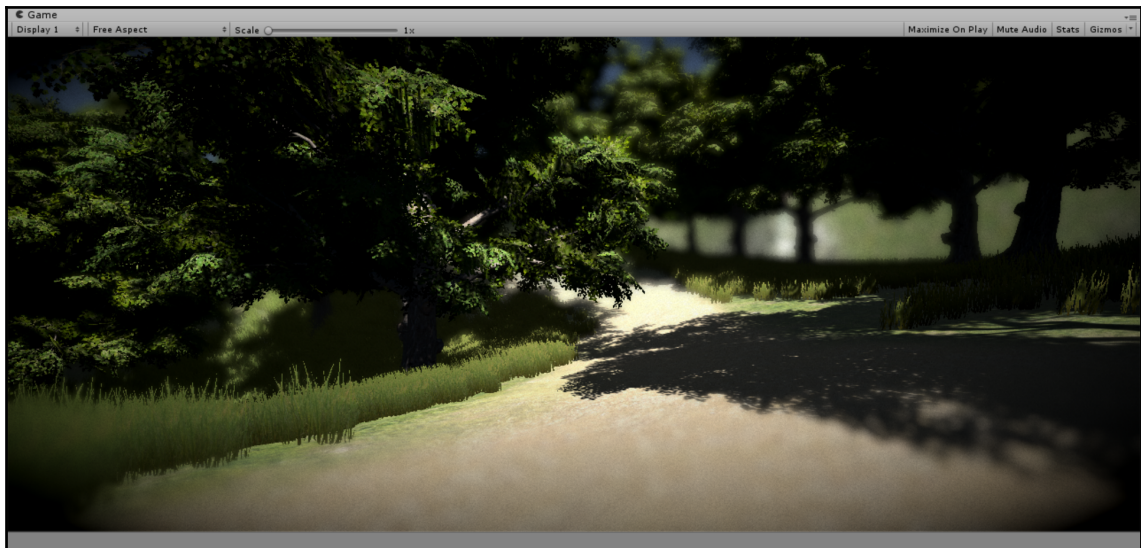
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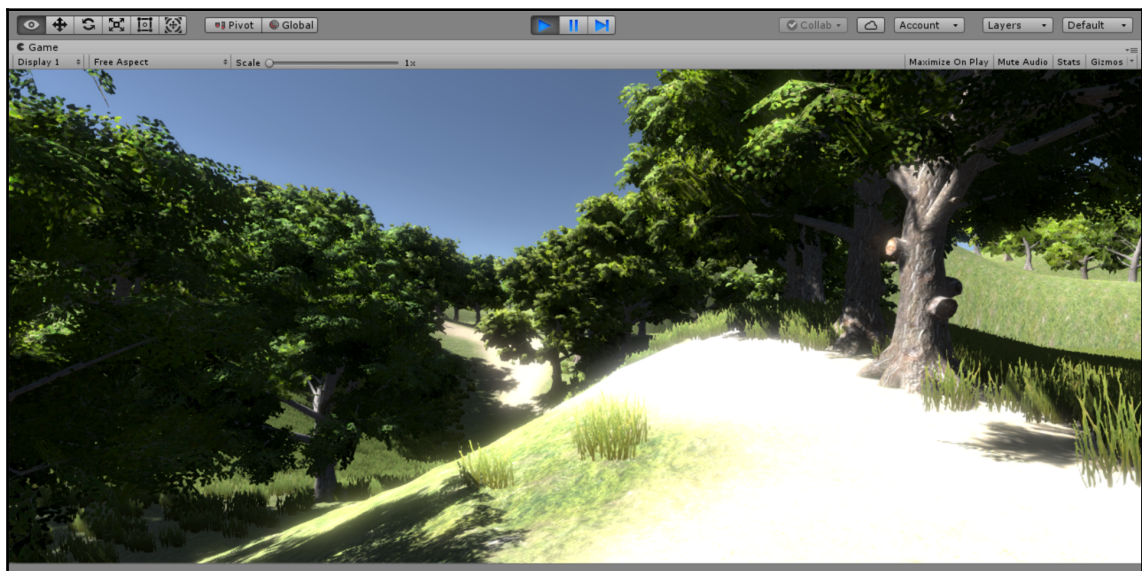
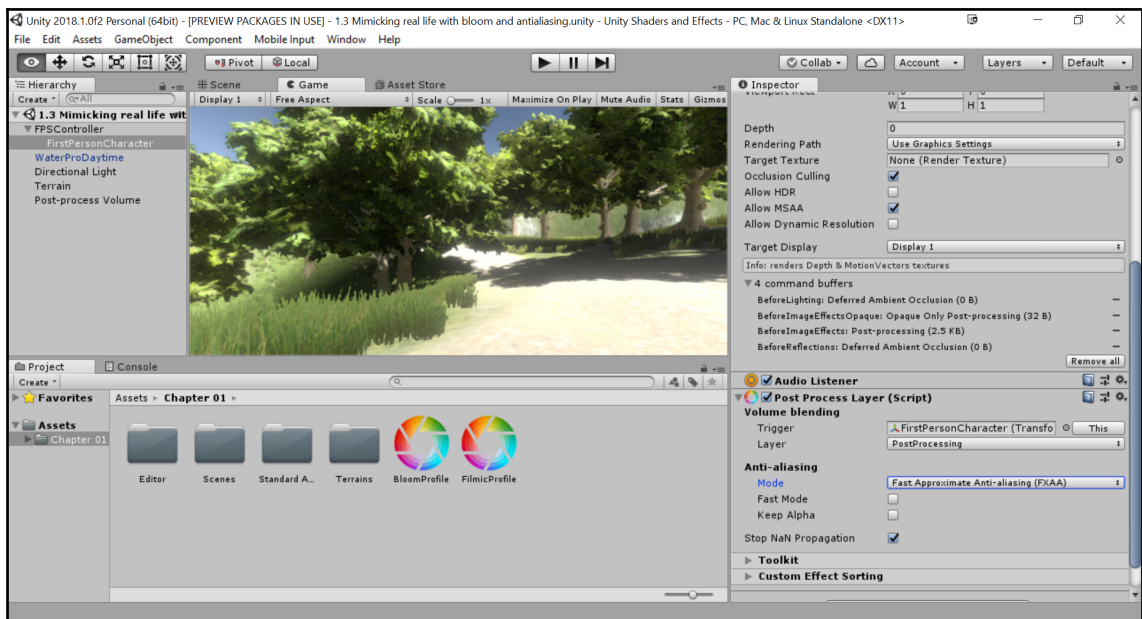


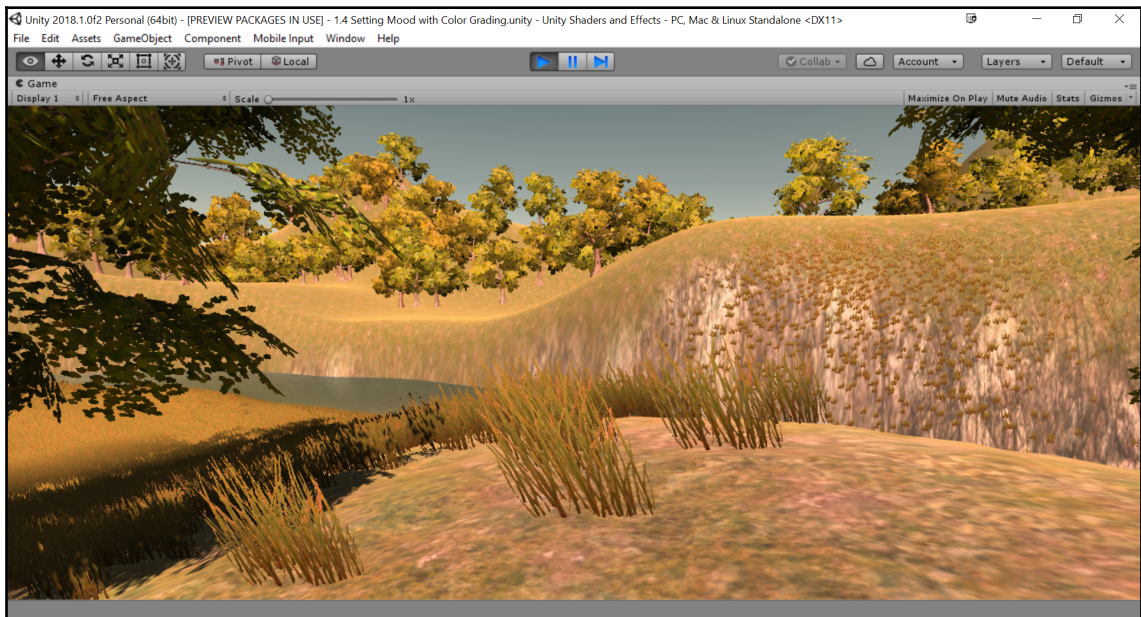
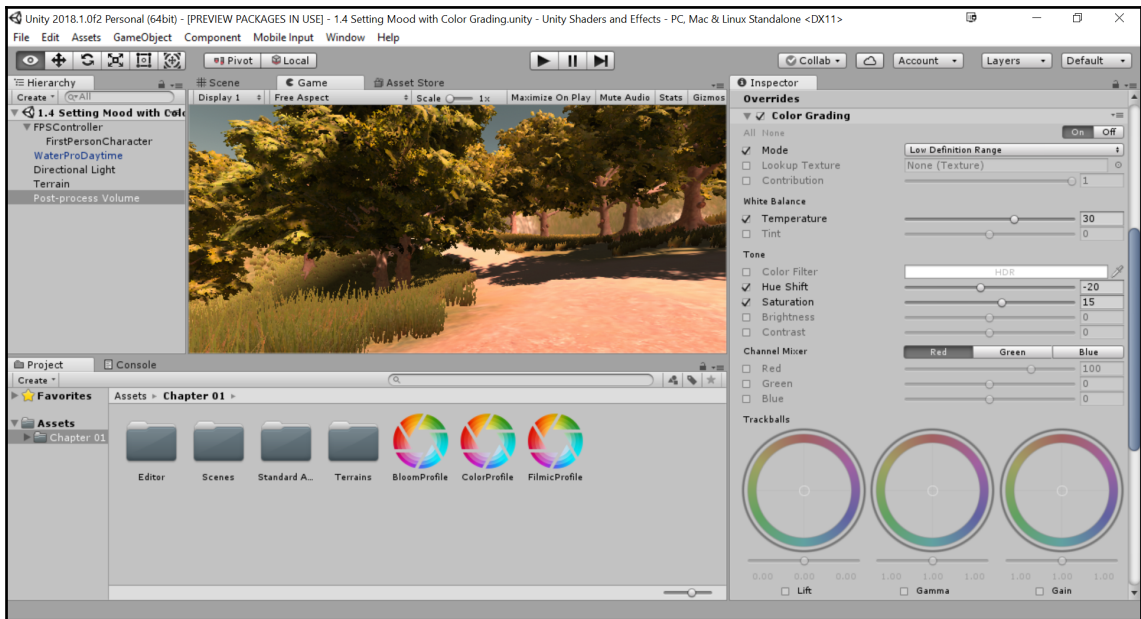


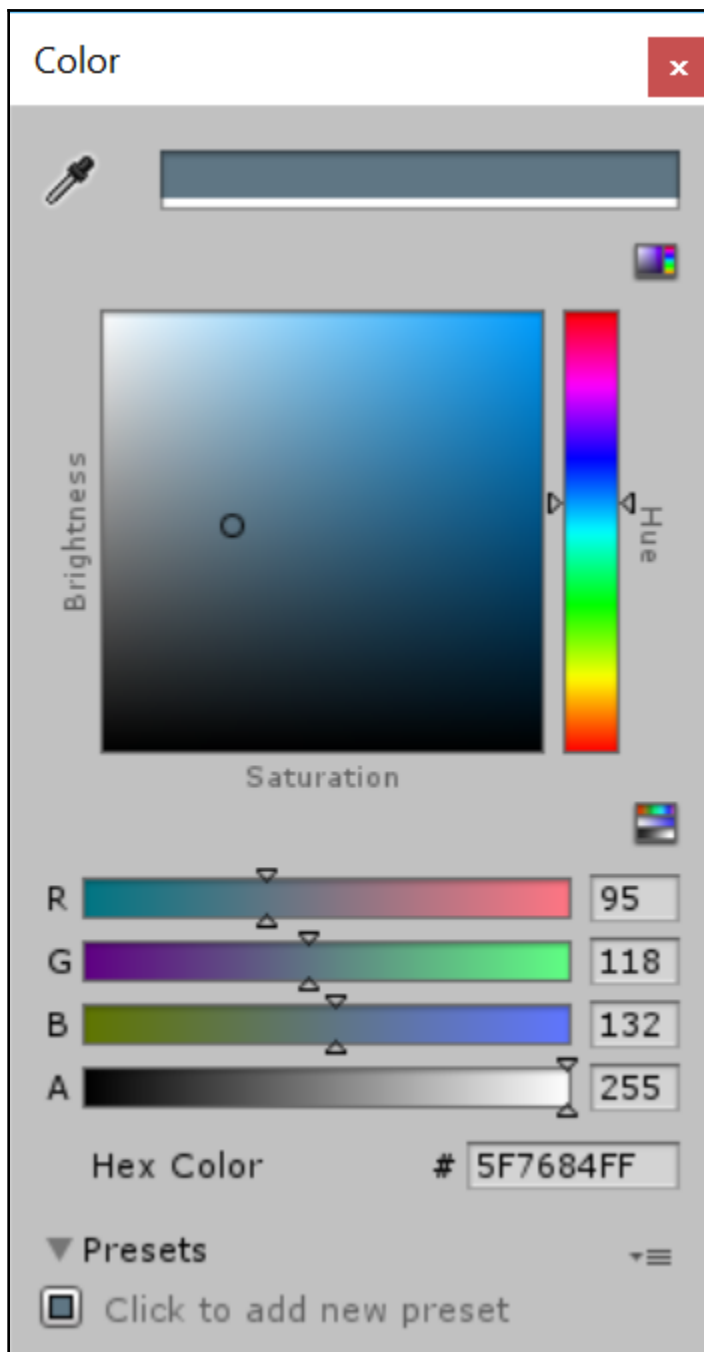


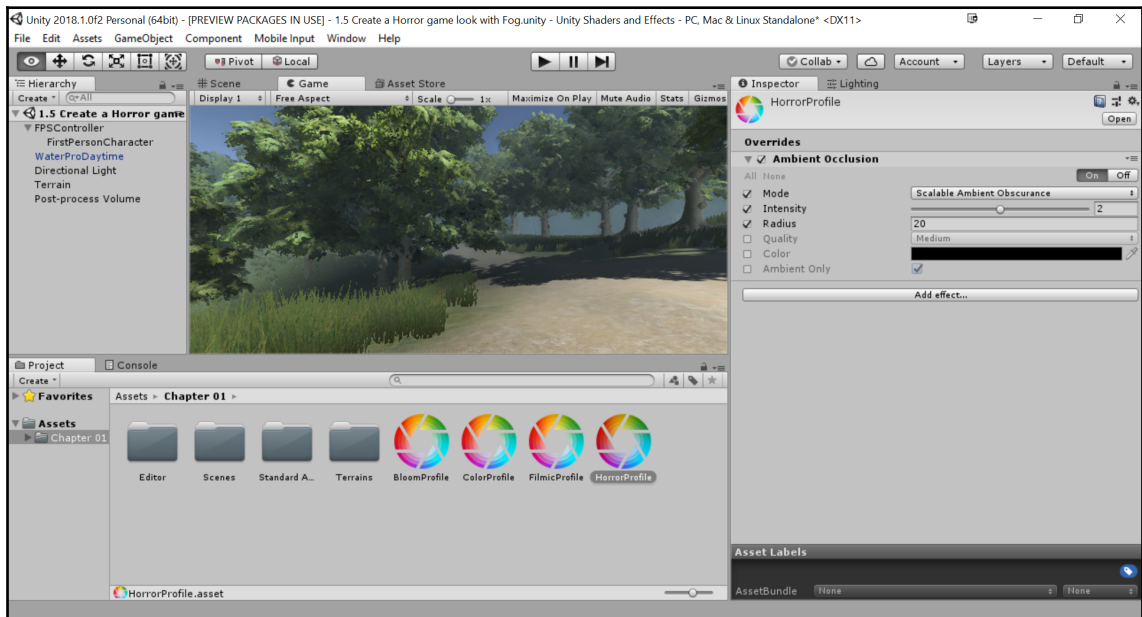
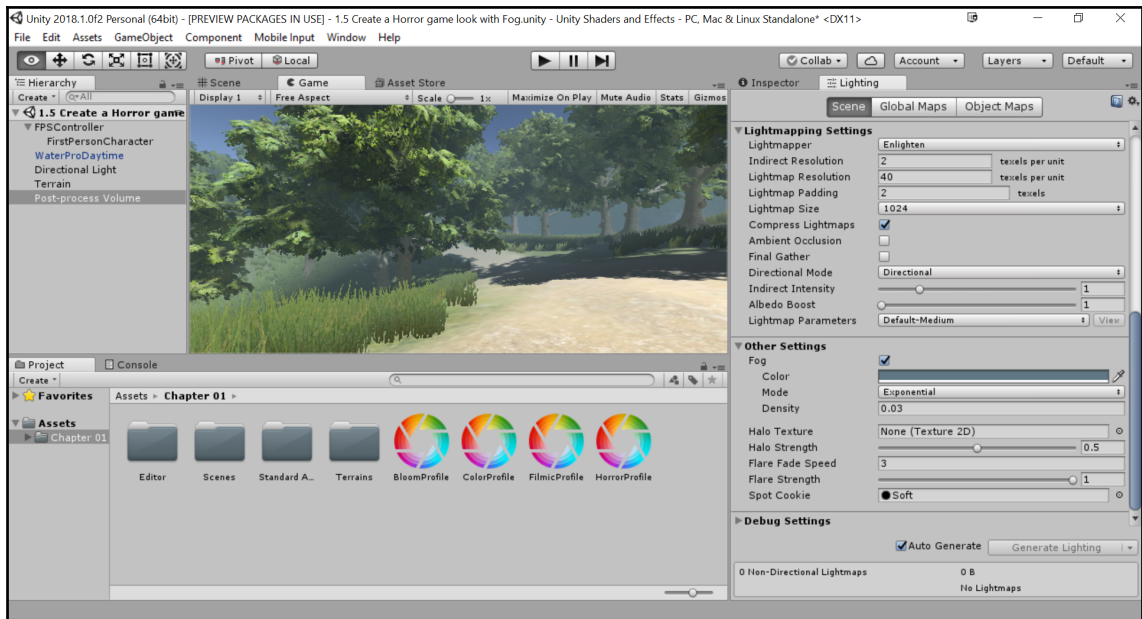


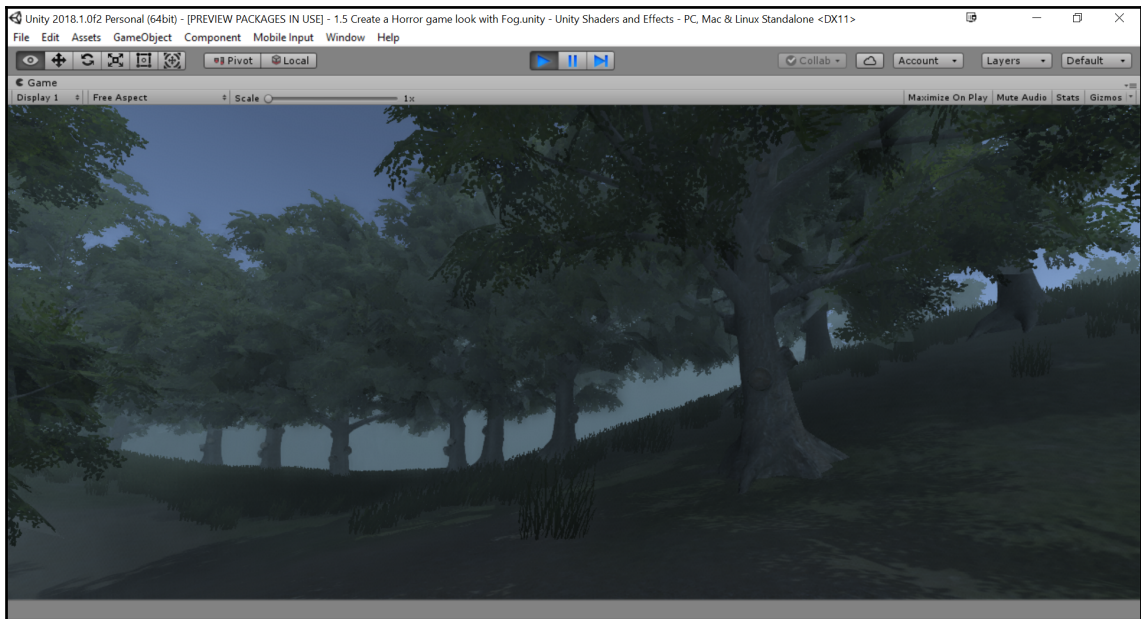




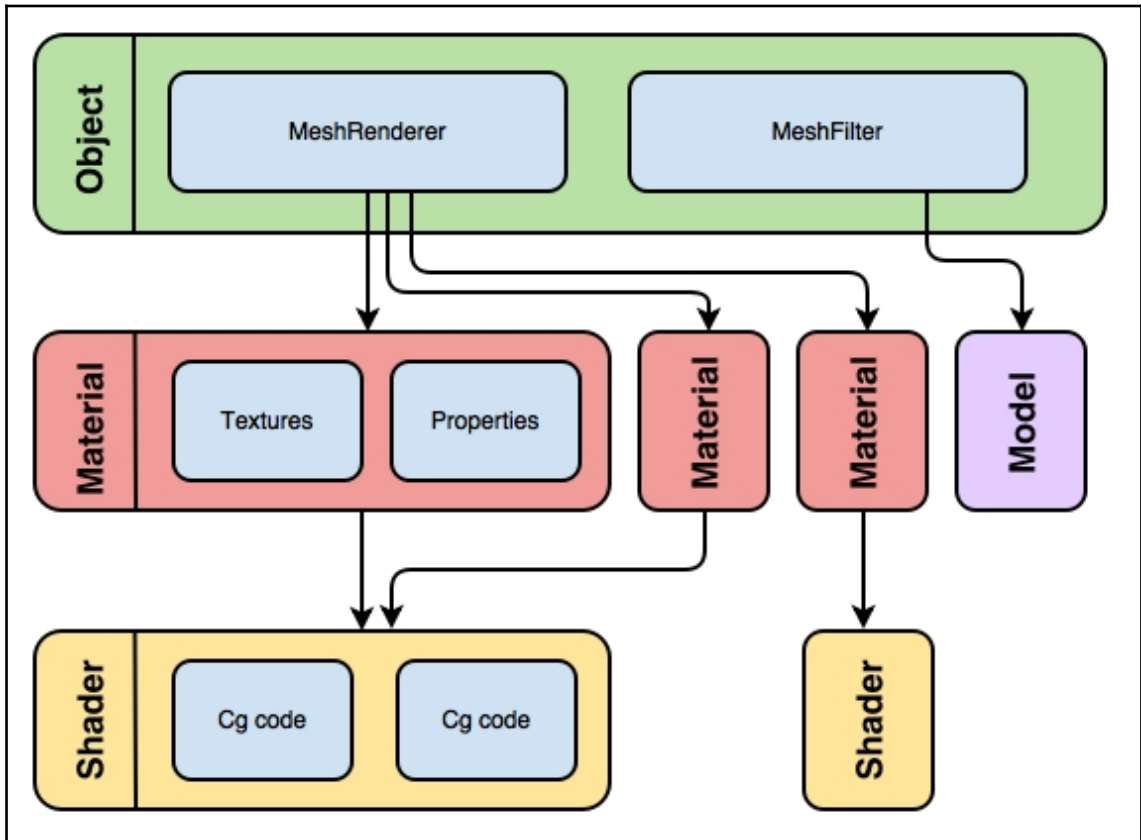


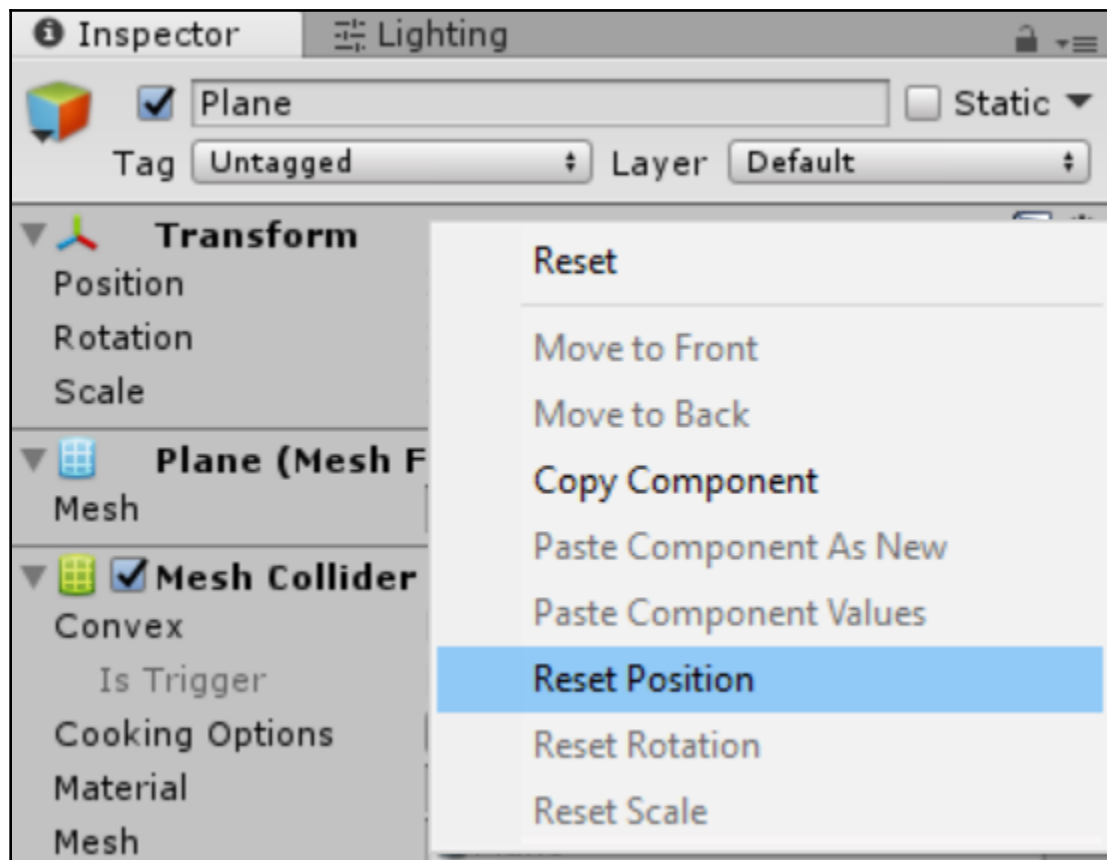


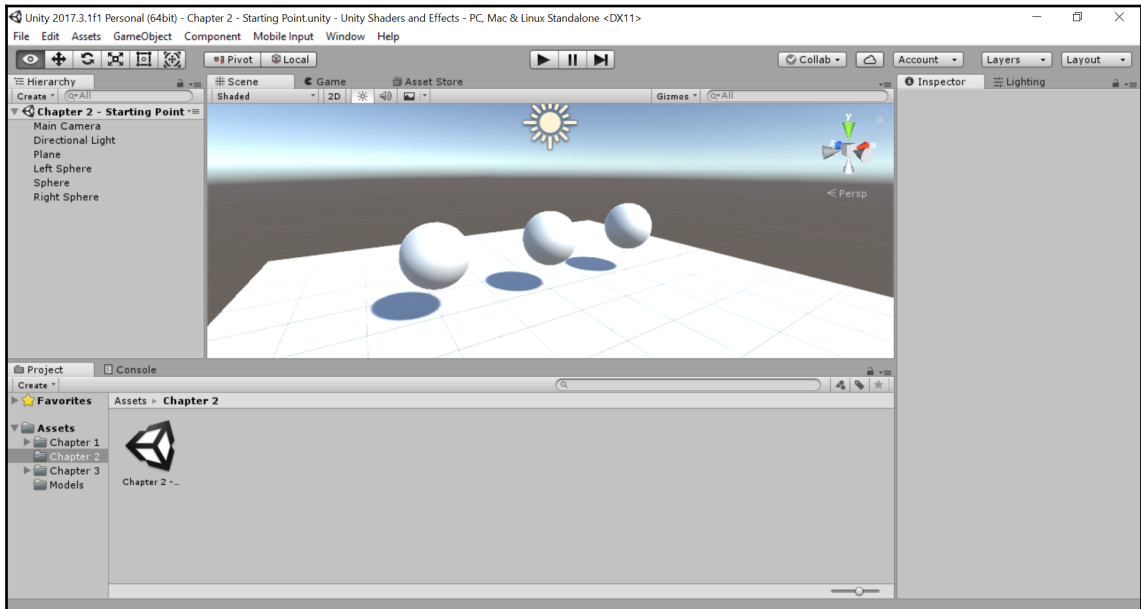
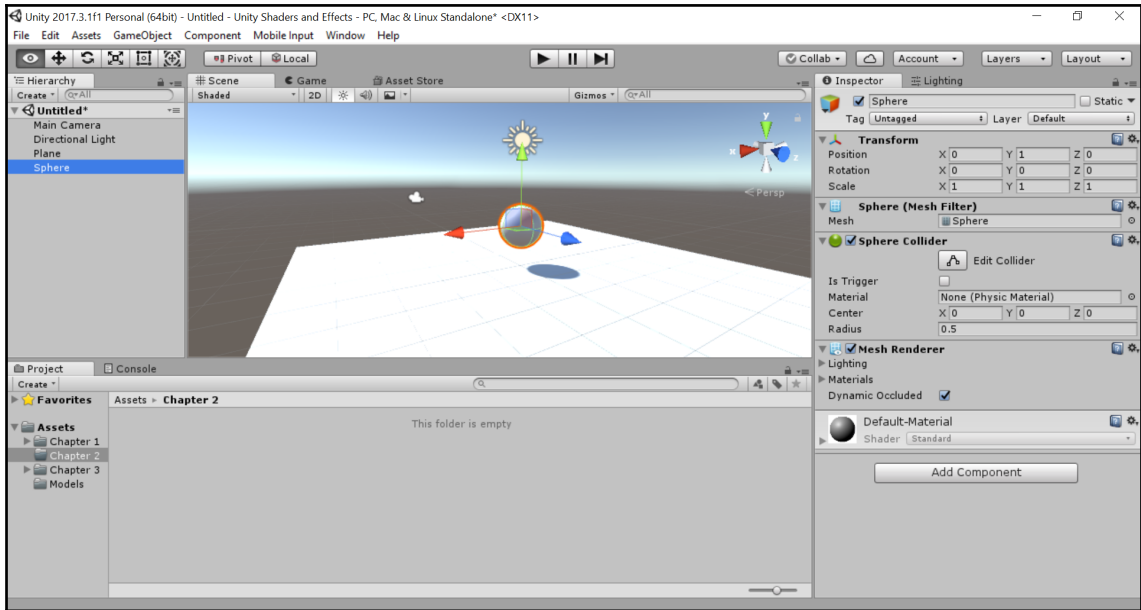


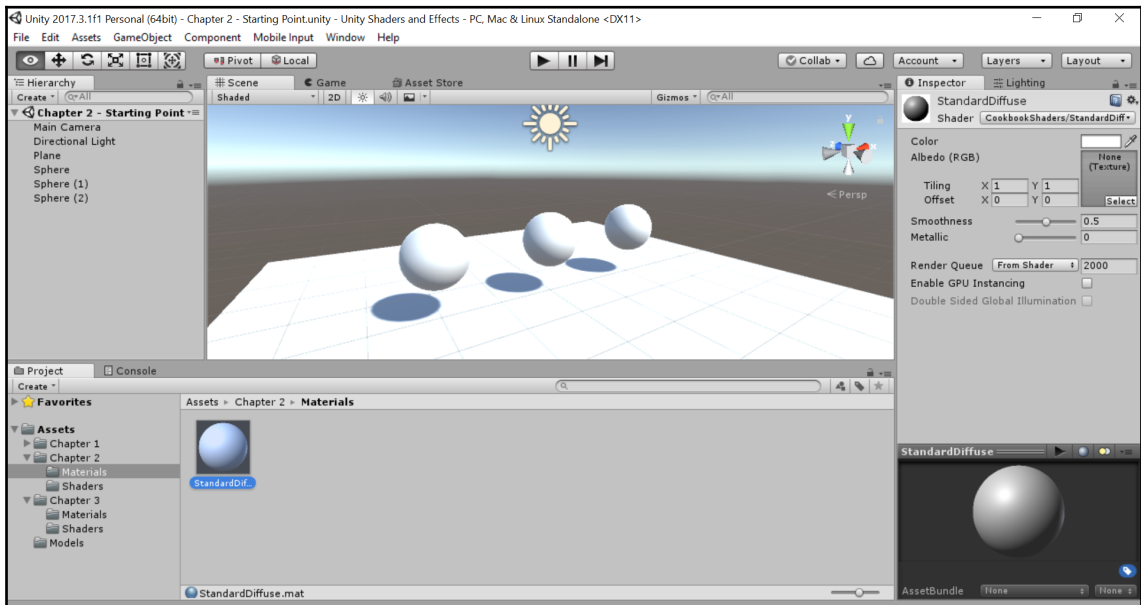
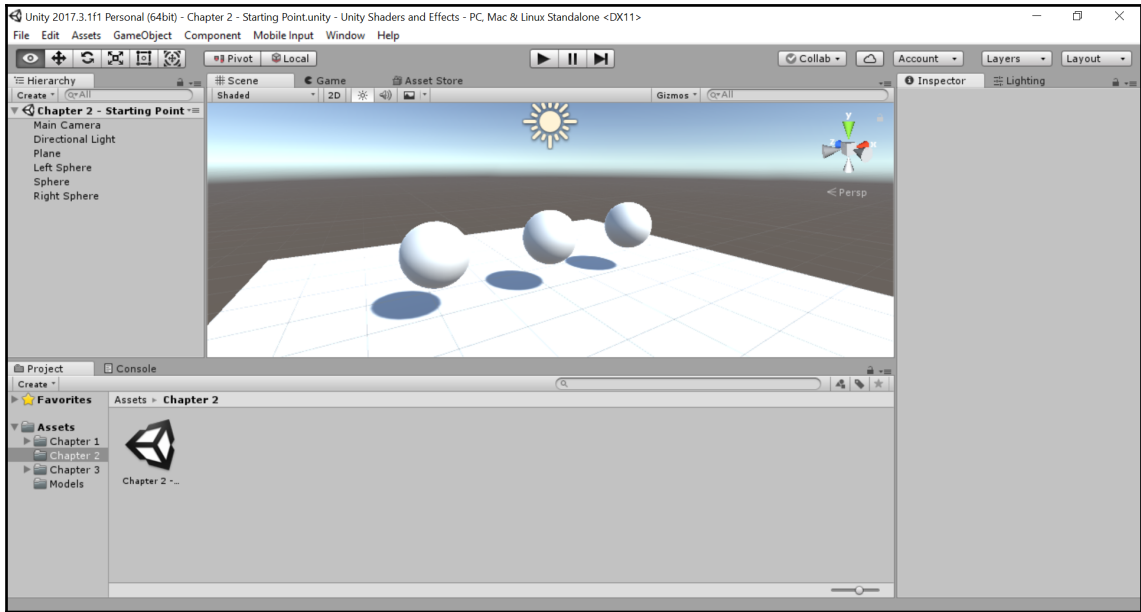


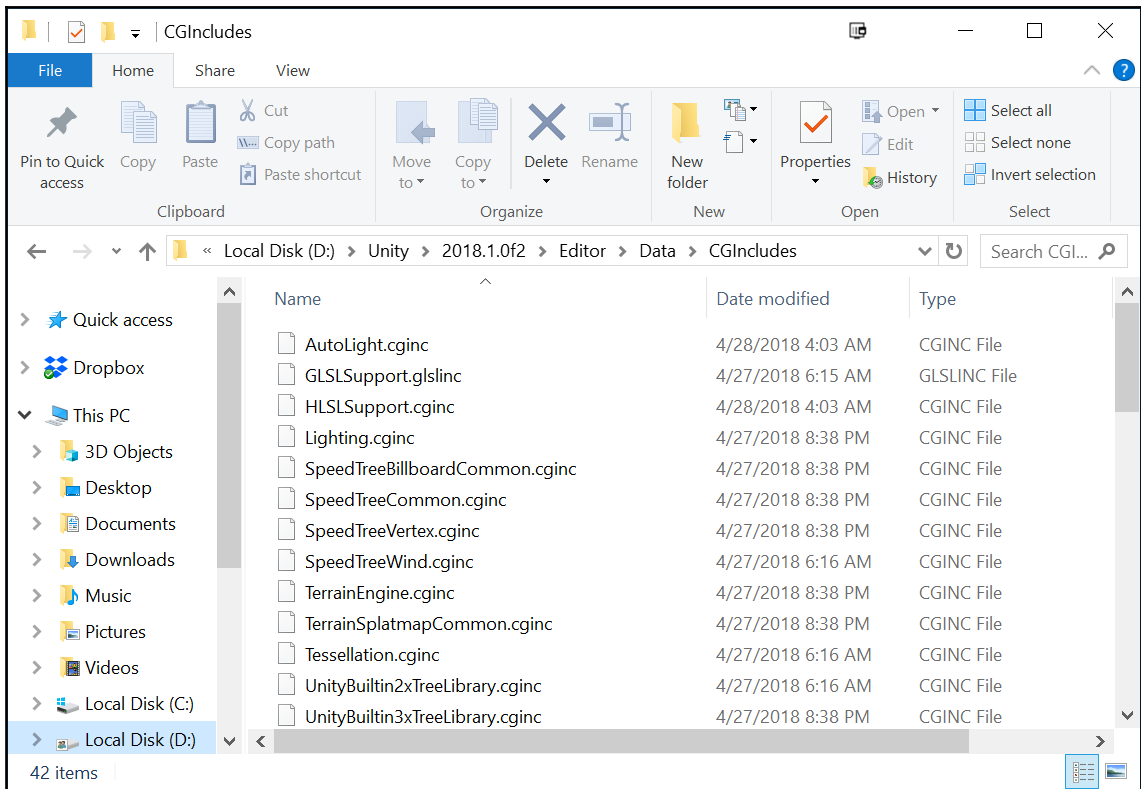
Chapter 2: Creating Your First Shader

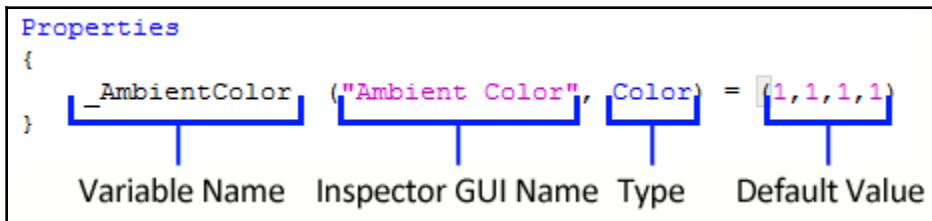
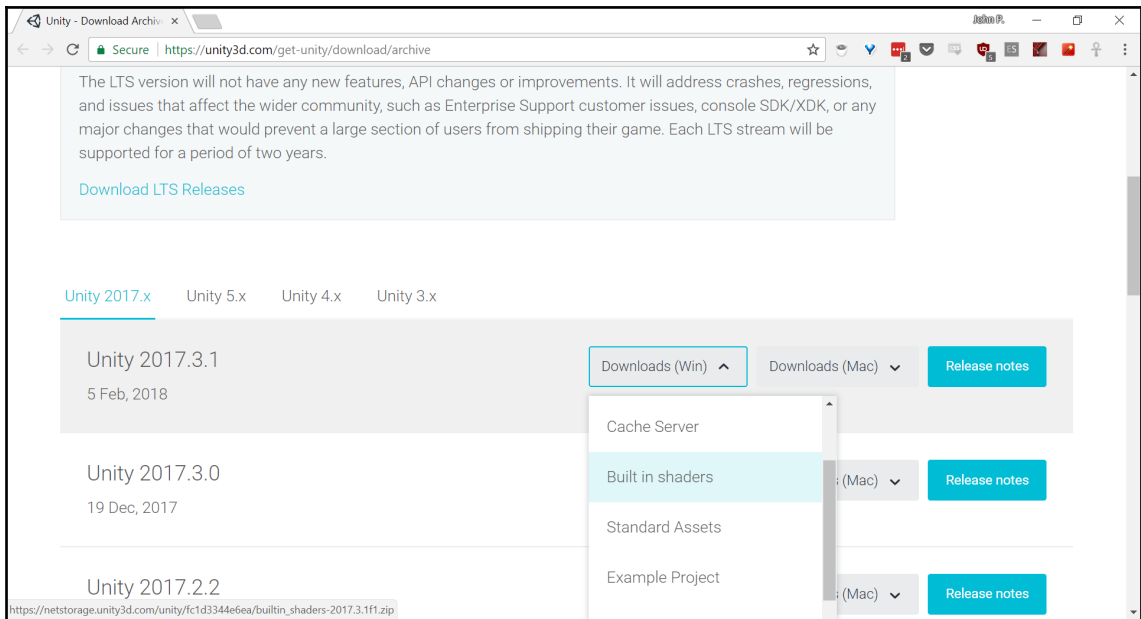


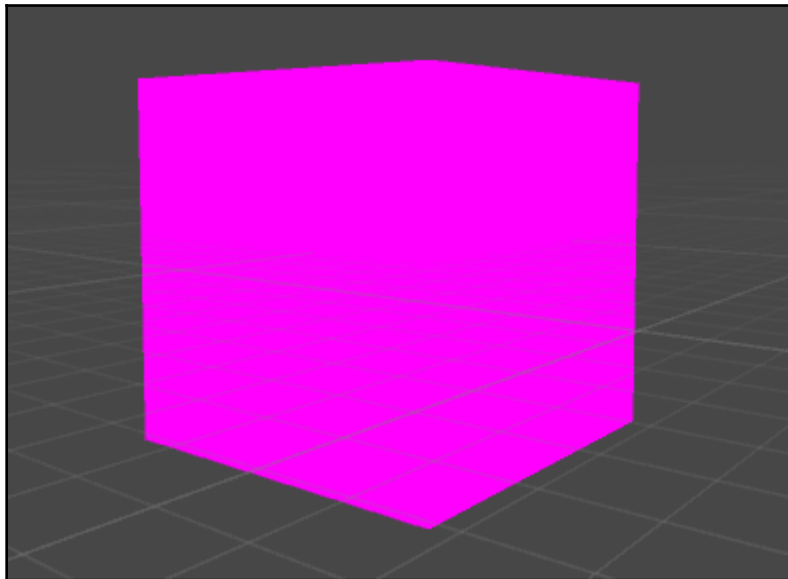
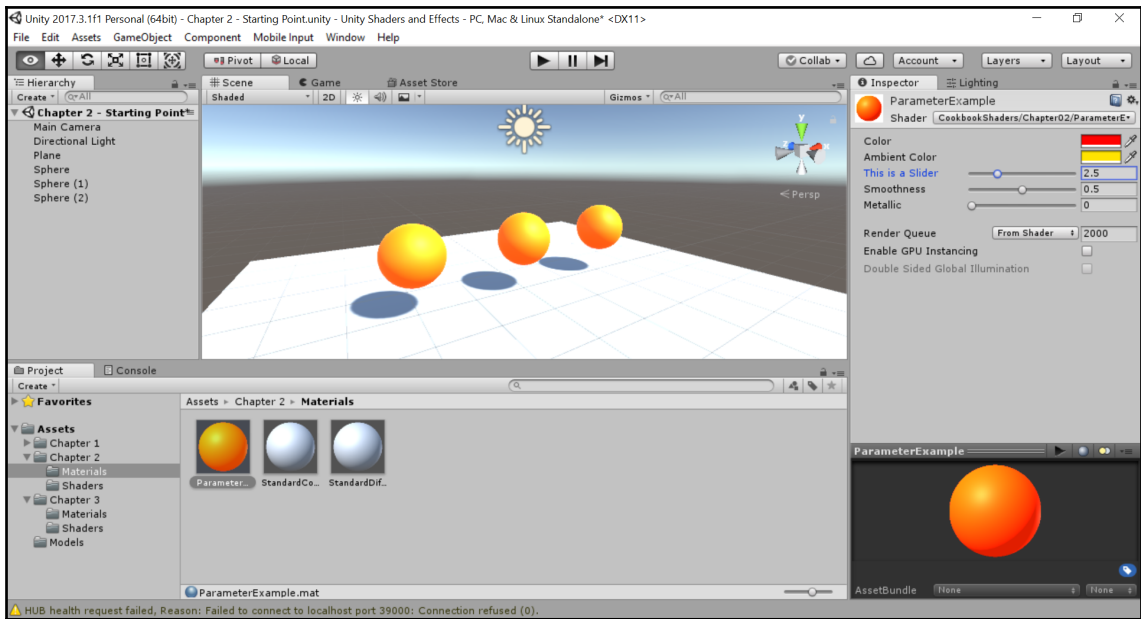


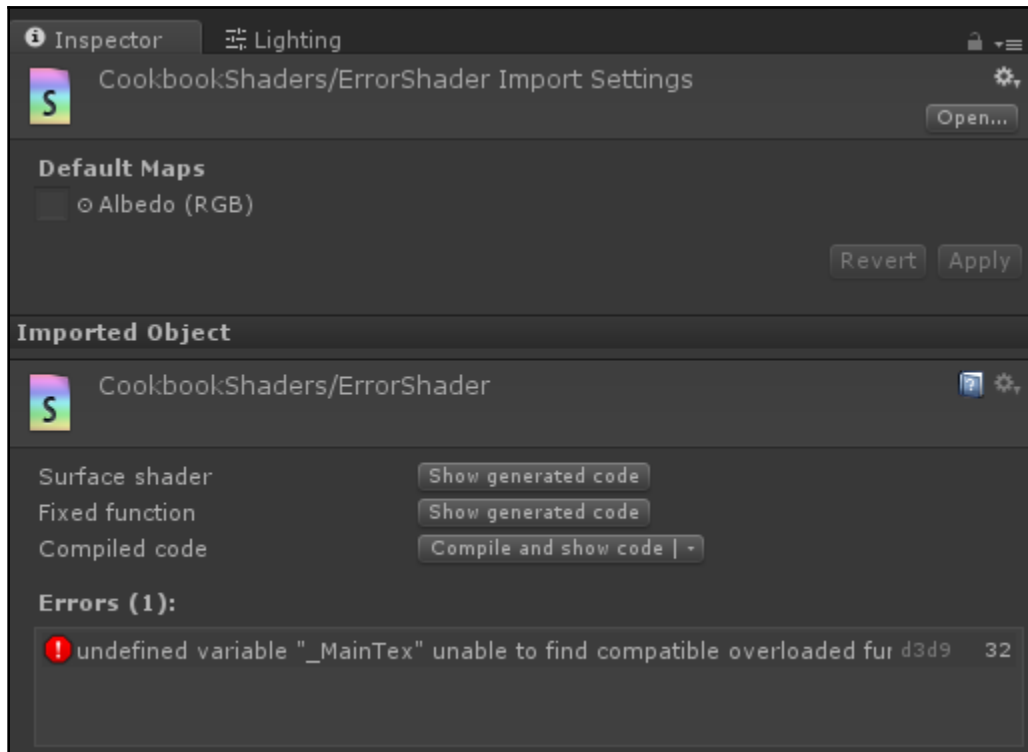




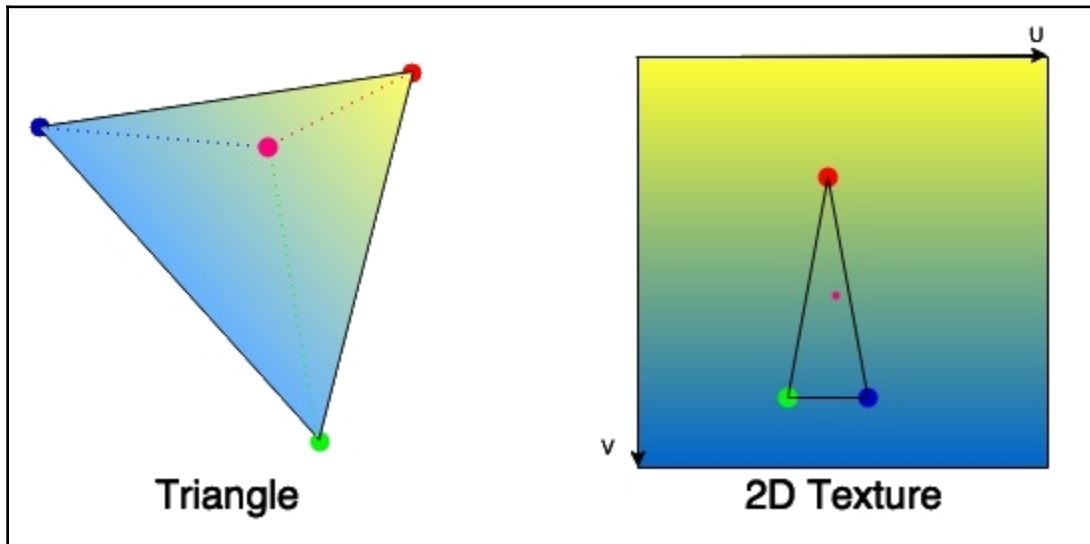
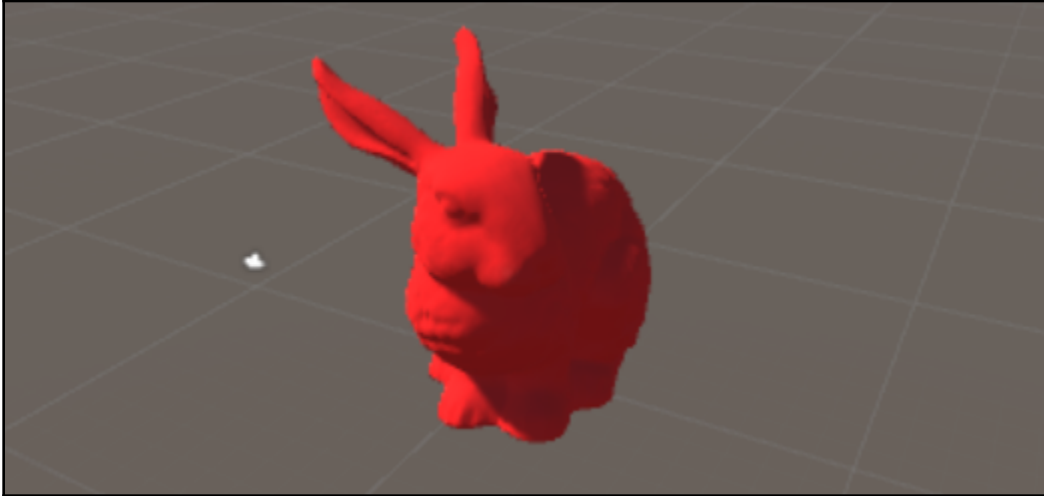


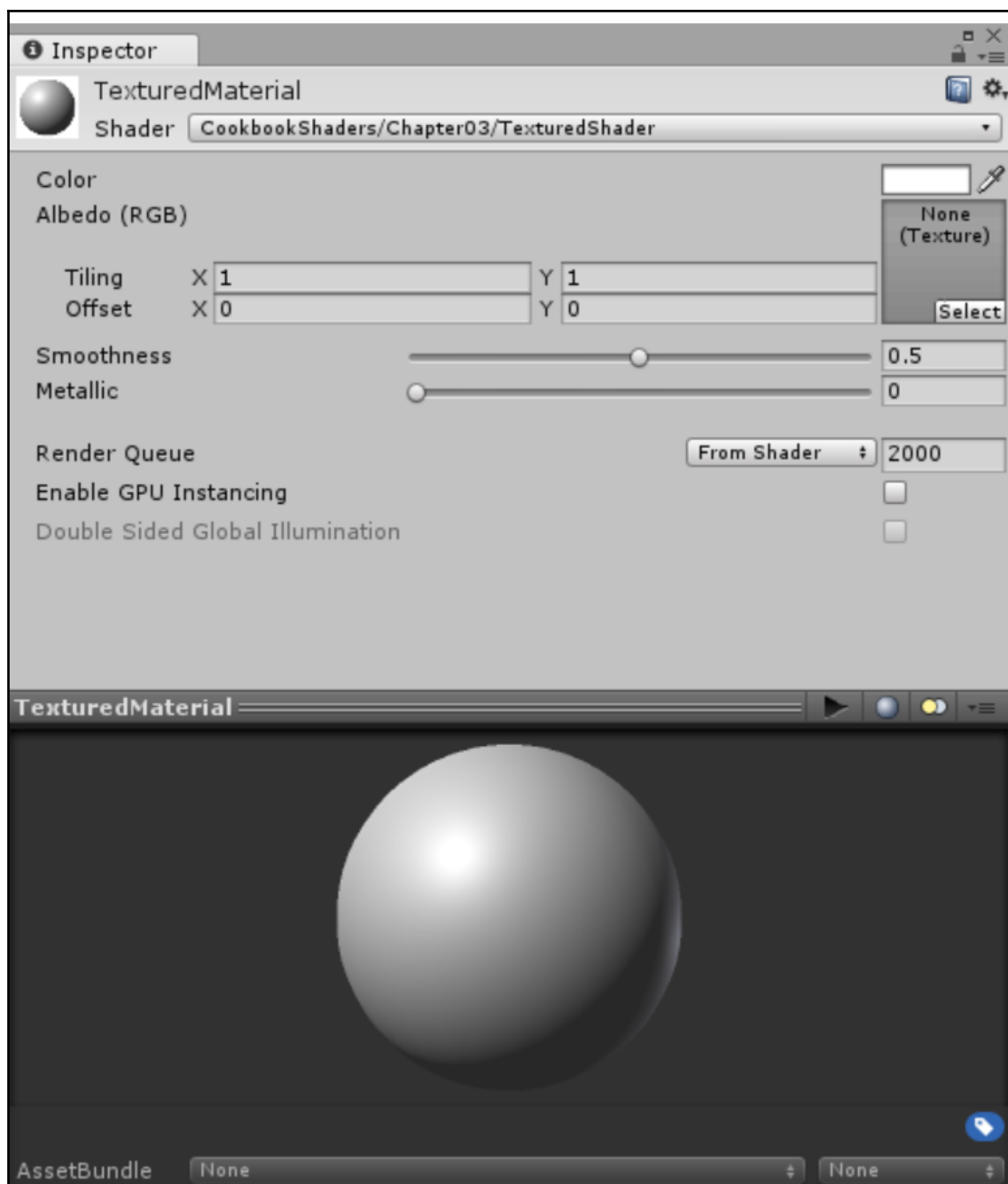


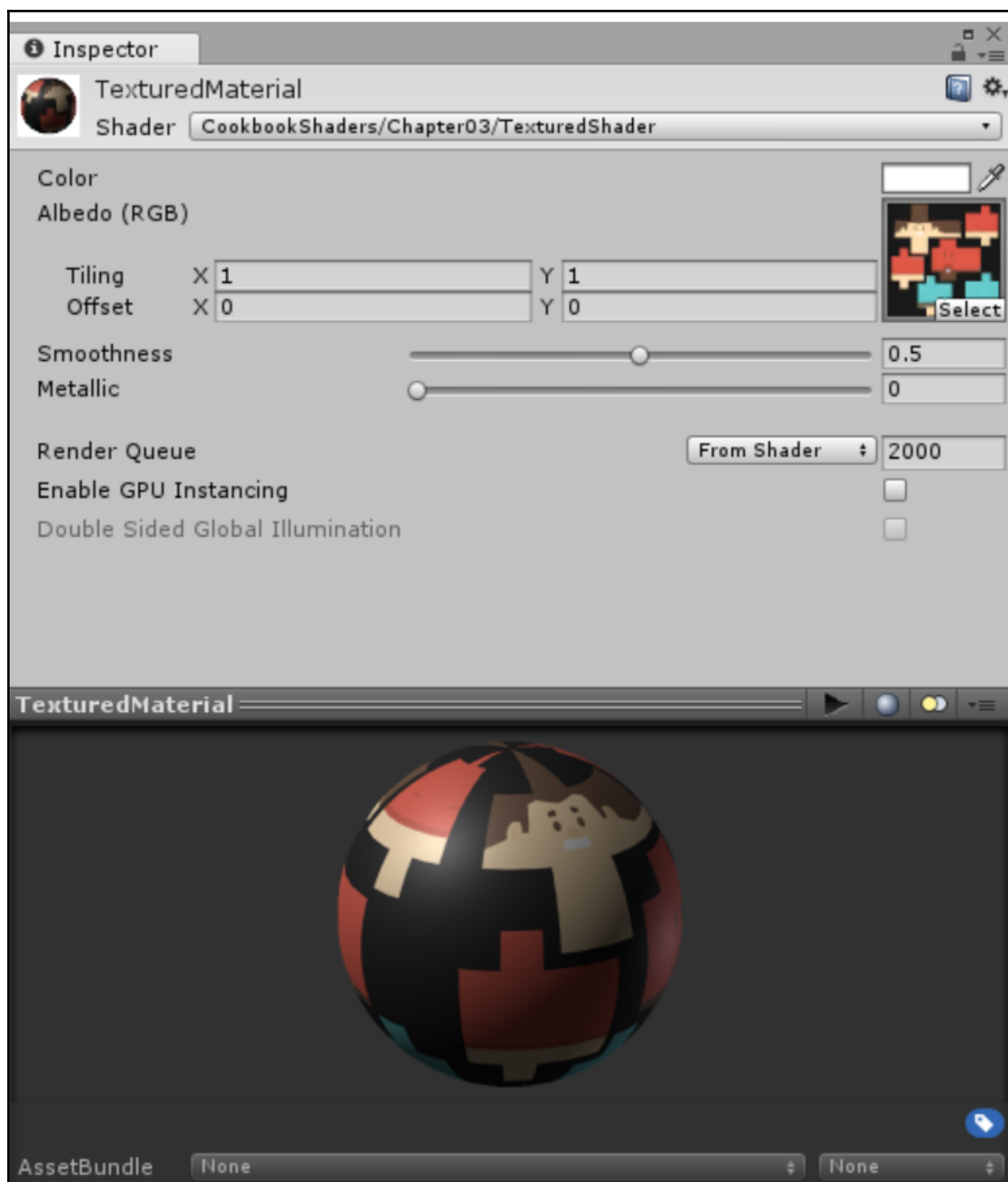


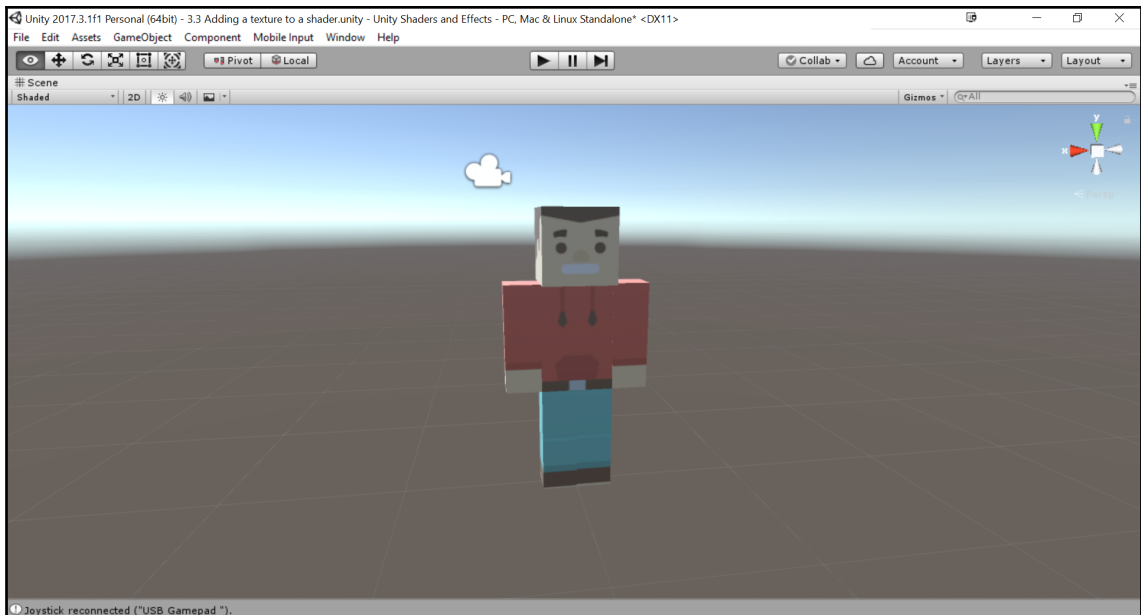
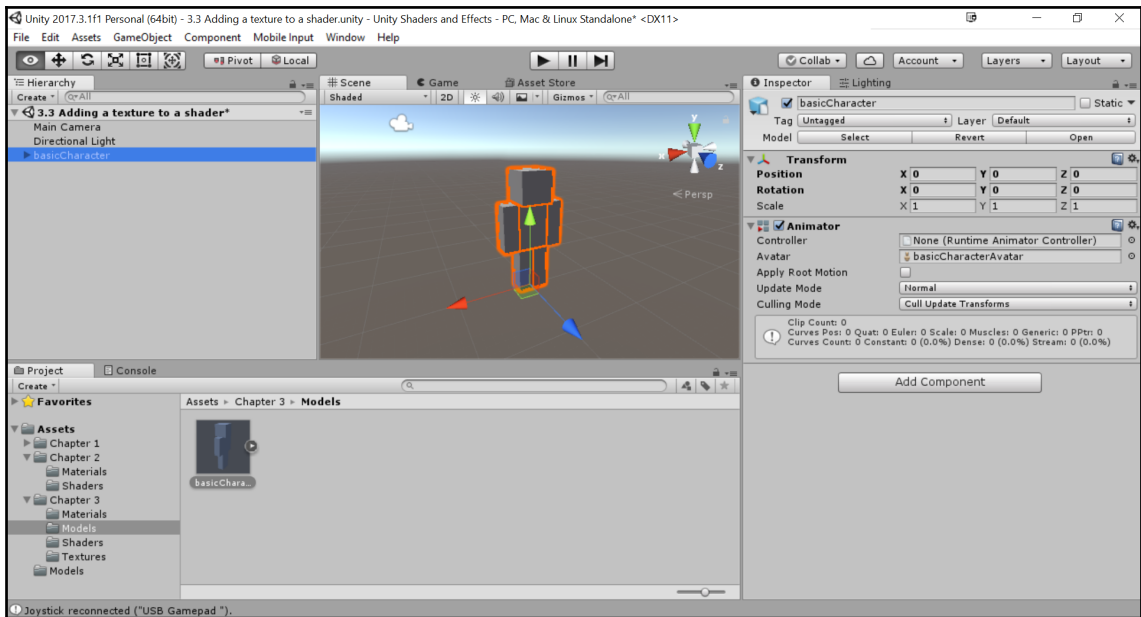


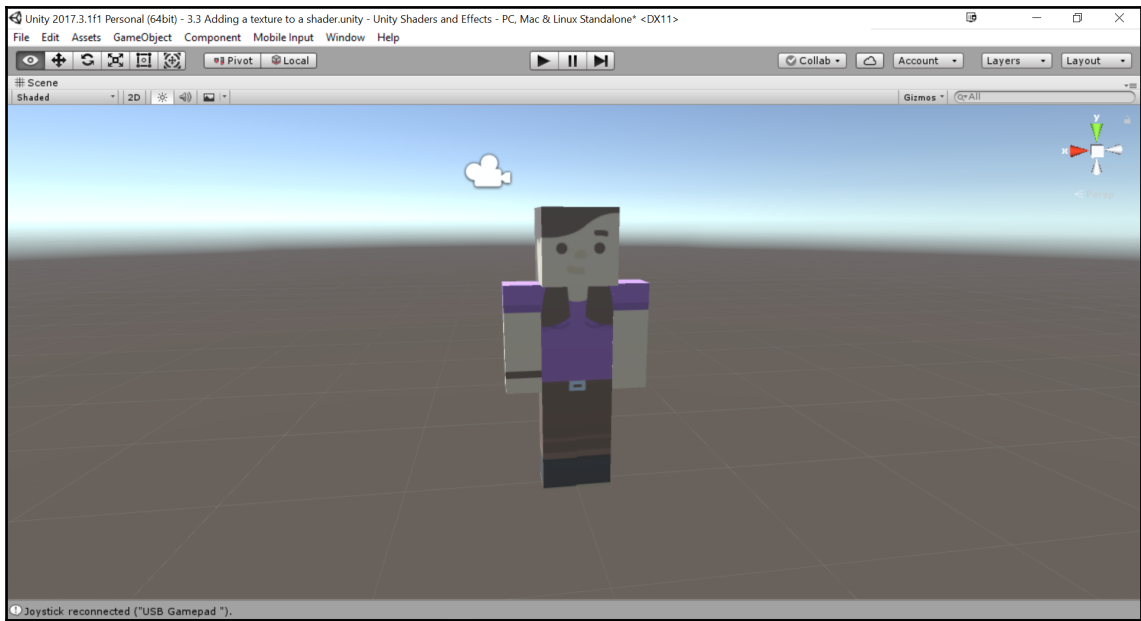
Chapter 3: Surface Shaders and Texture Mapping

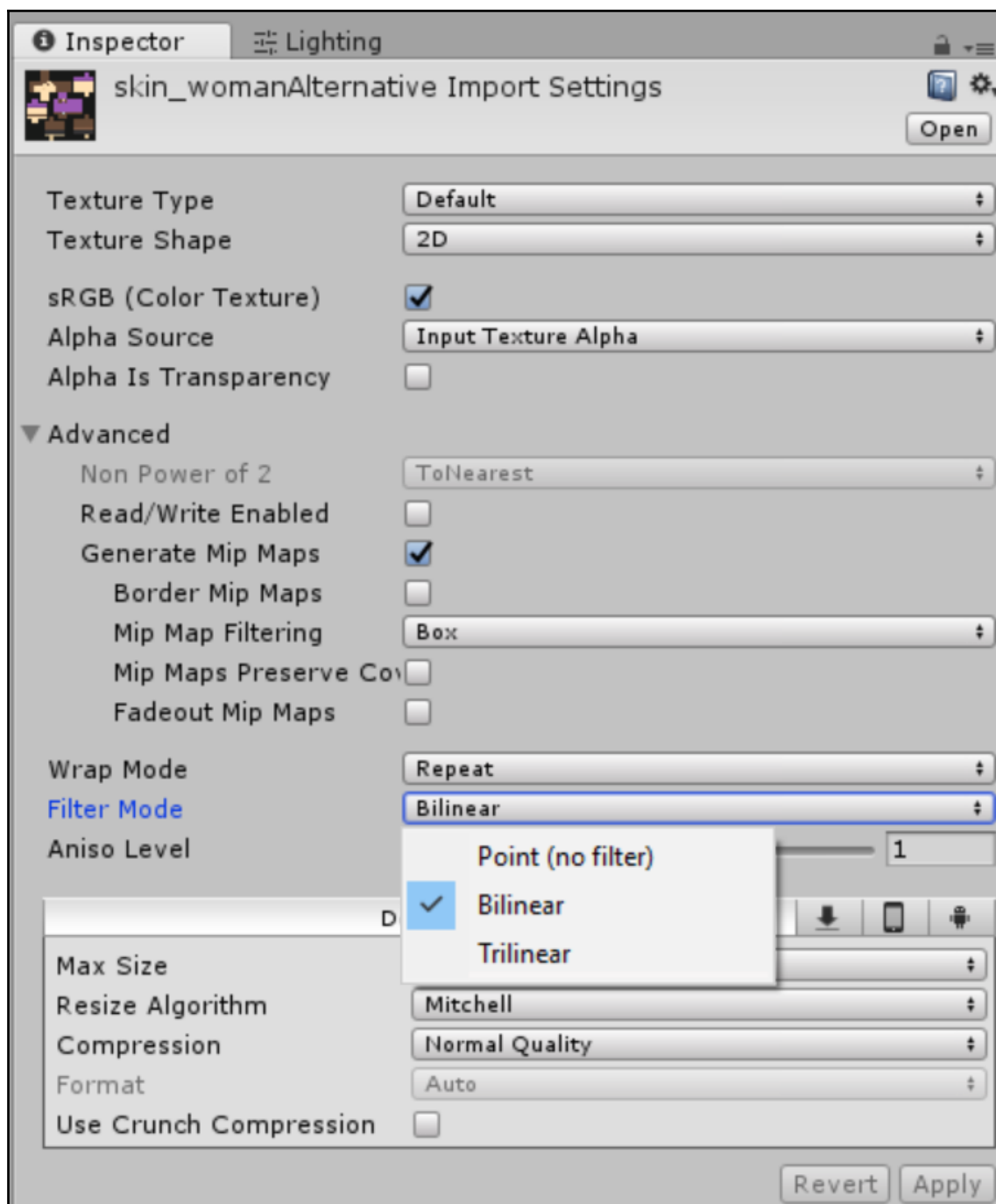


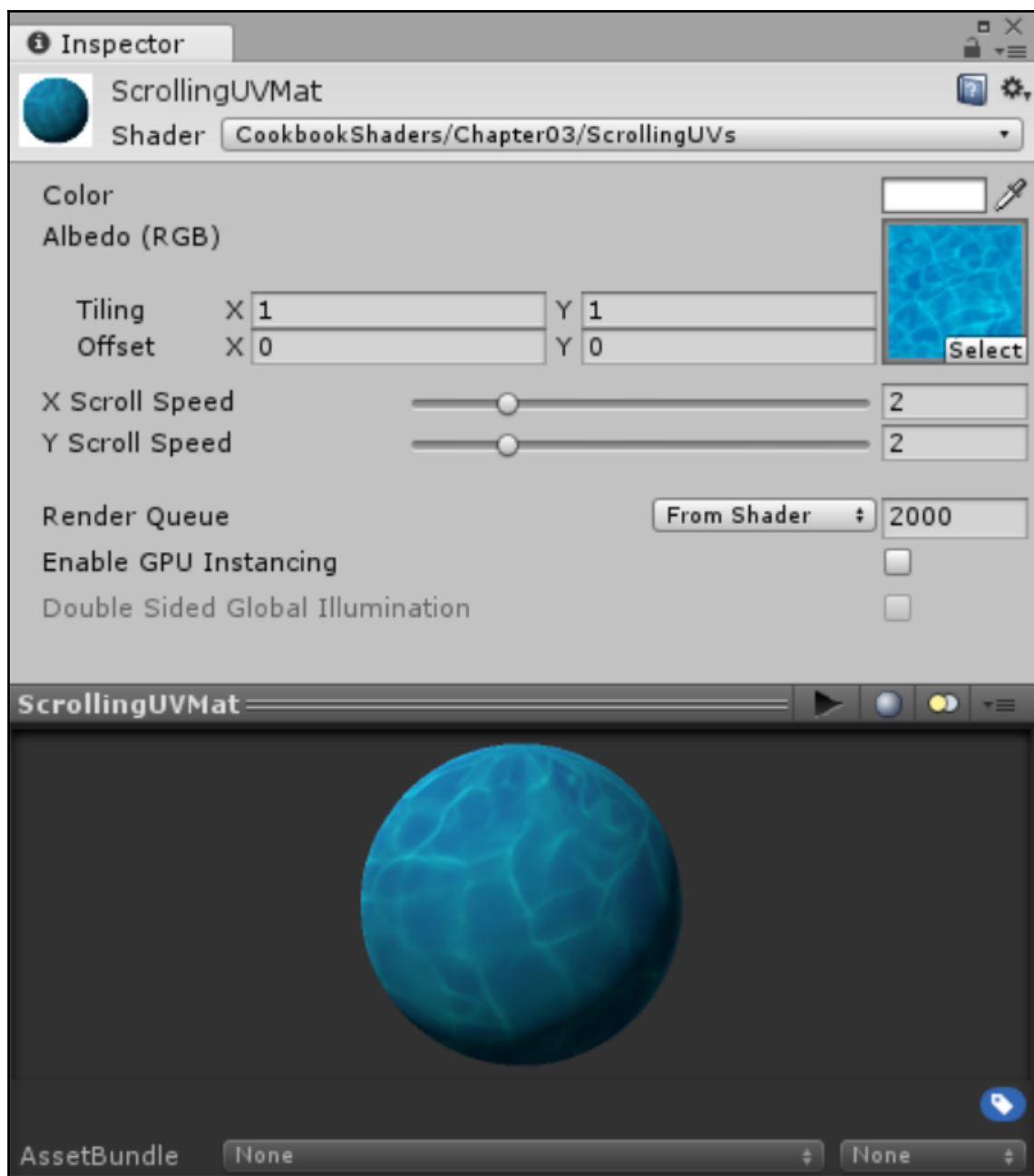


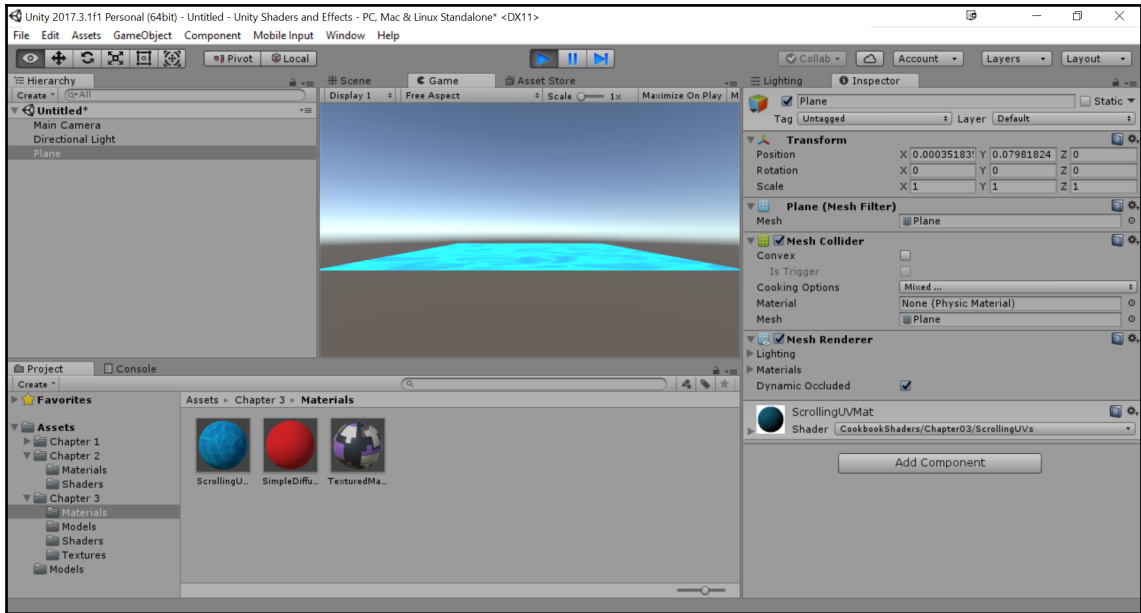


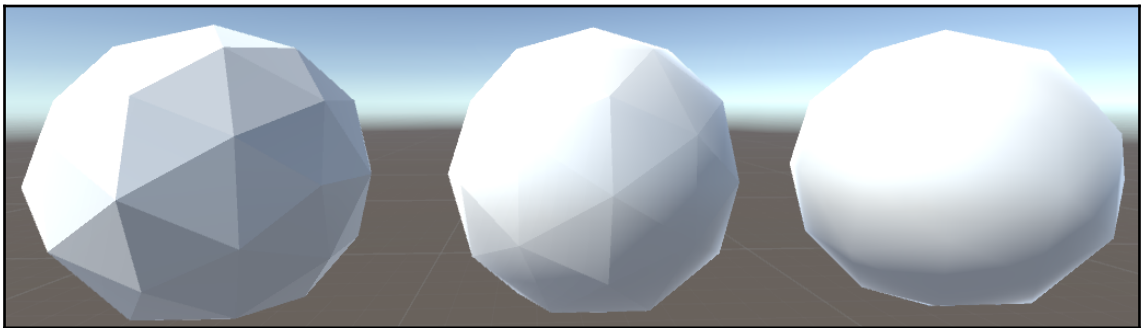
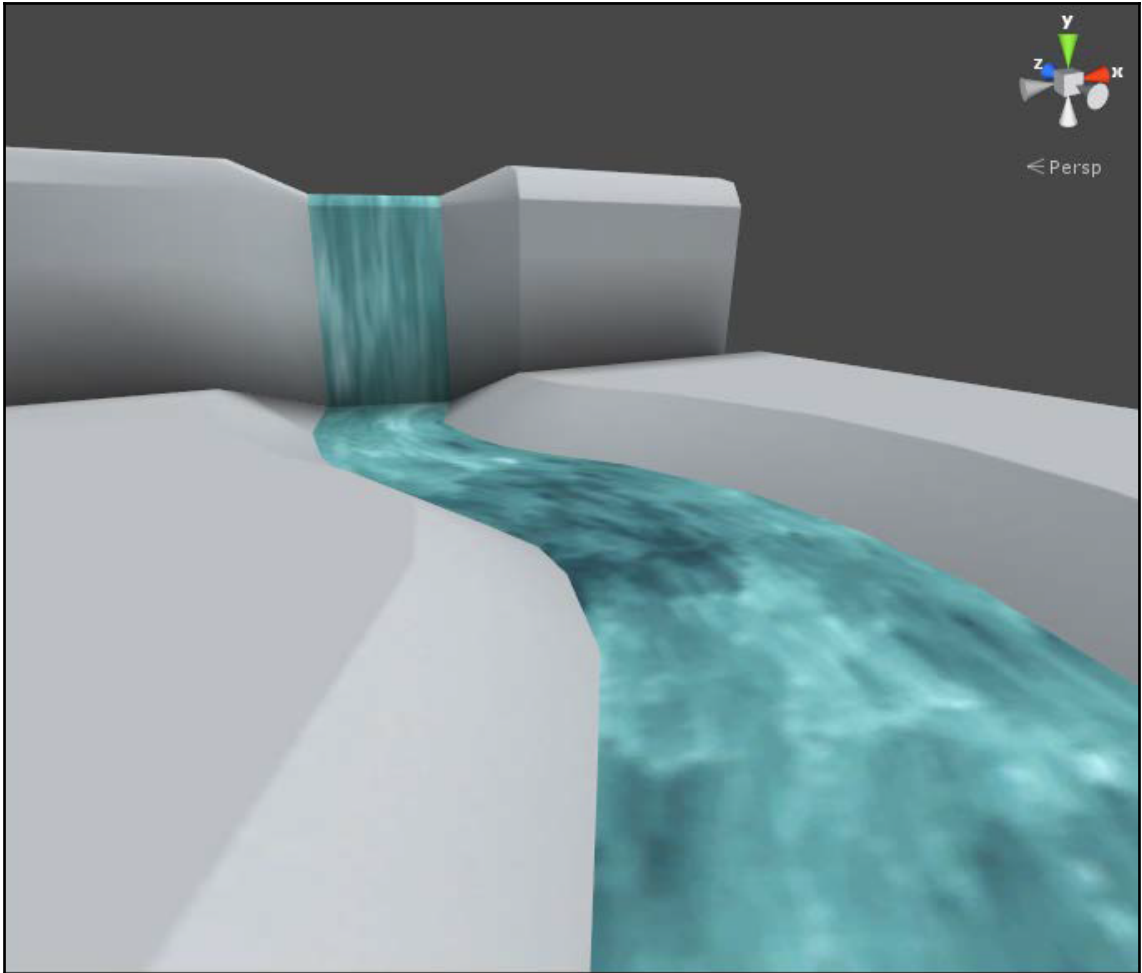


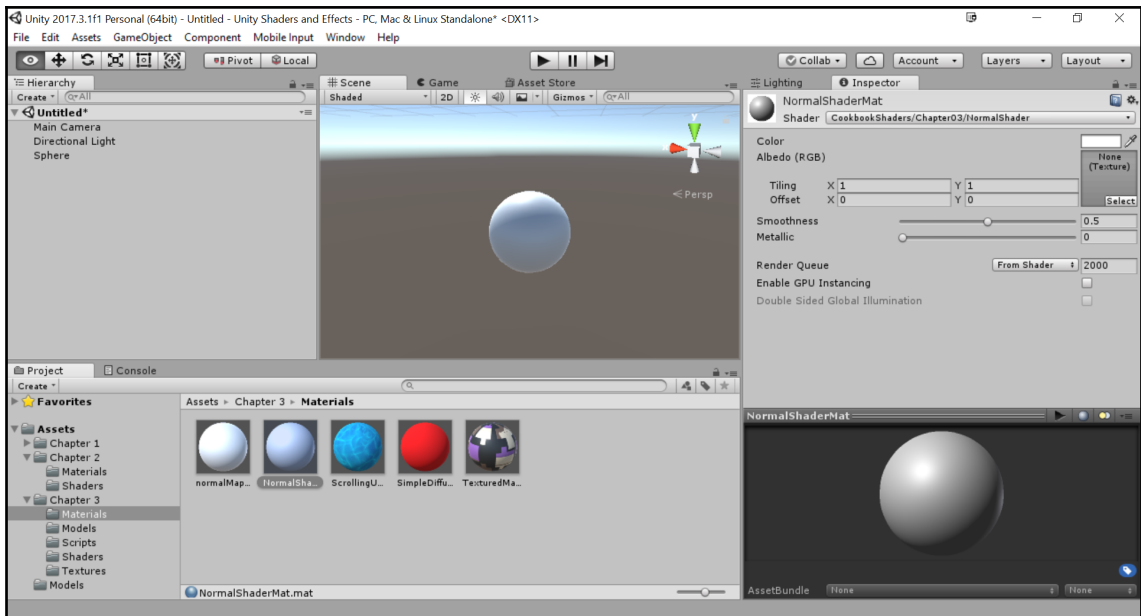
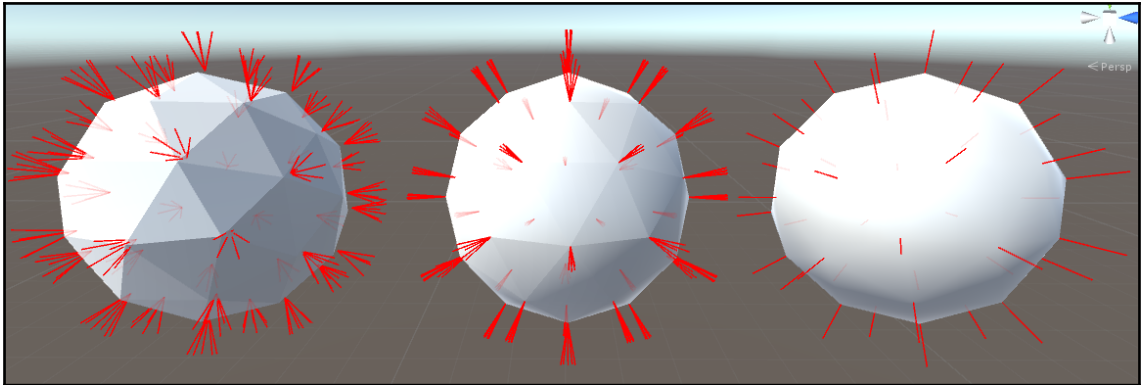


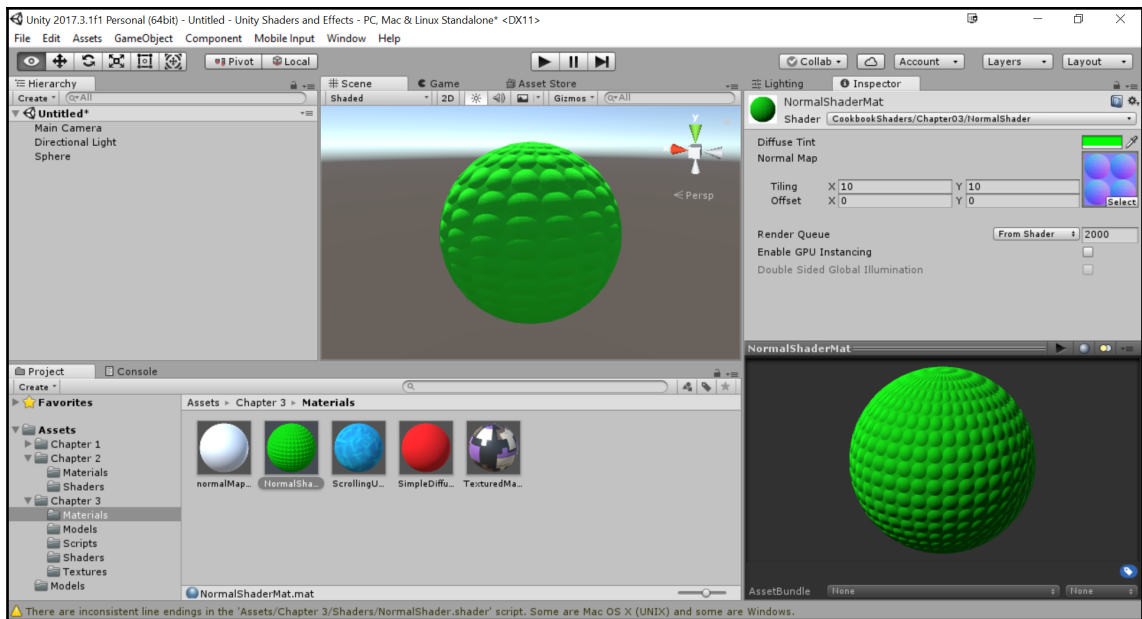
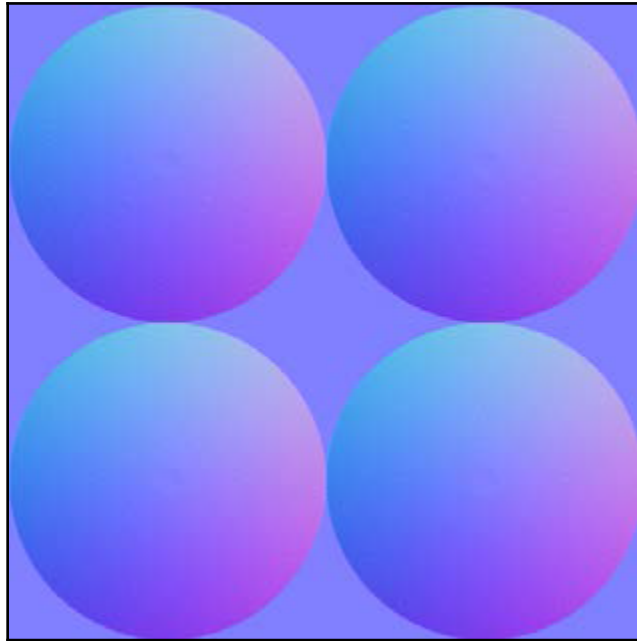


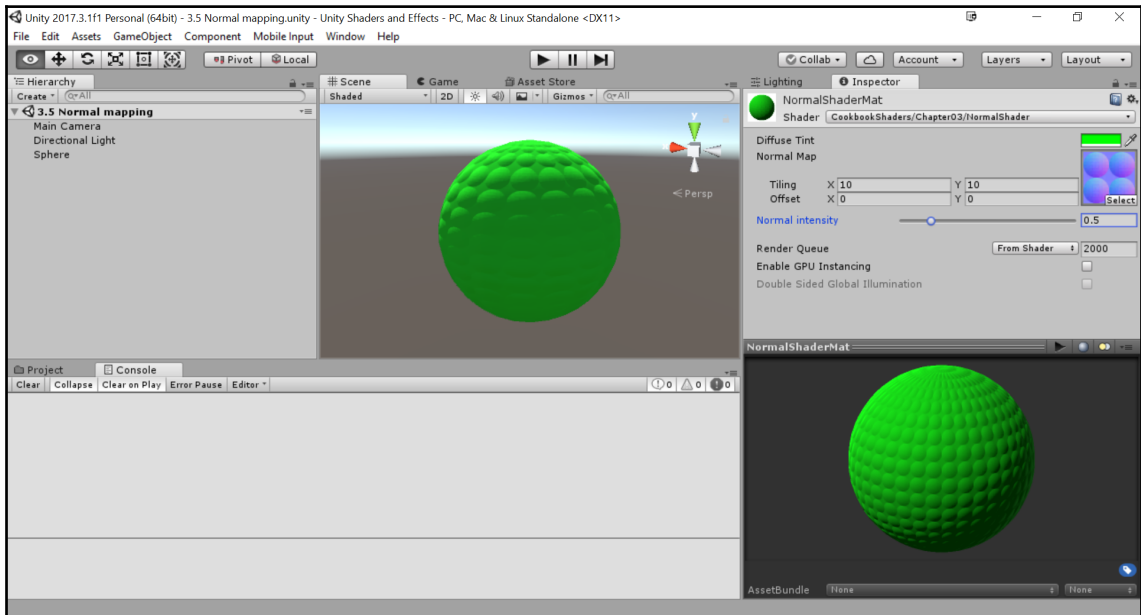
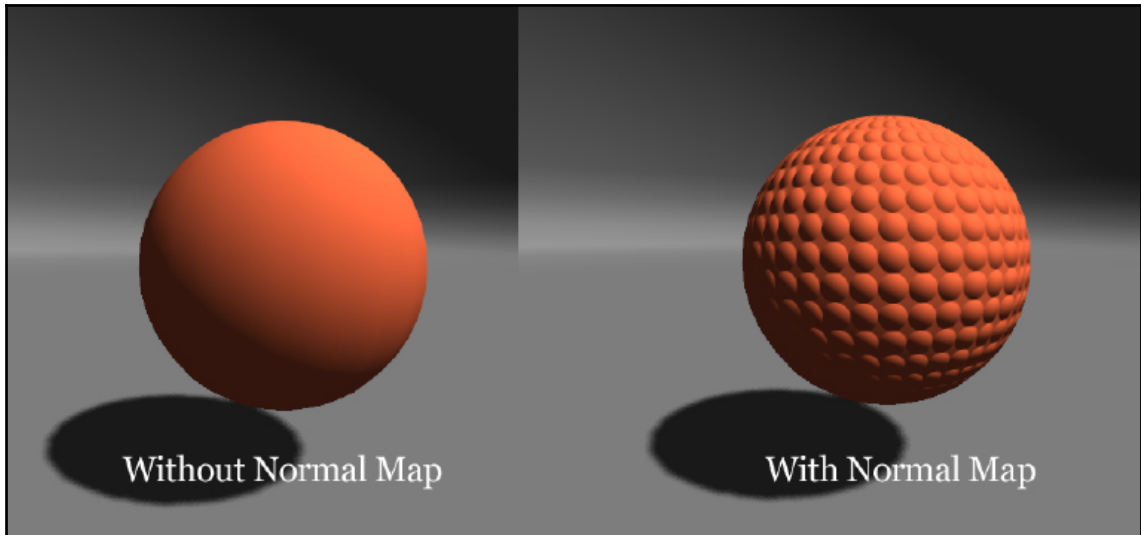


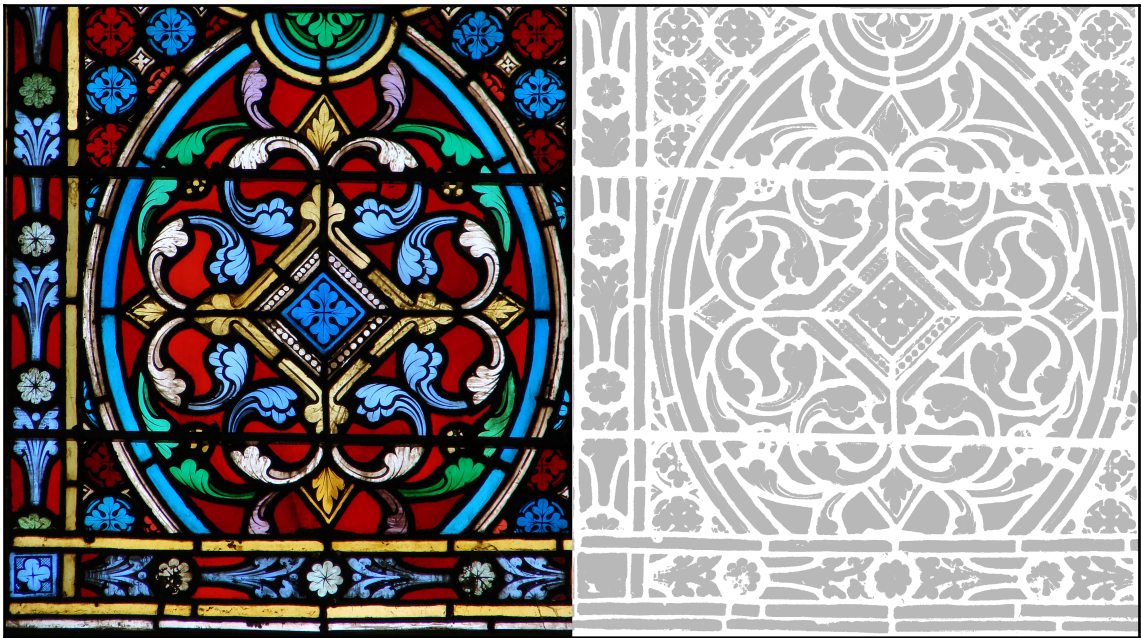
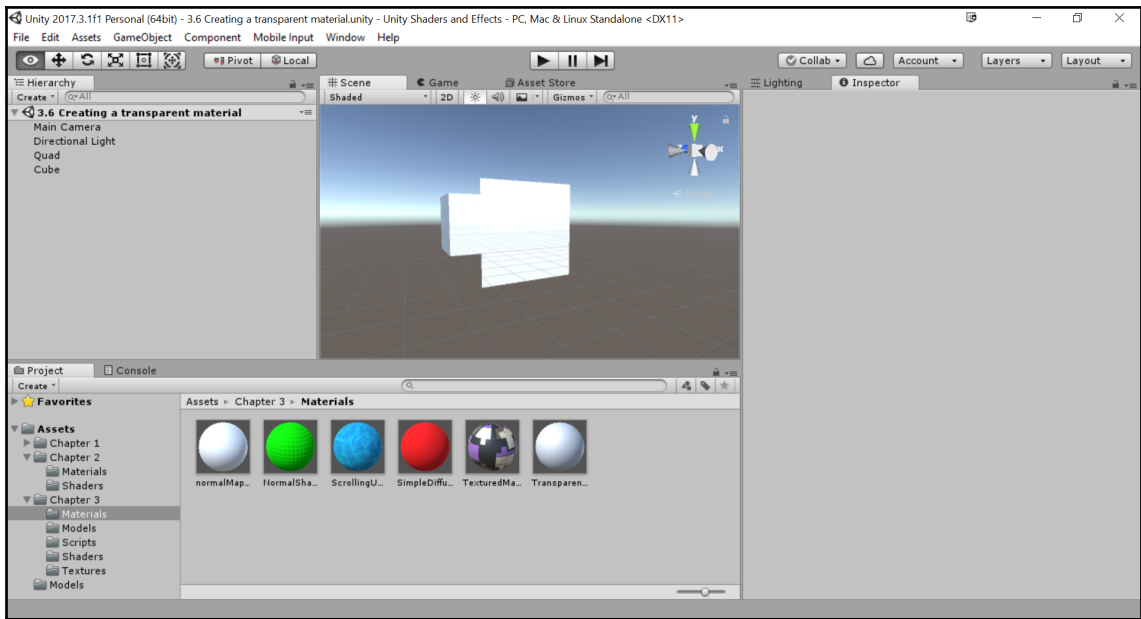


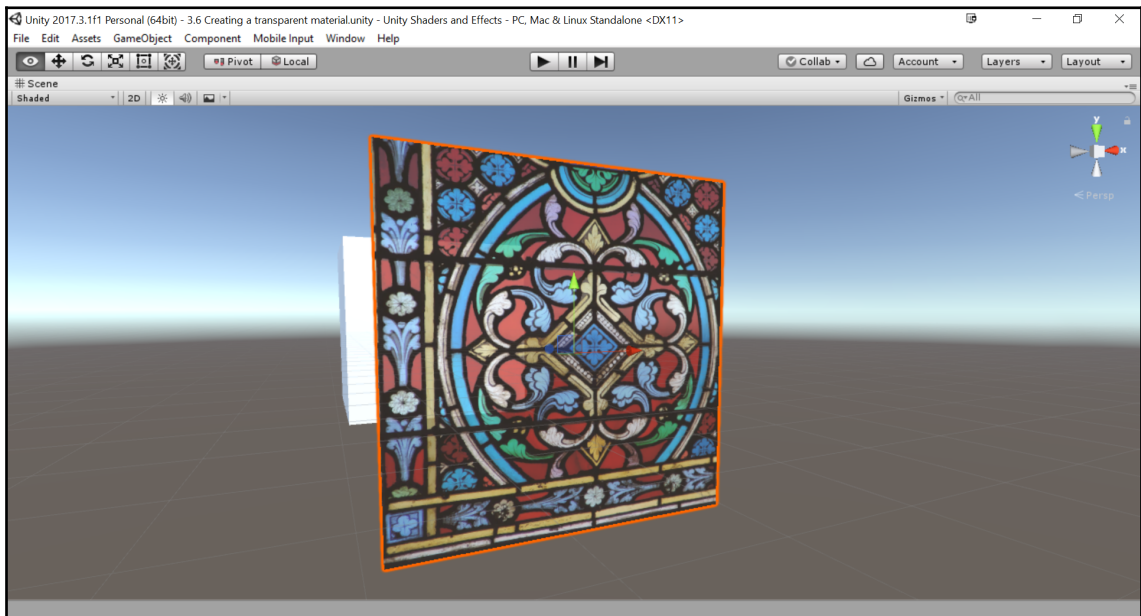
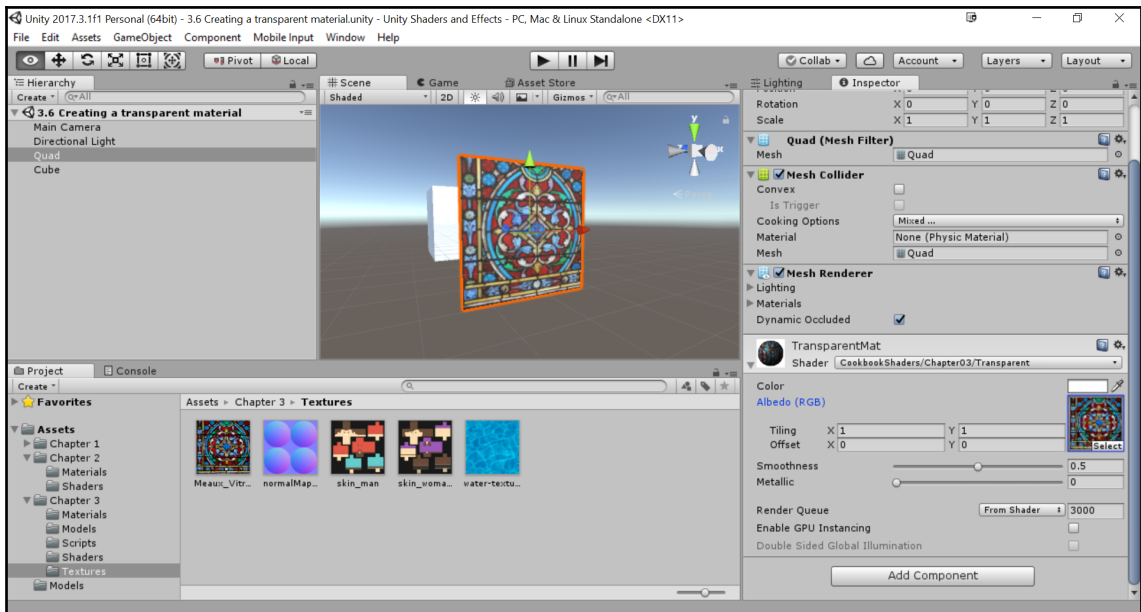


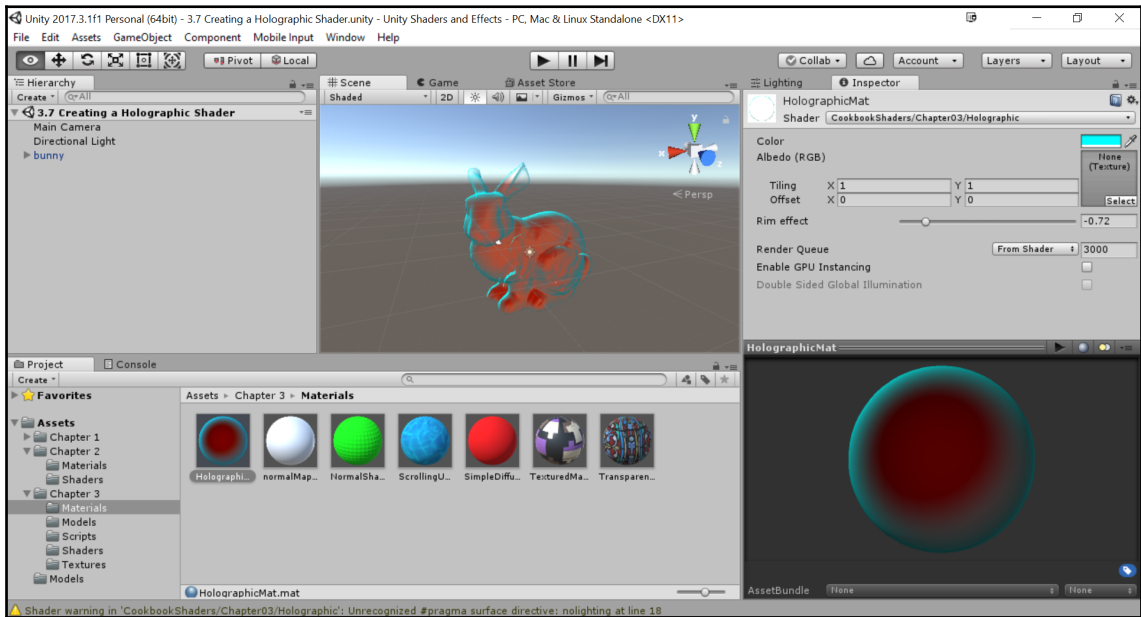
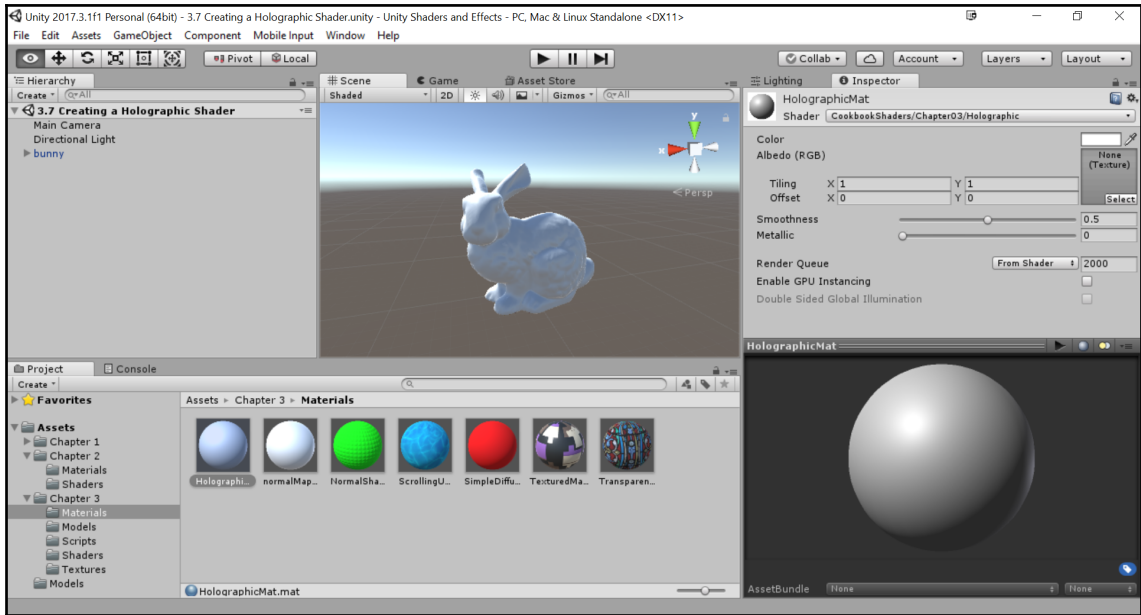


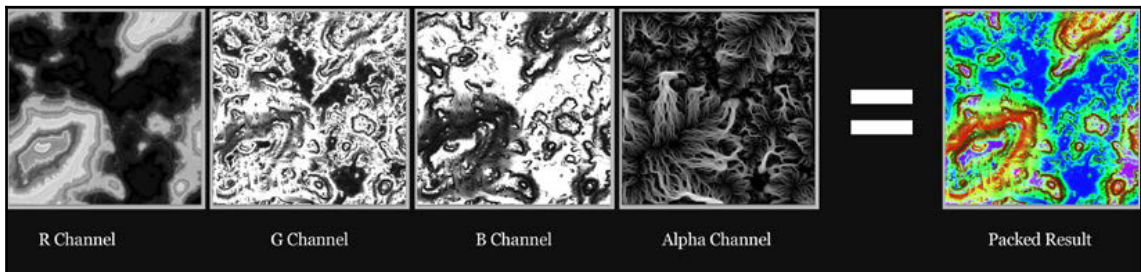
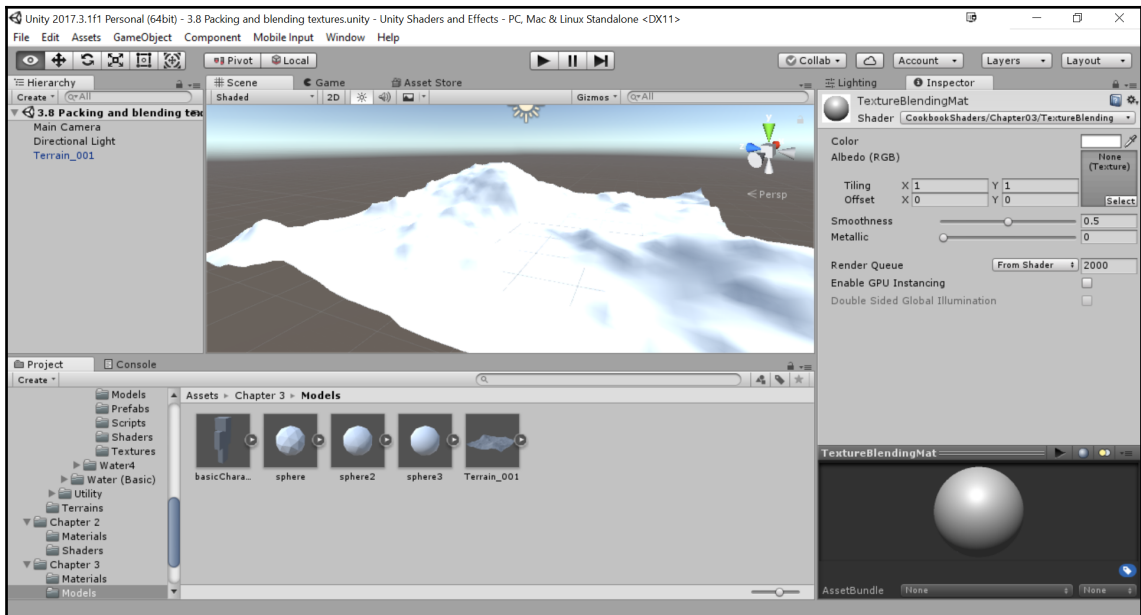
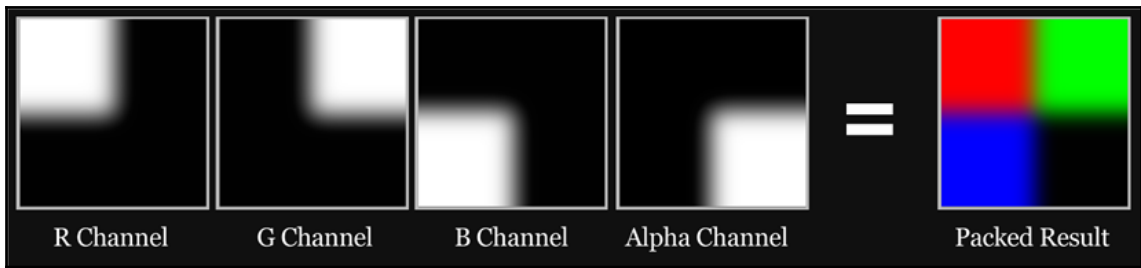


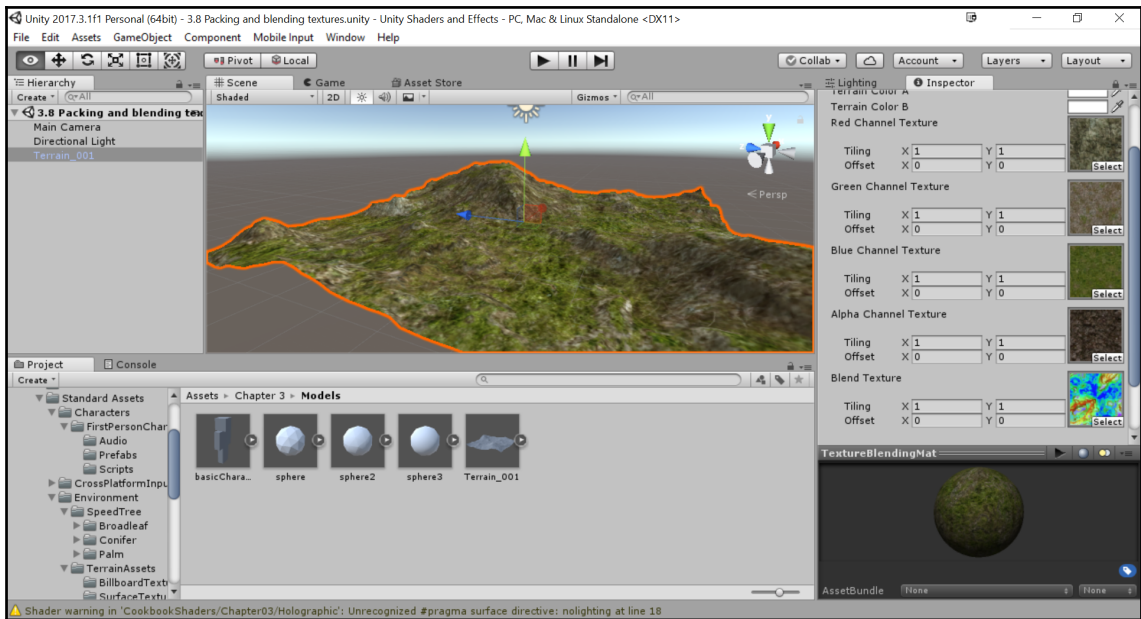


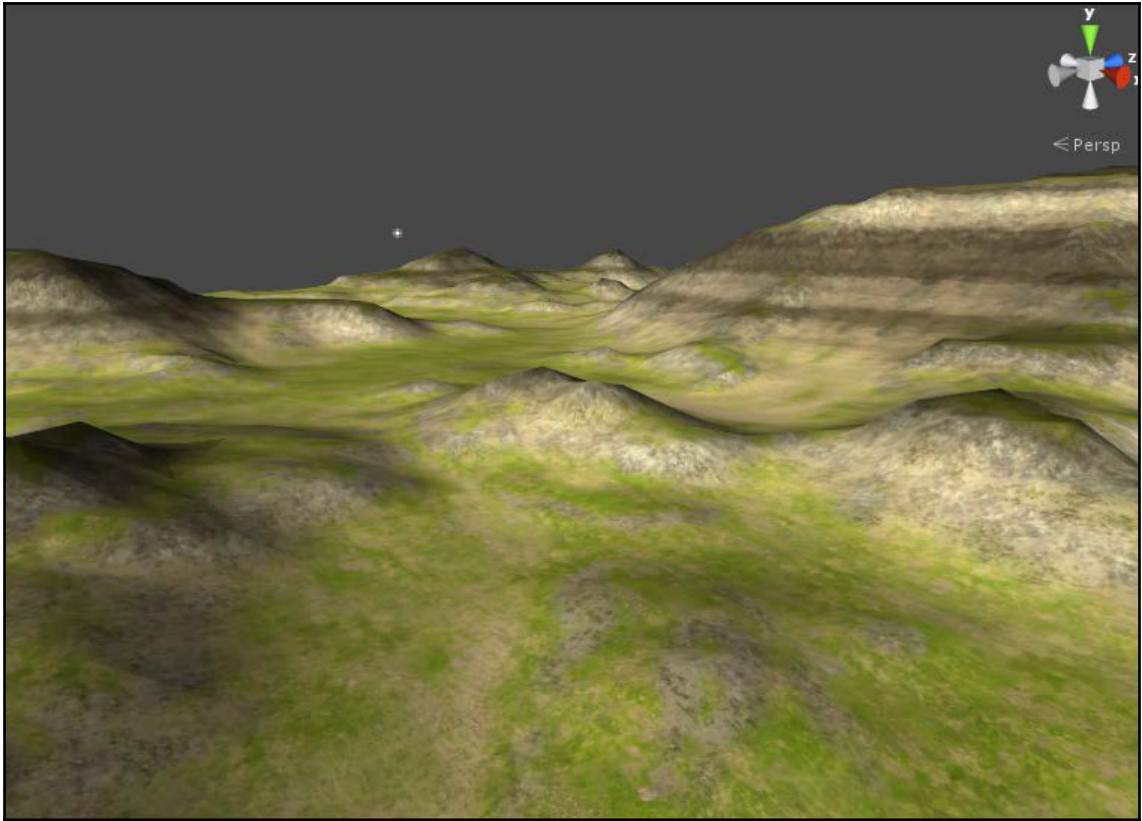


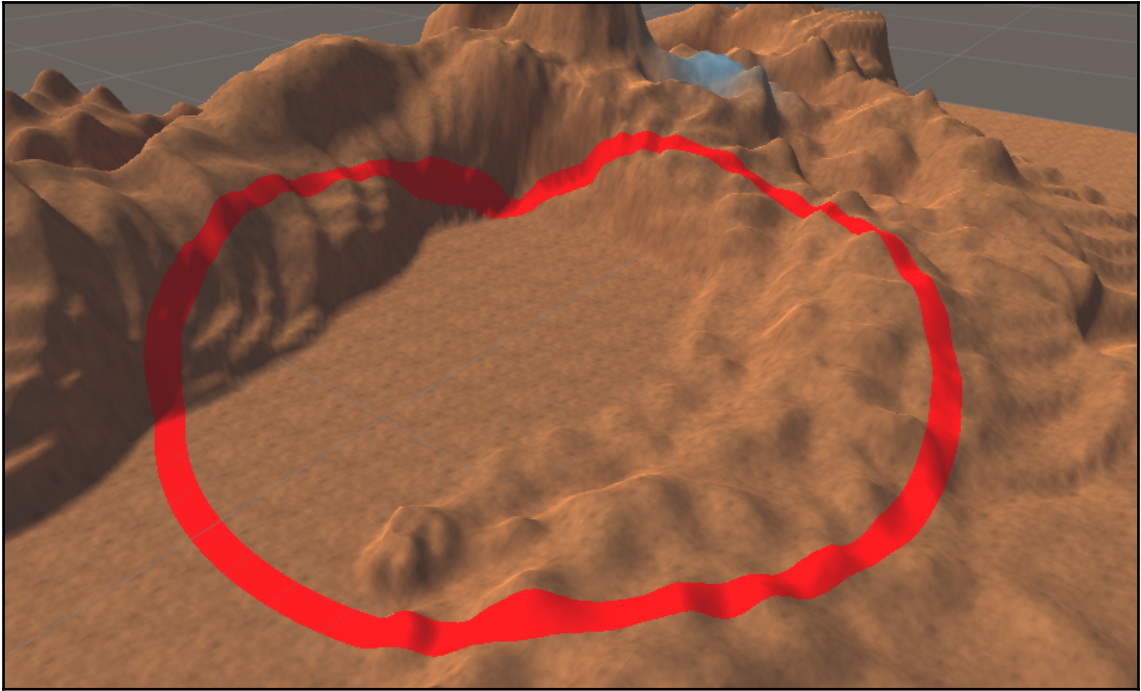


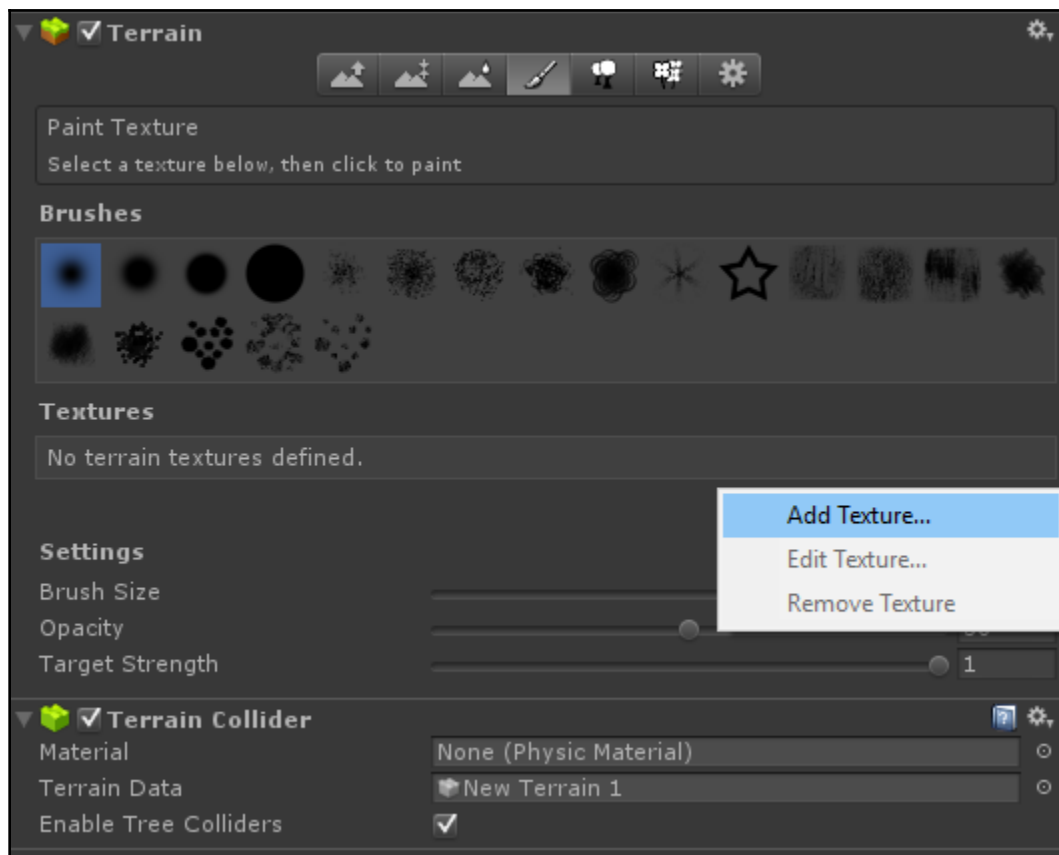


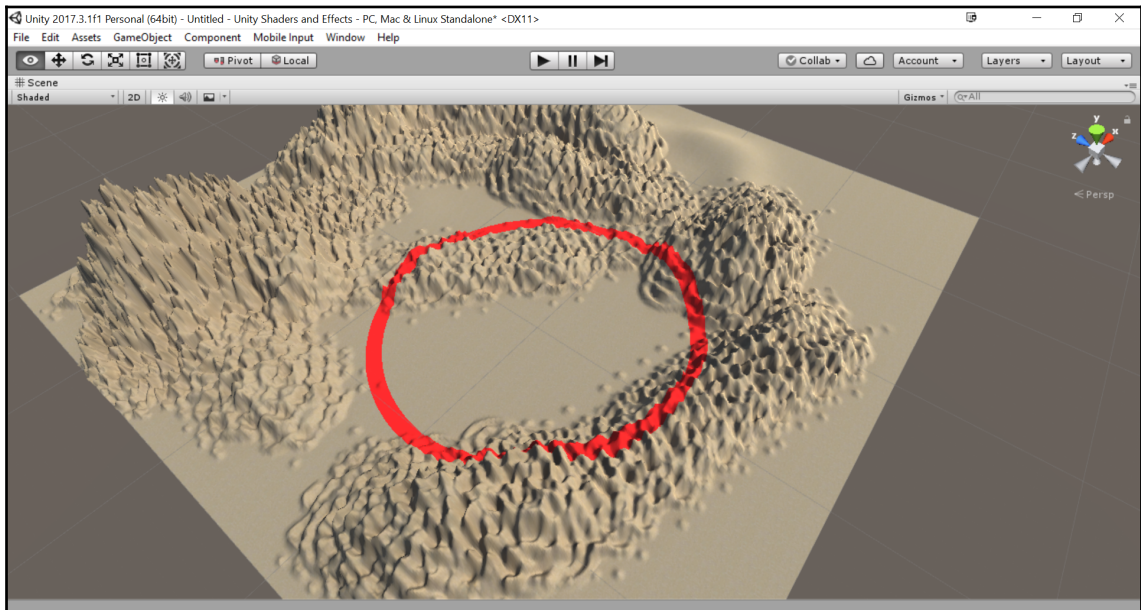
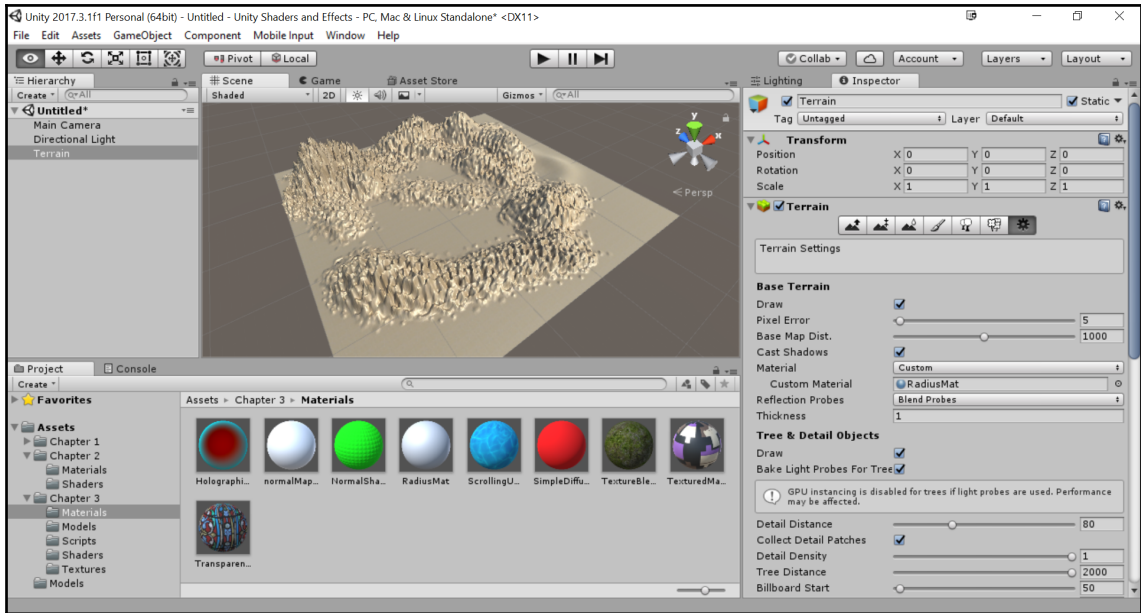


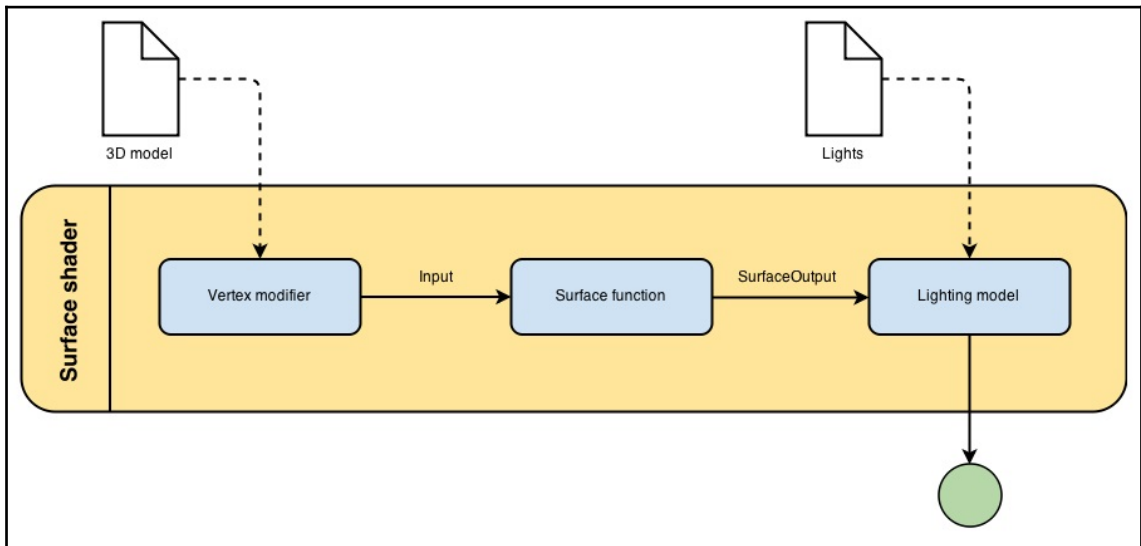
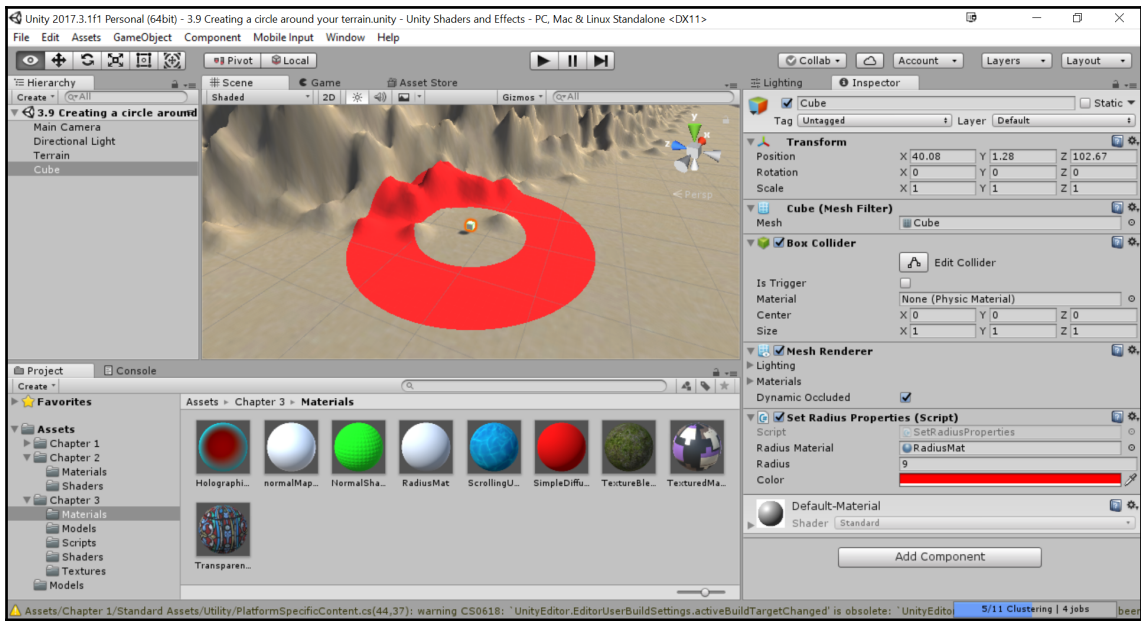




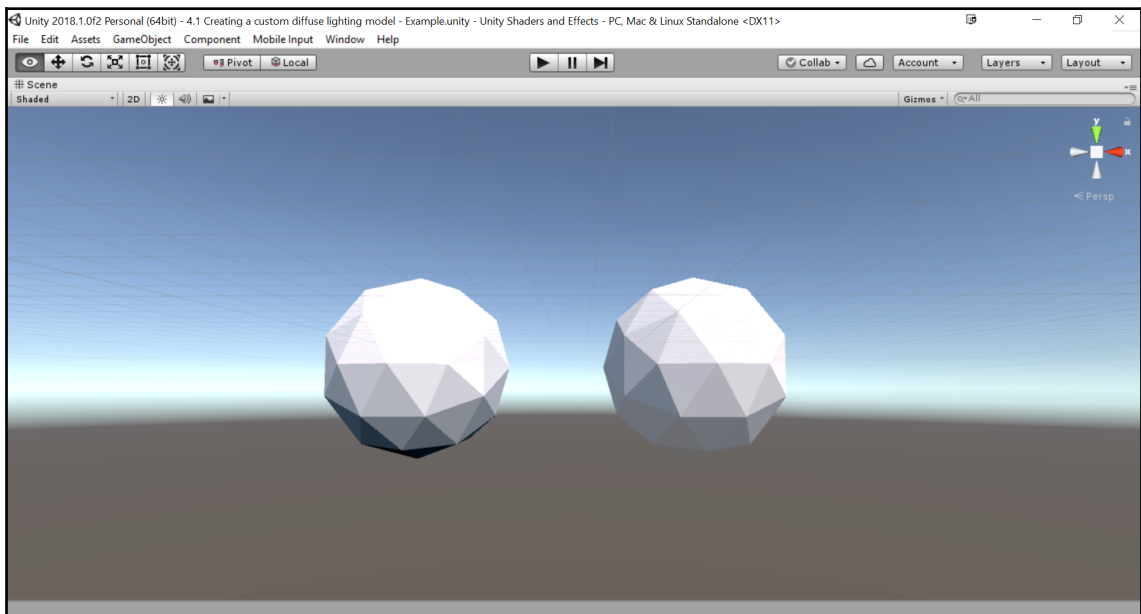
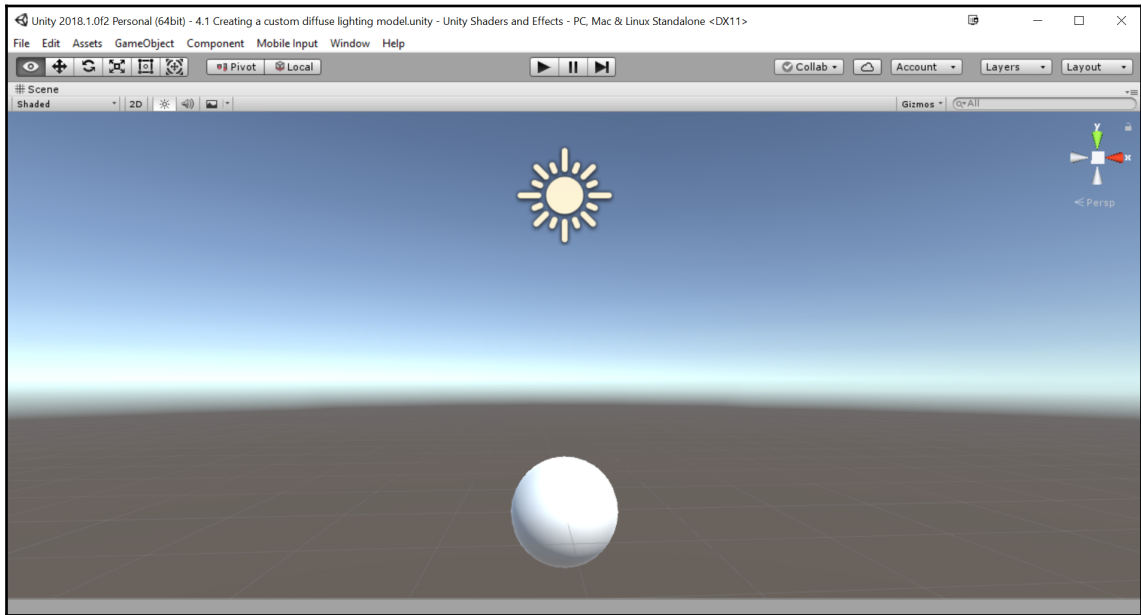


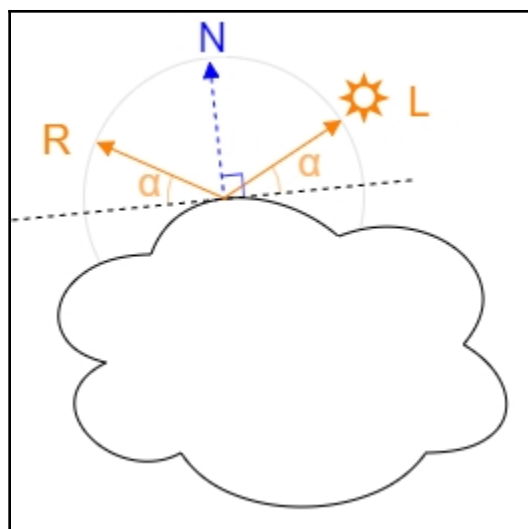
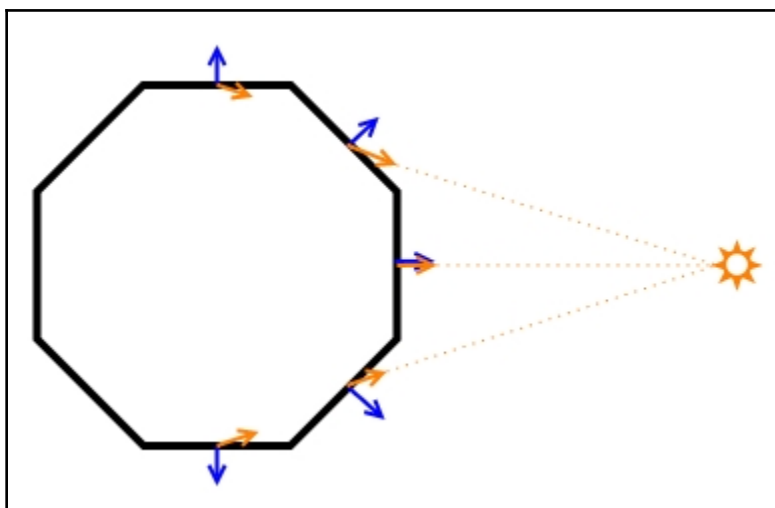


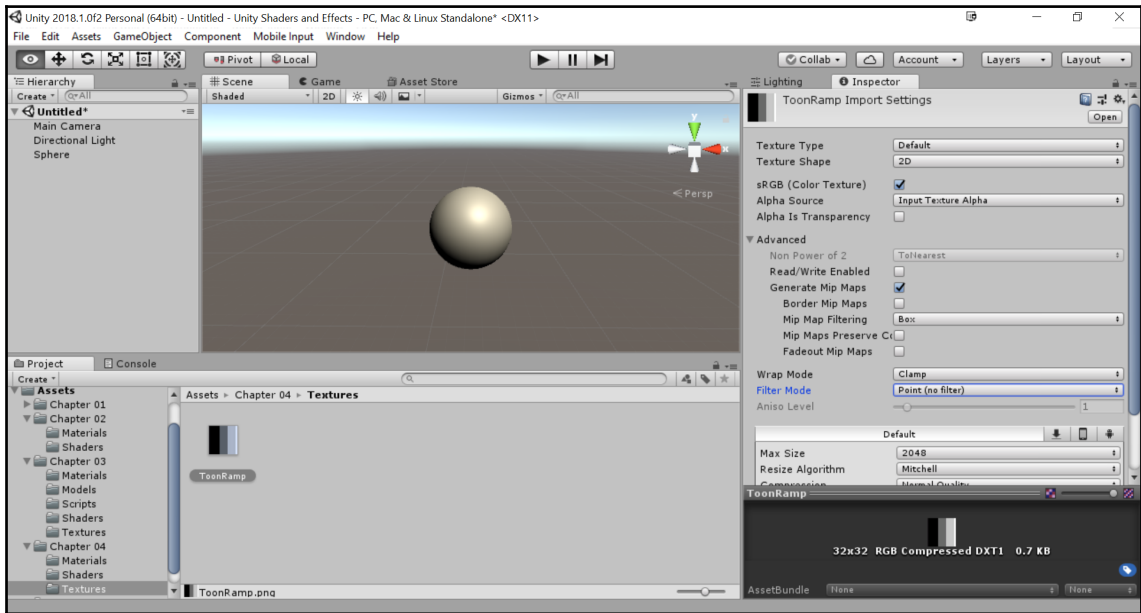
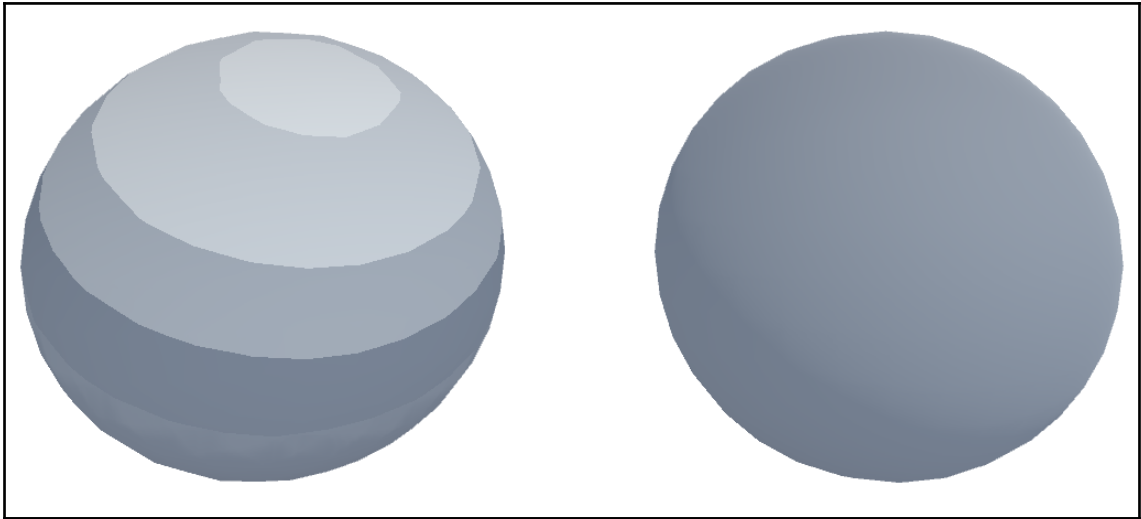


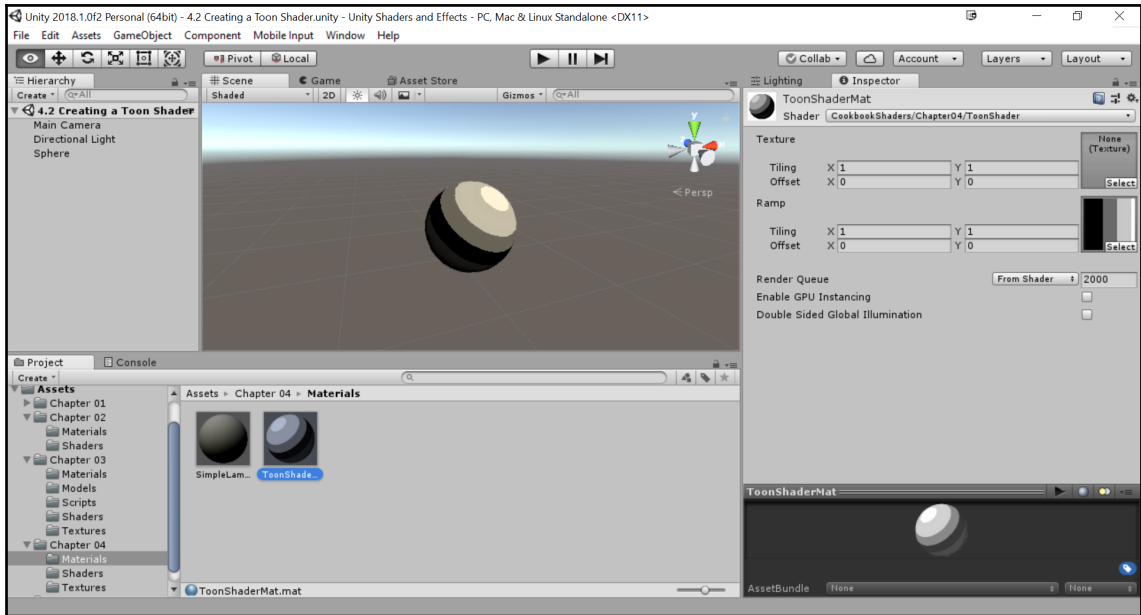


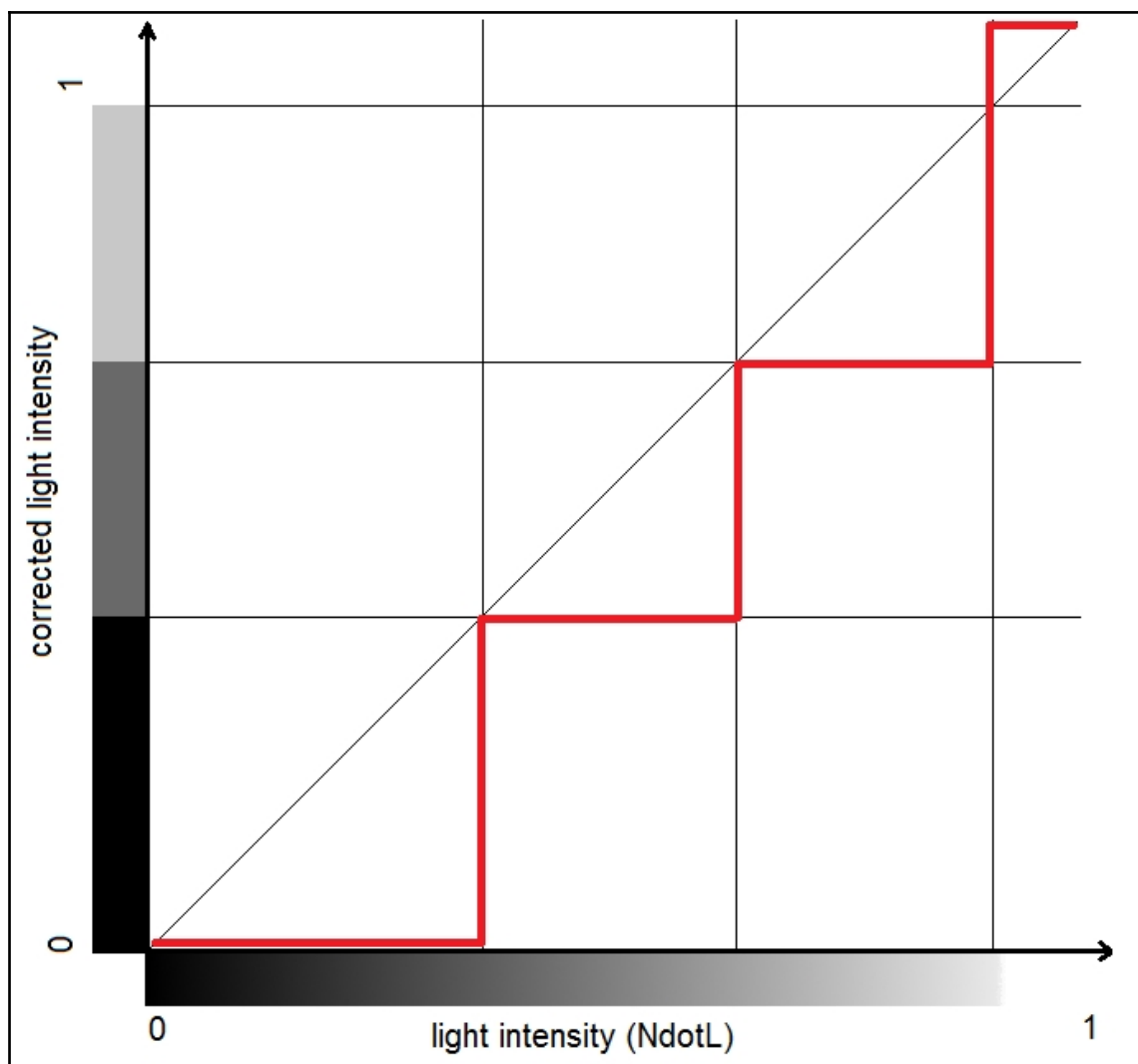
Chapter 4: Understanding Lighting Models

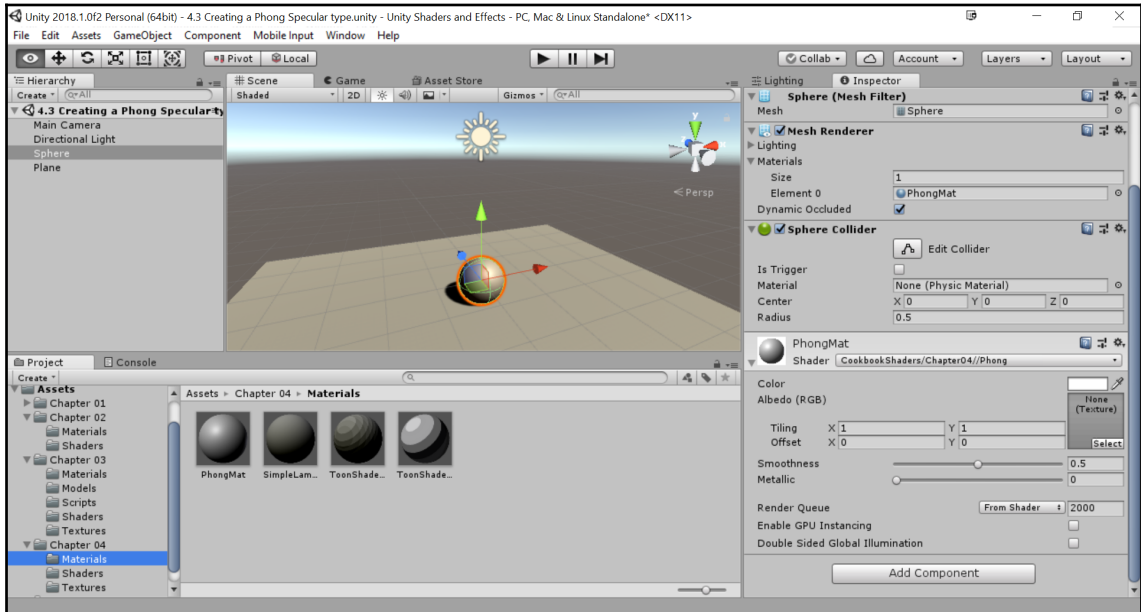
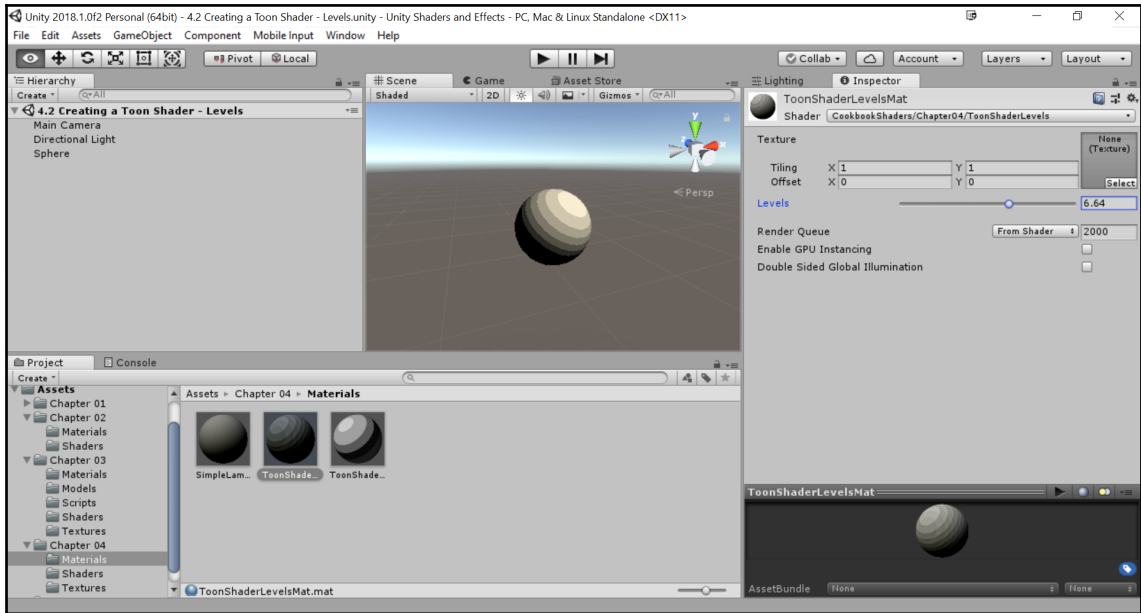


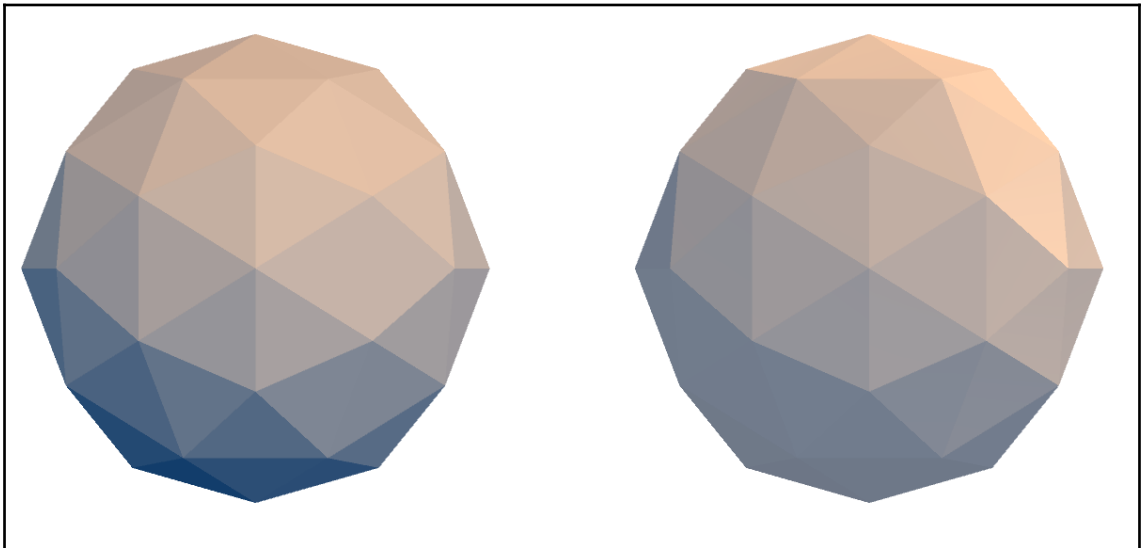
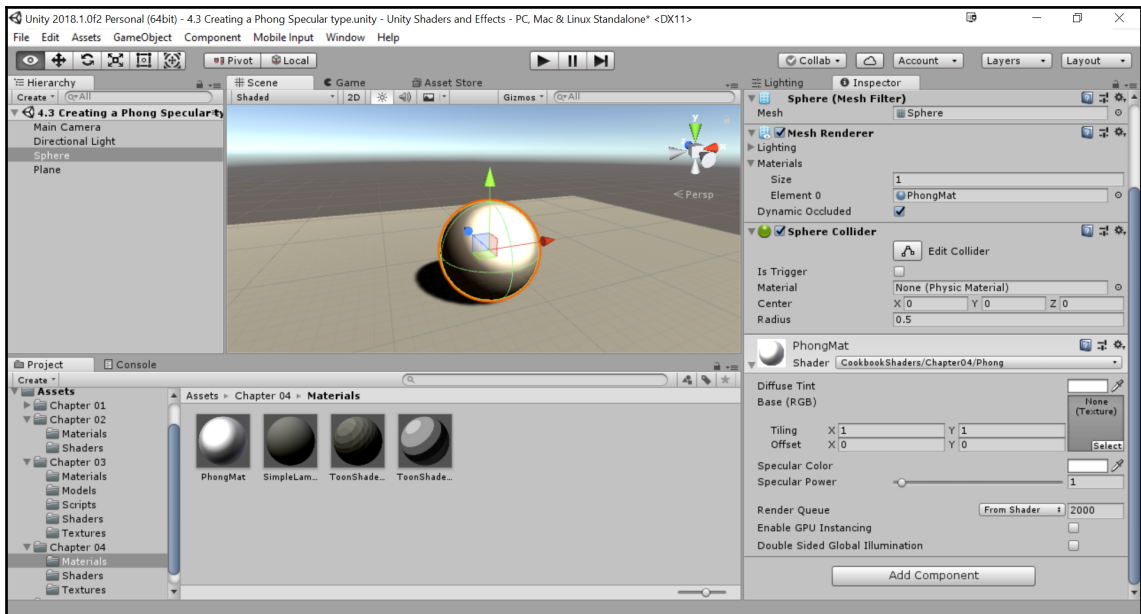


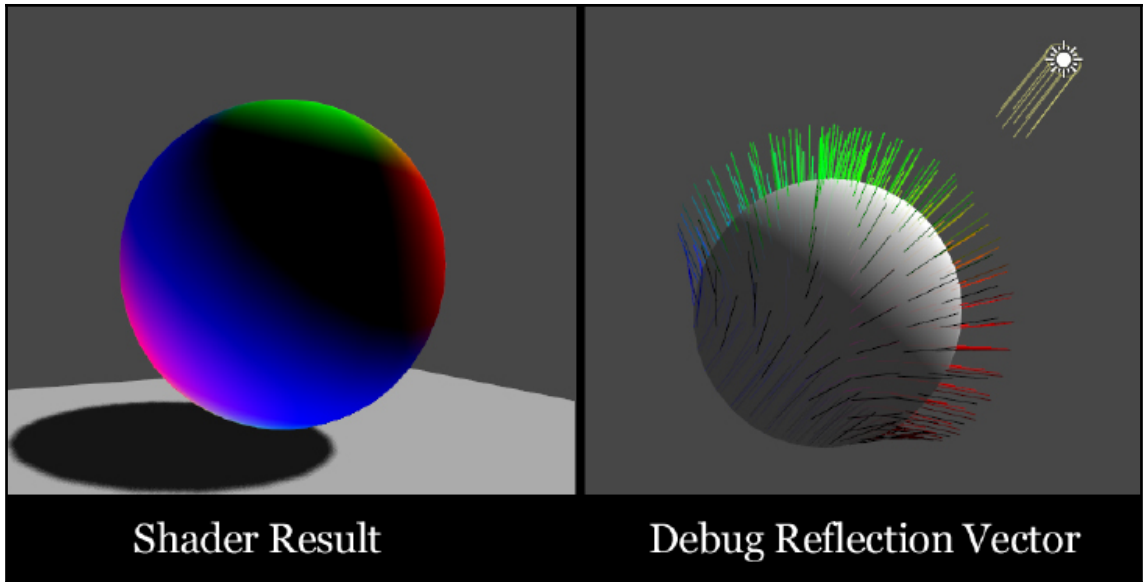
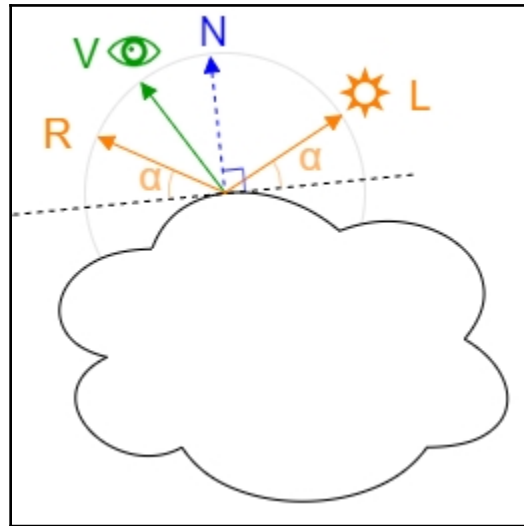


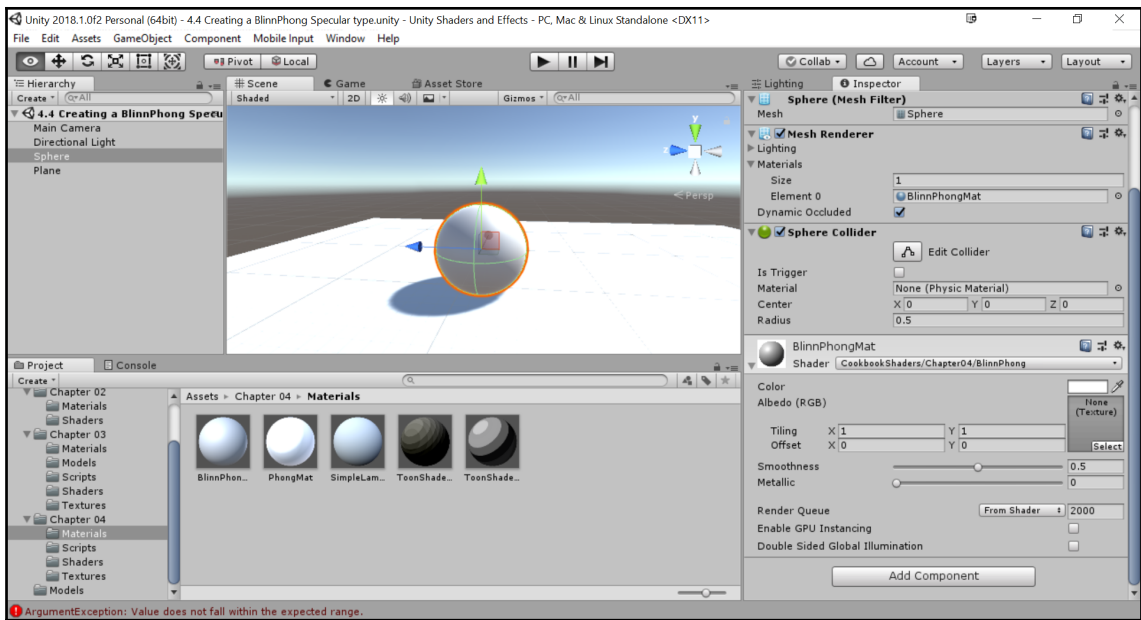
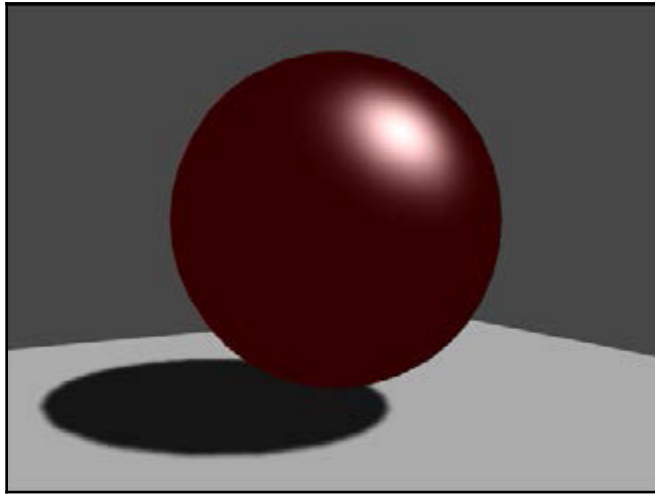


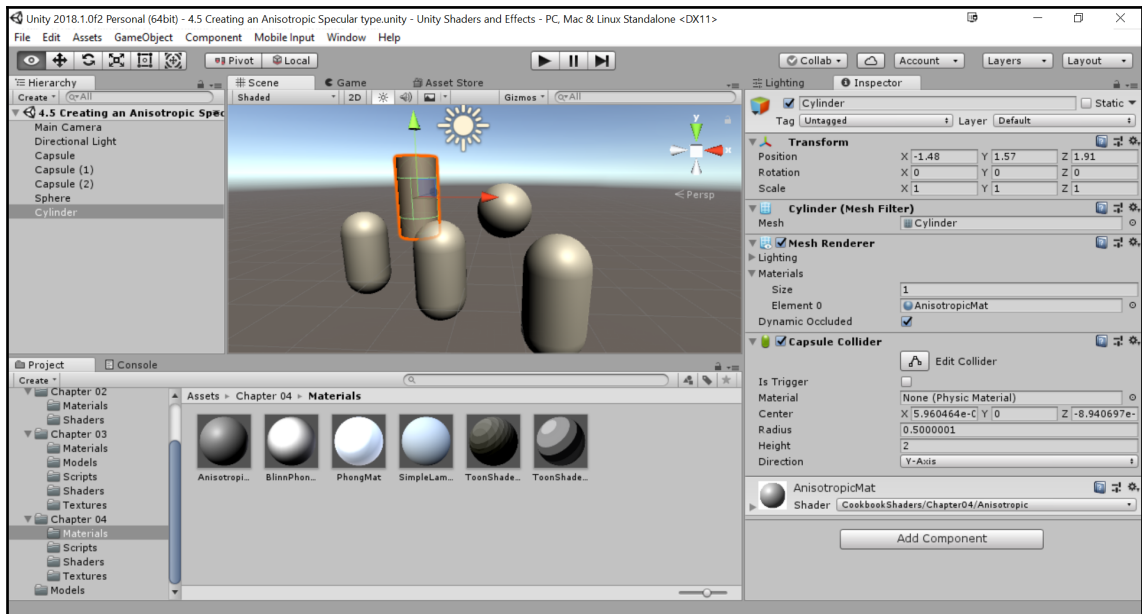


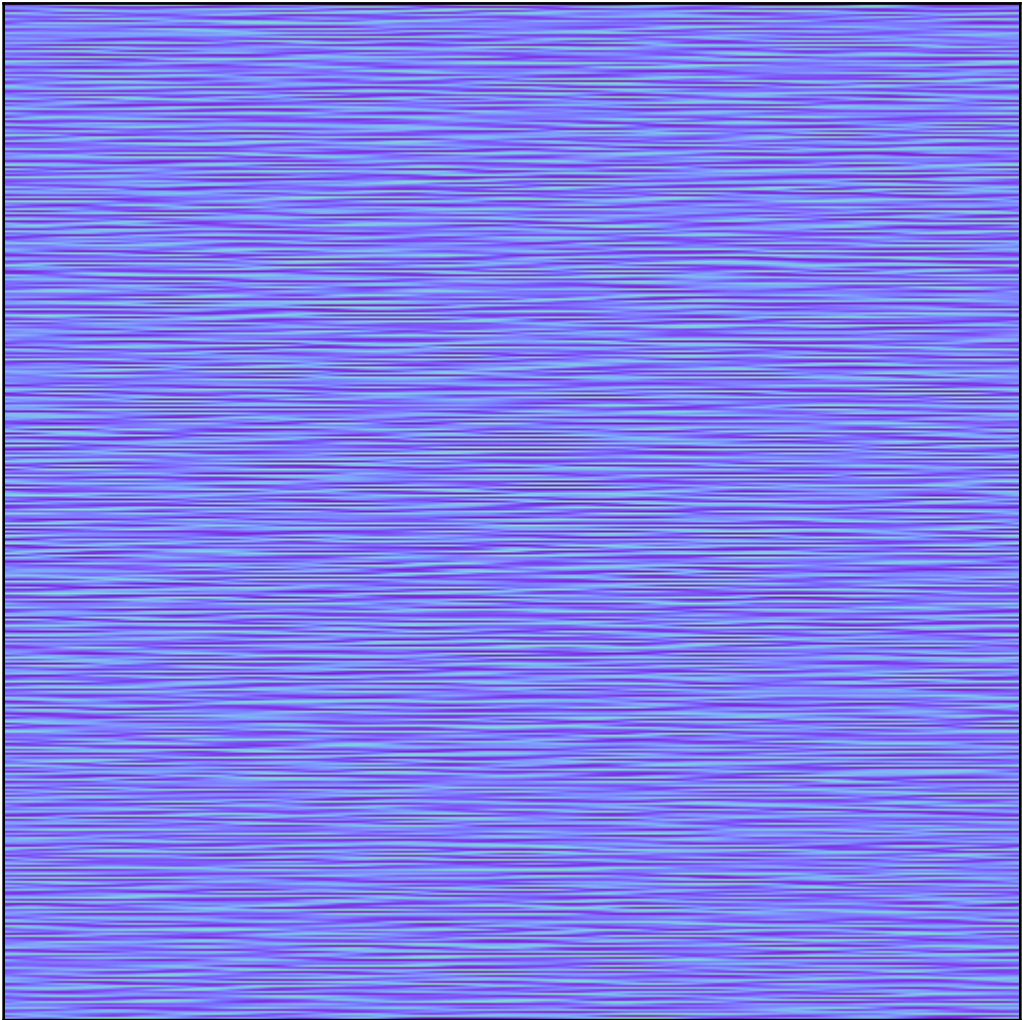


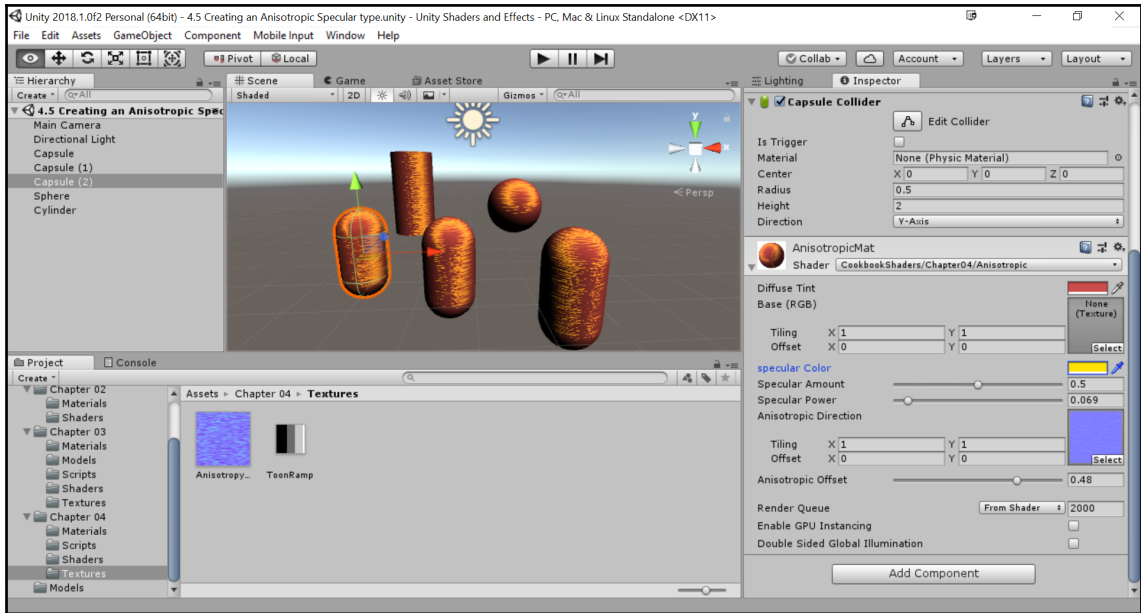


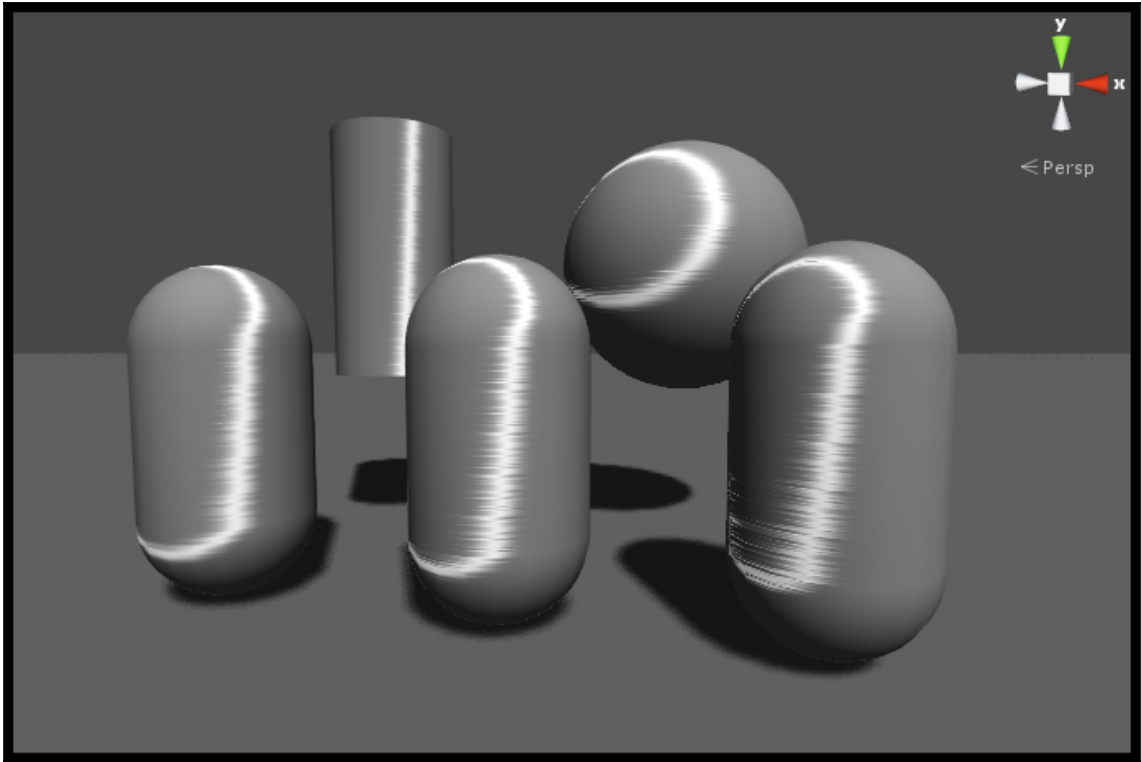




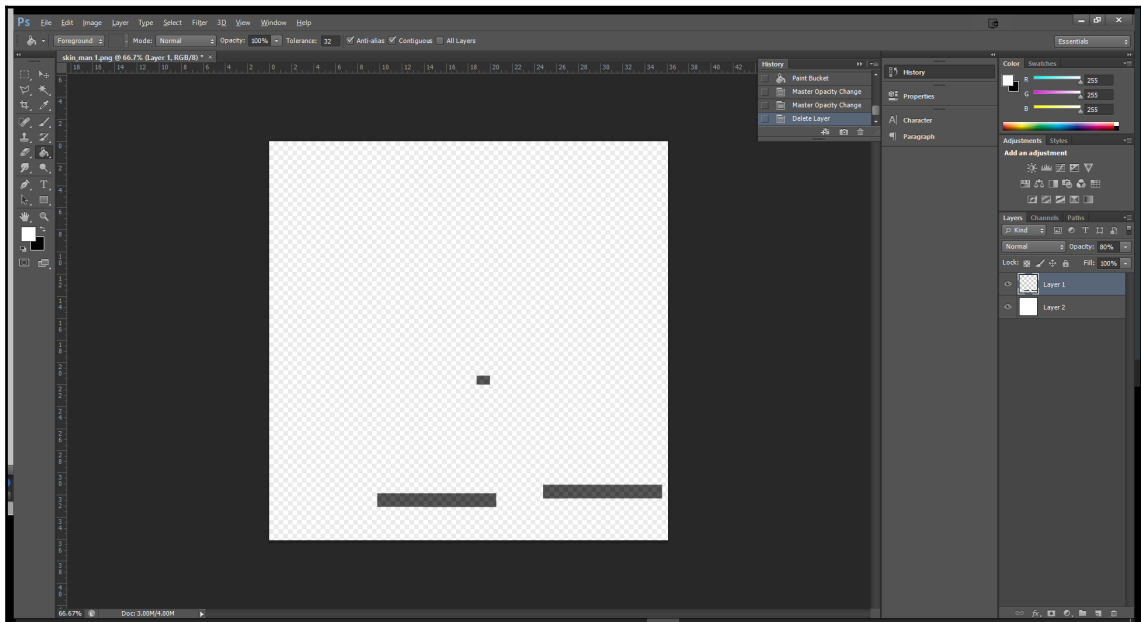
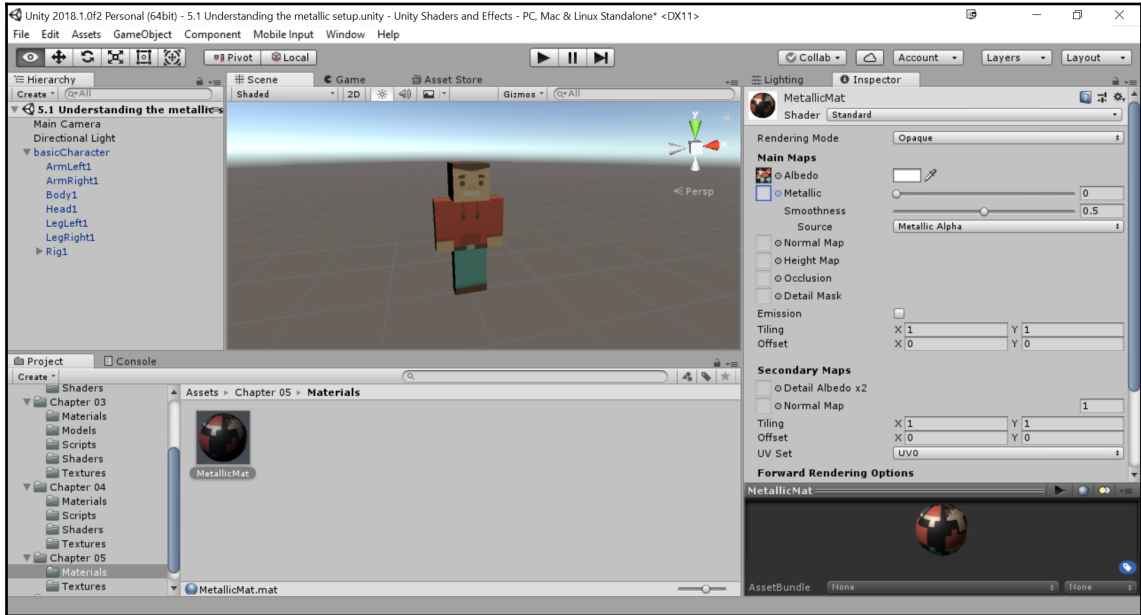


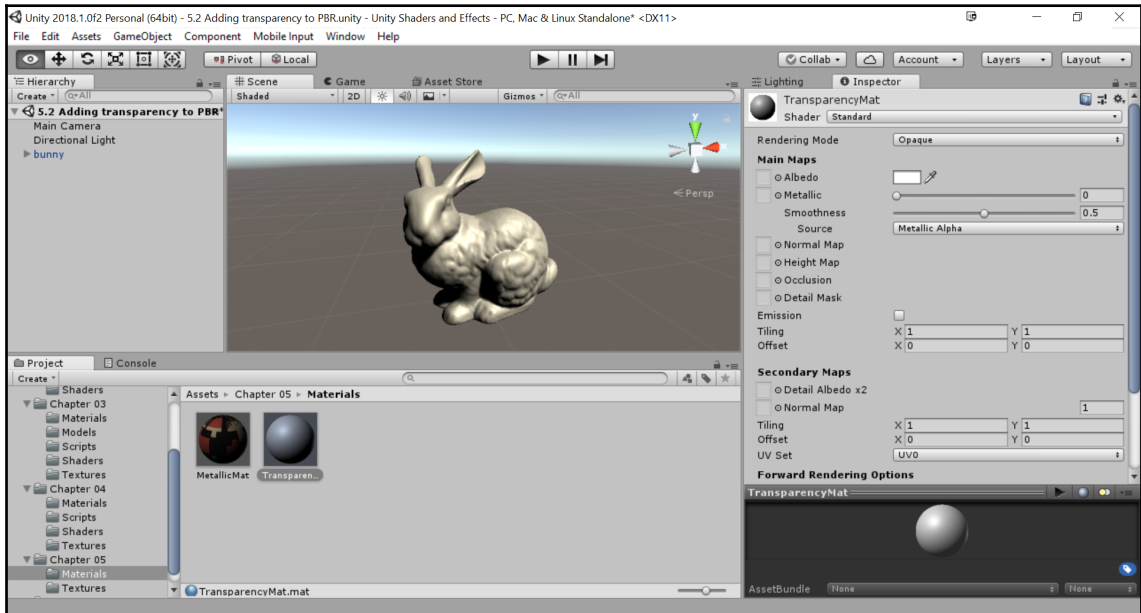
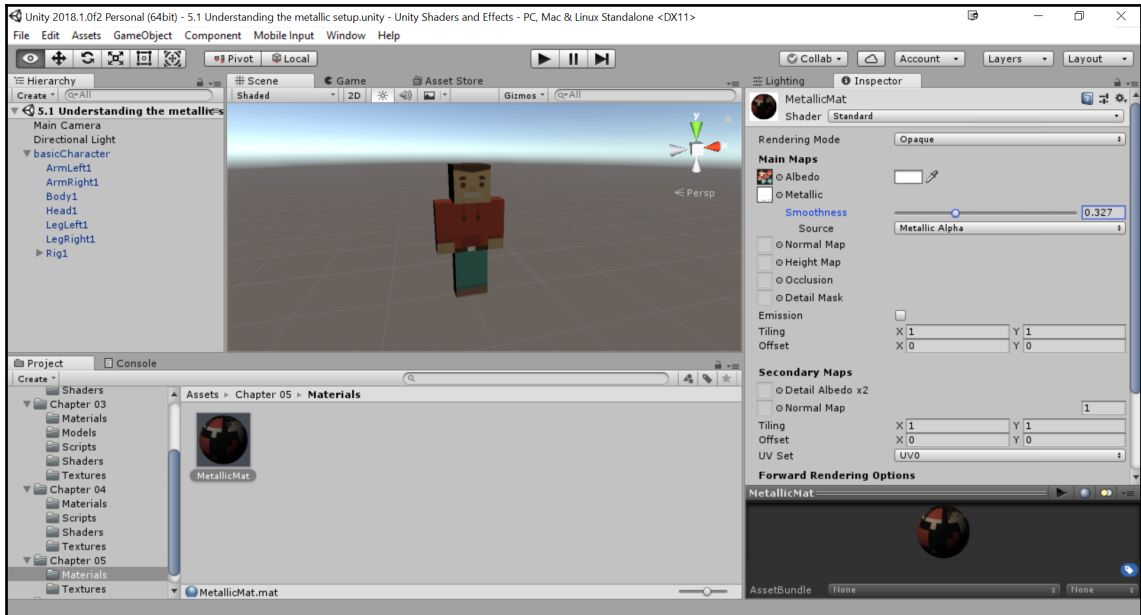


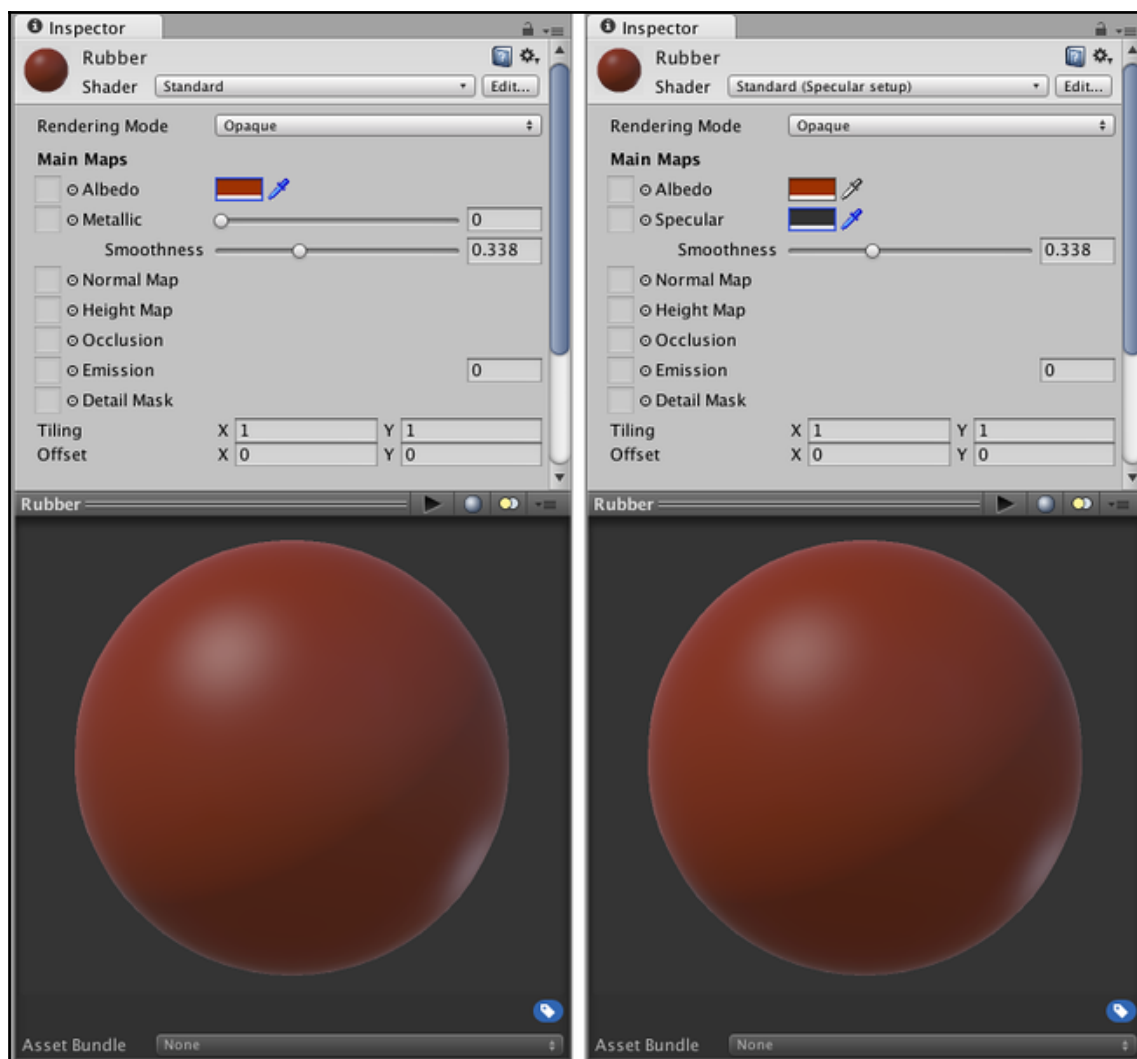


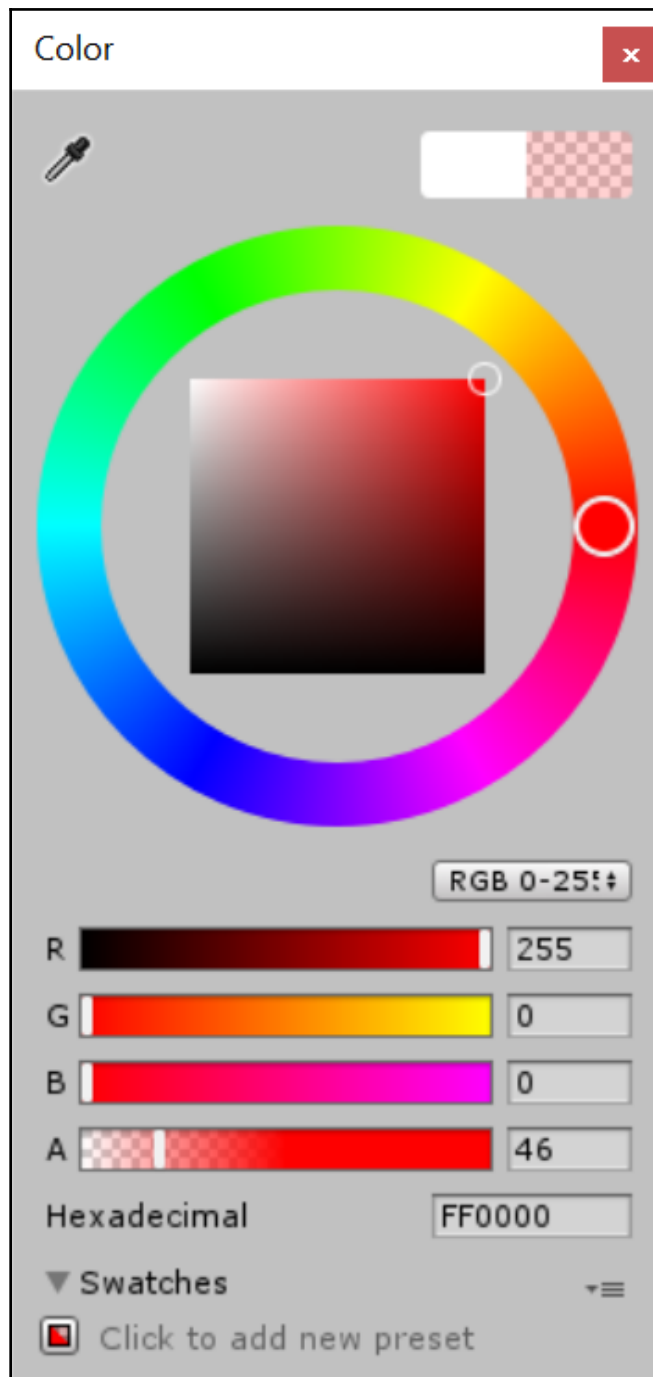


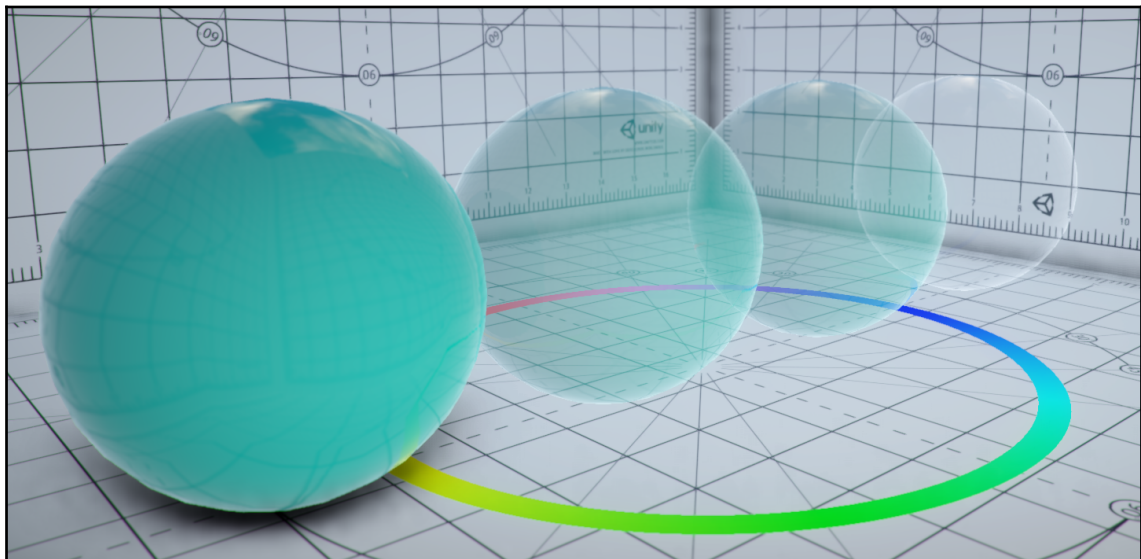
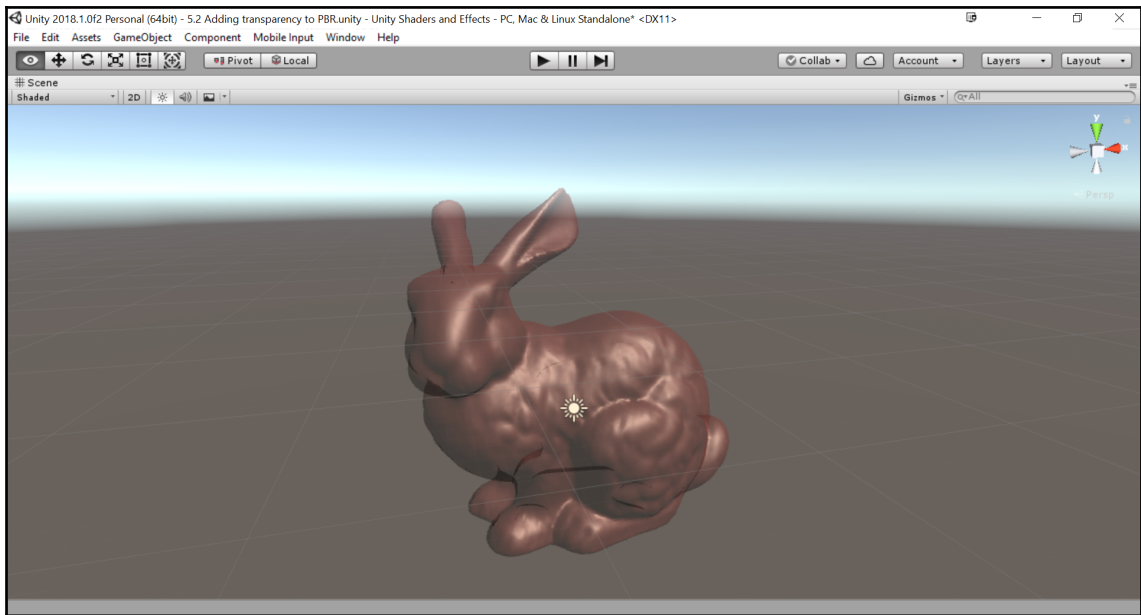
Chapter 5: Physically-Based Rendering

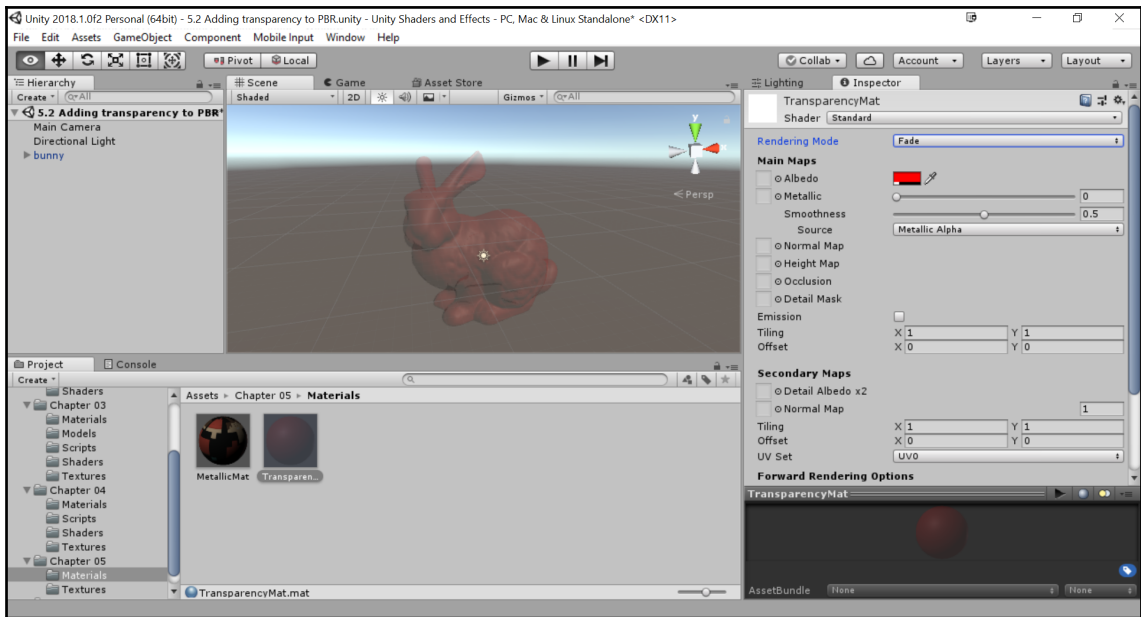


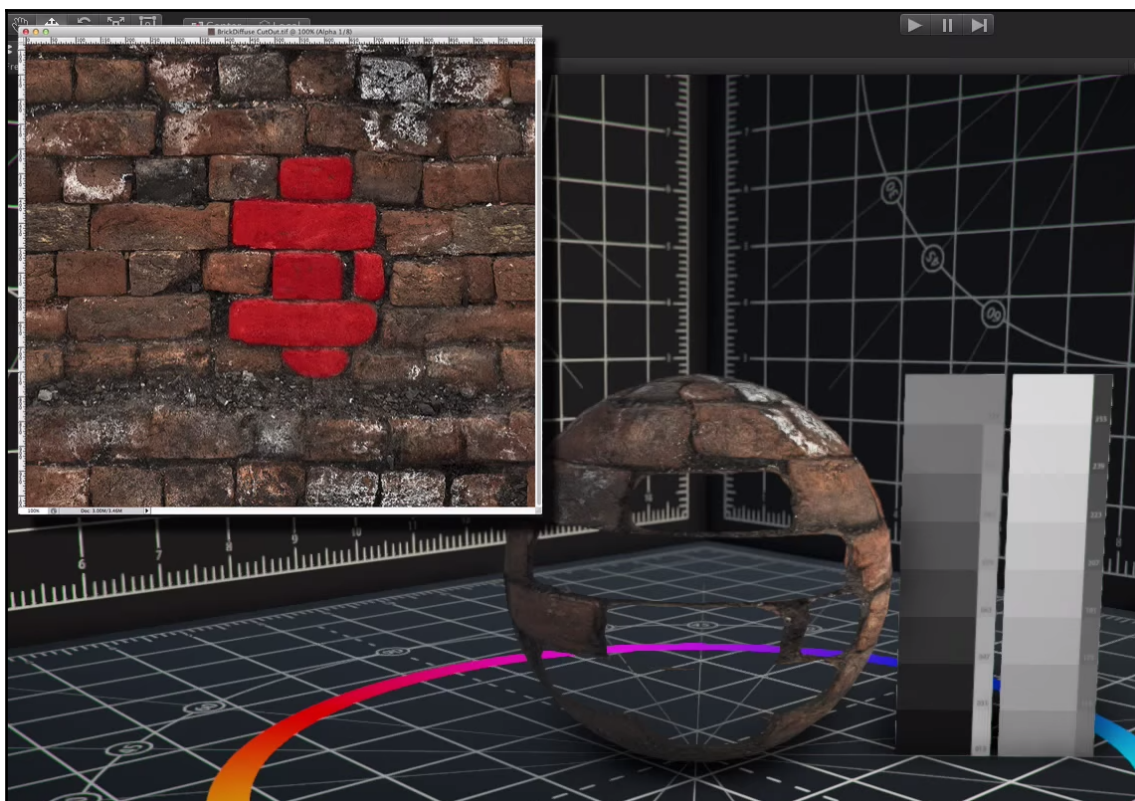


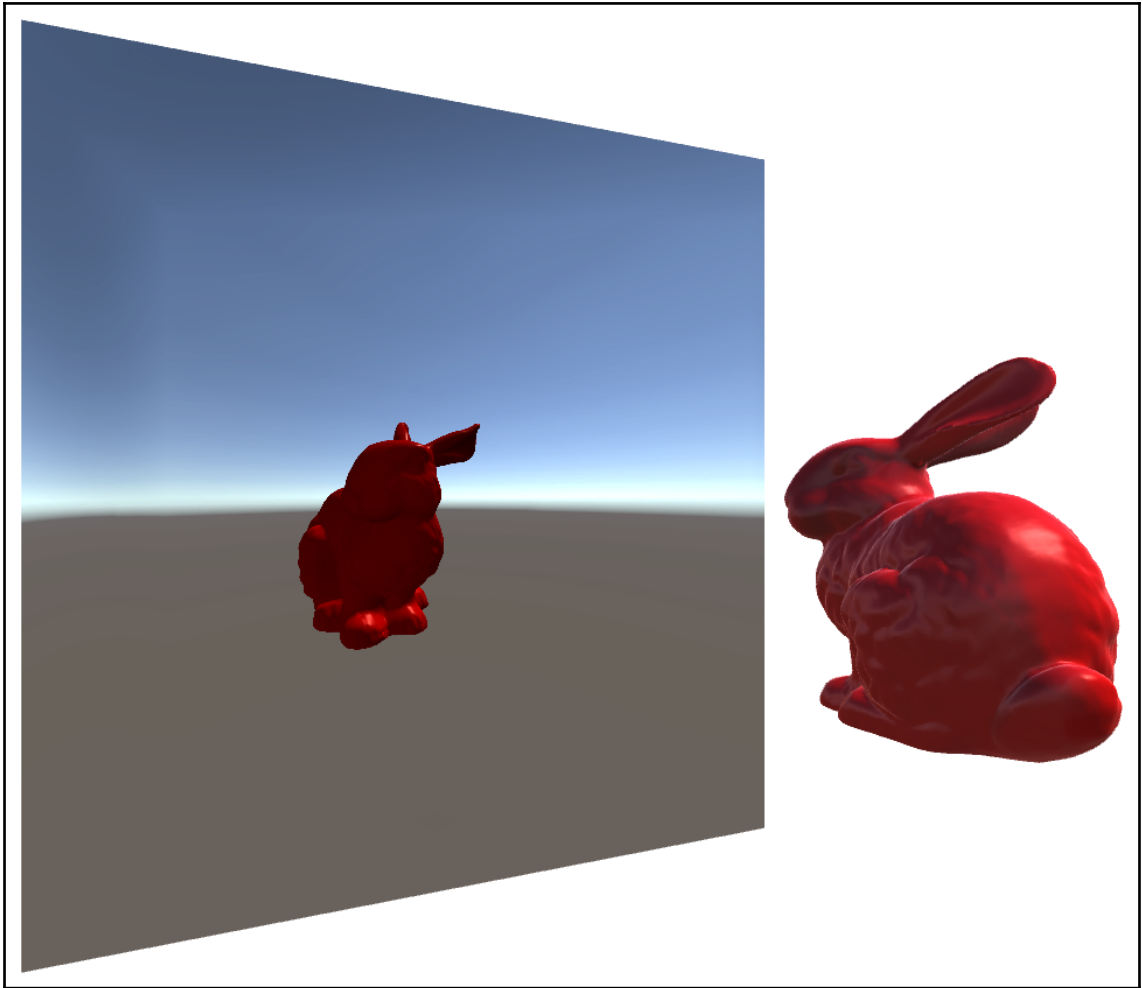


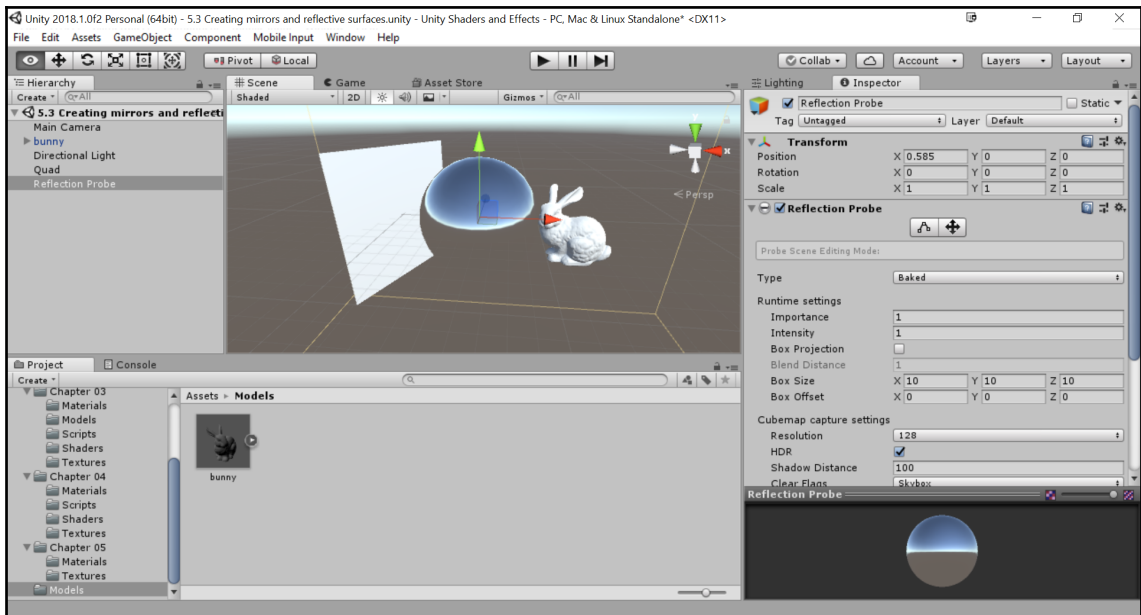


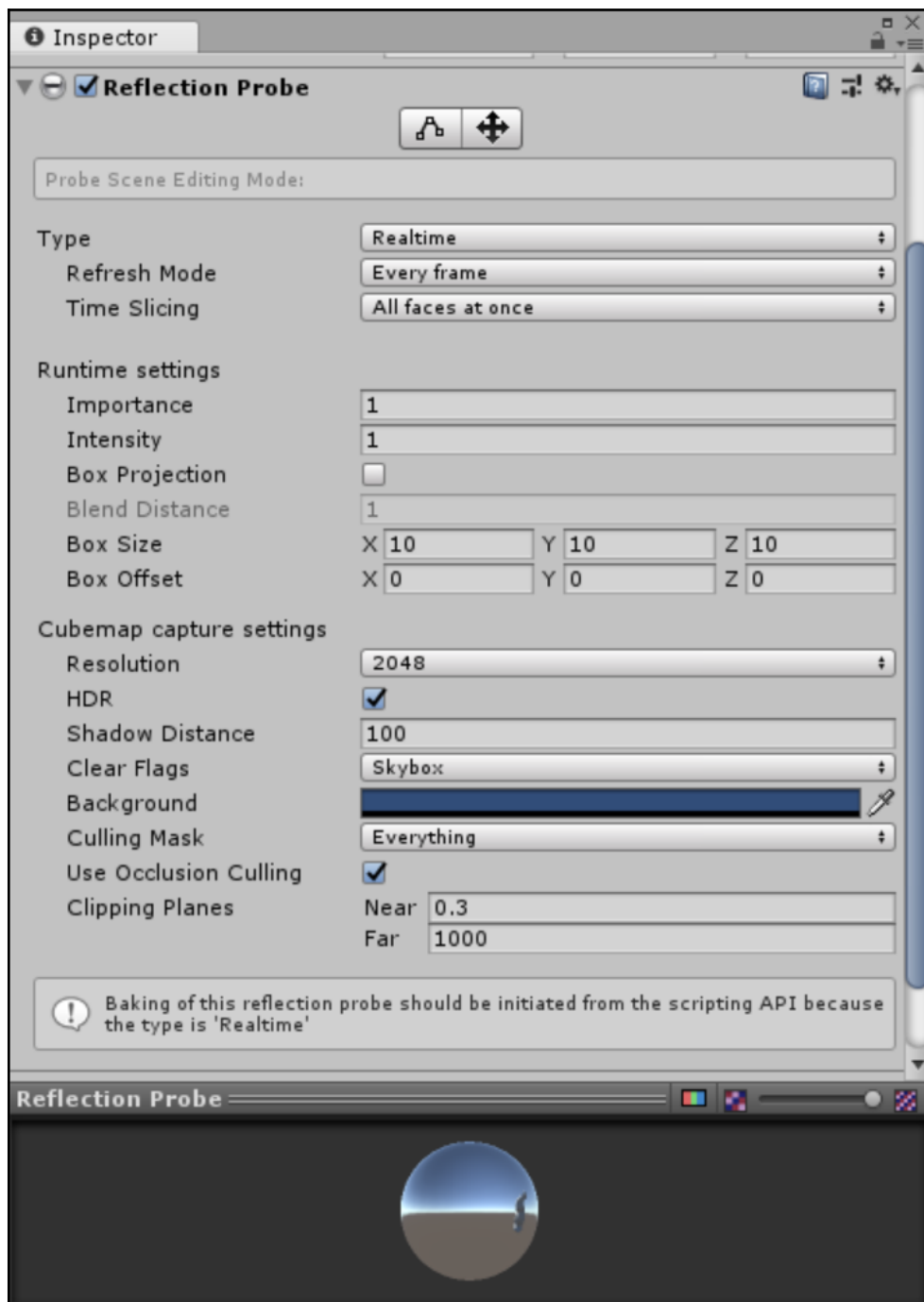


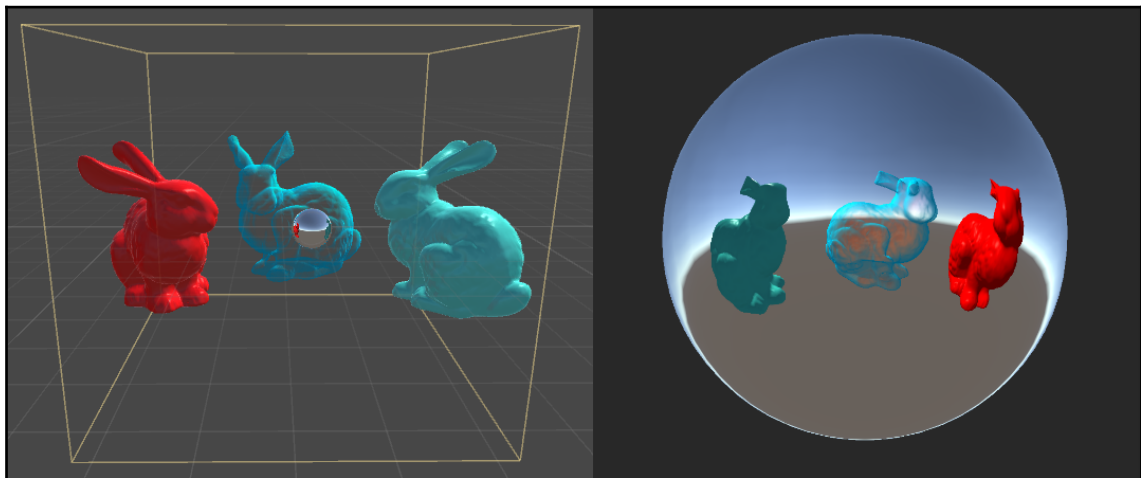
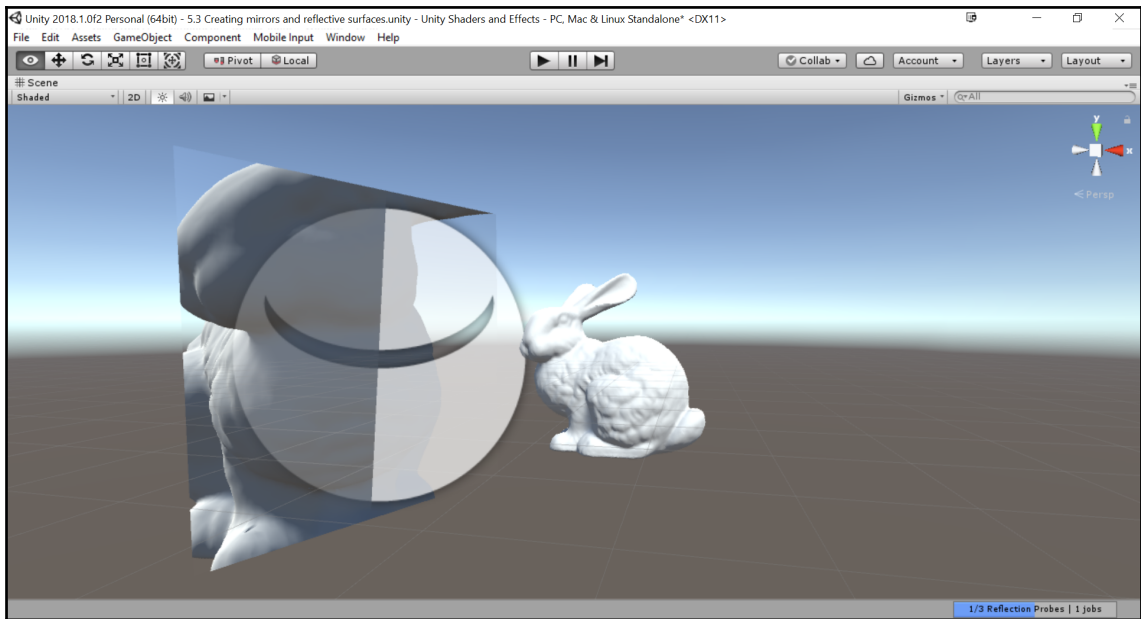


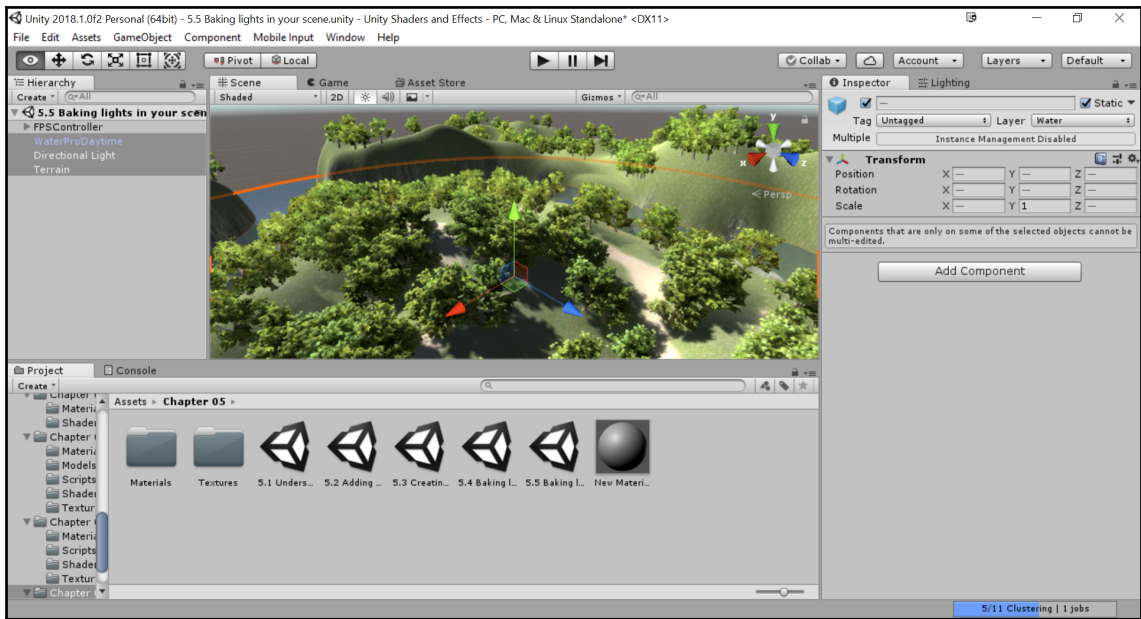


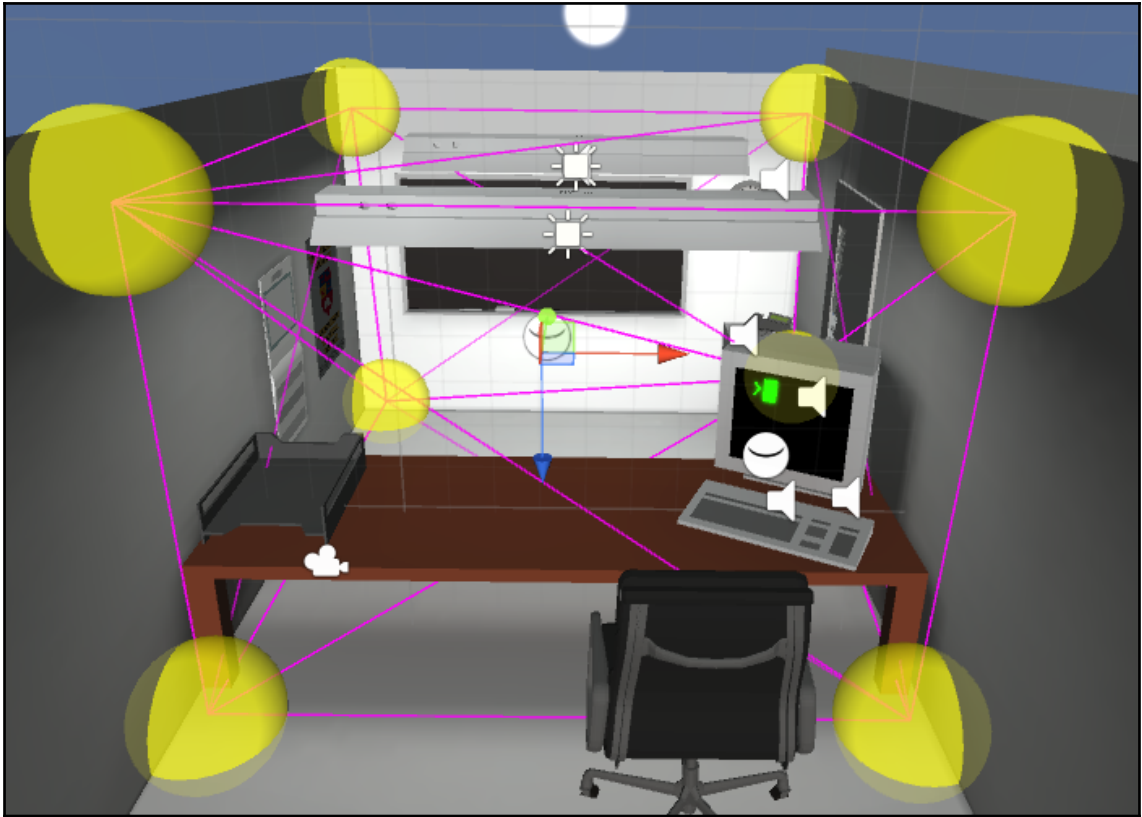


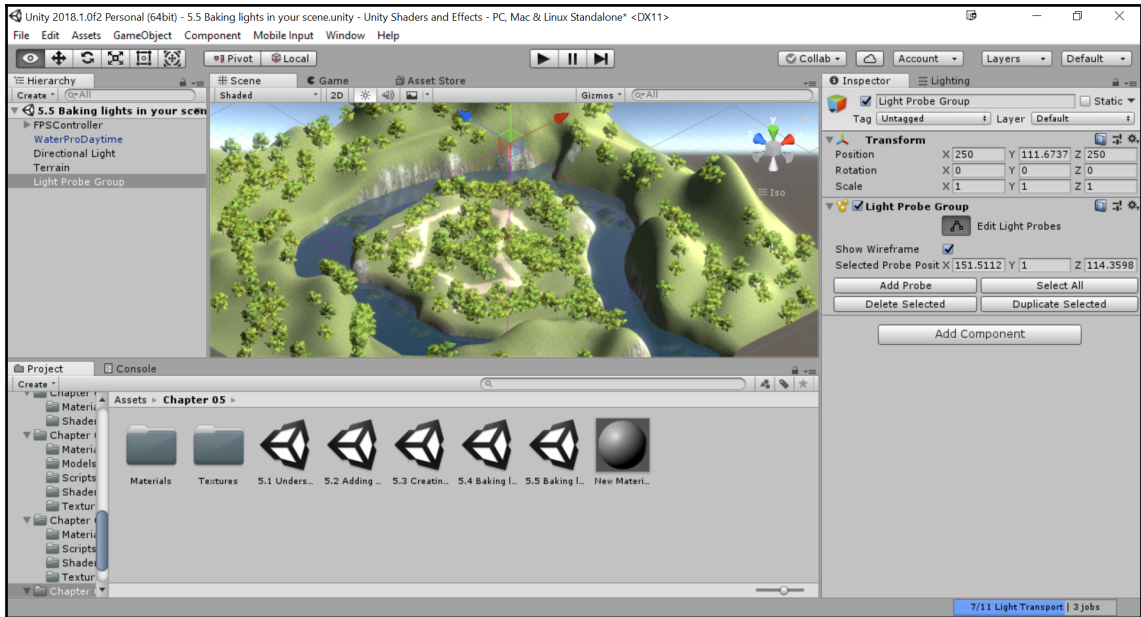


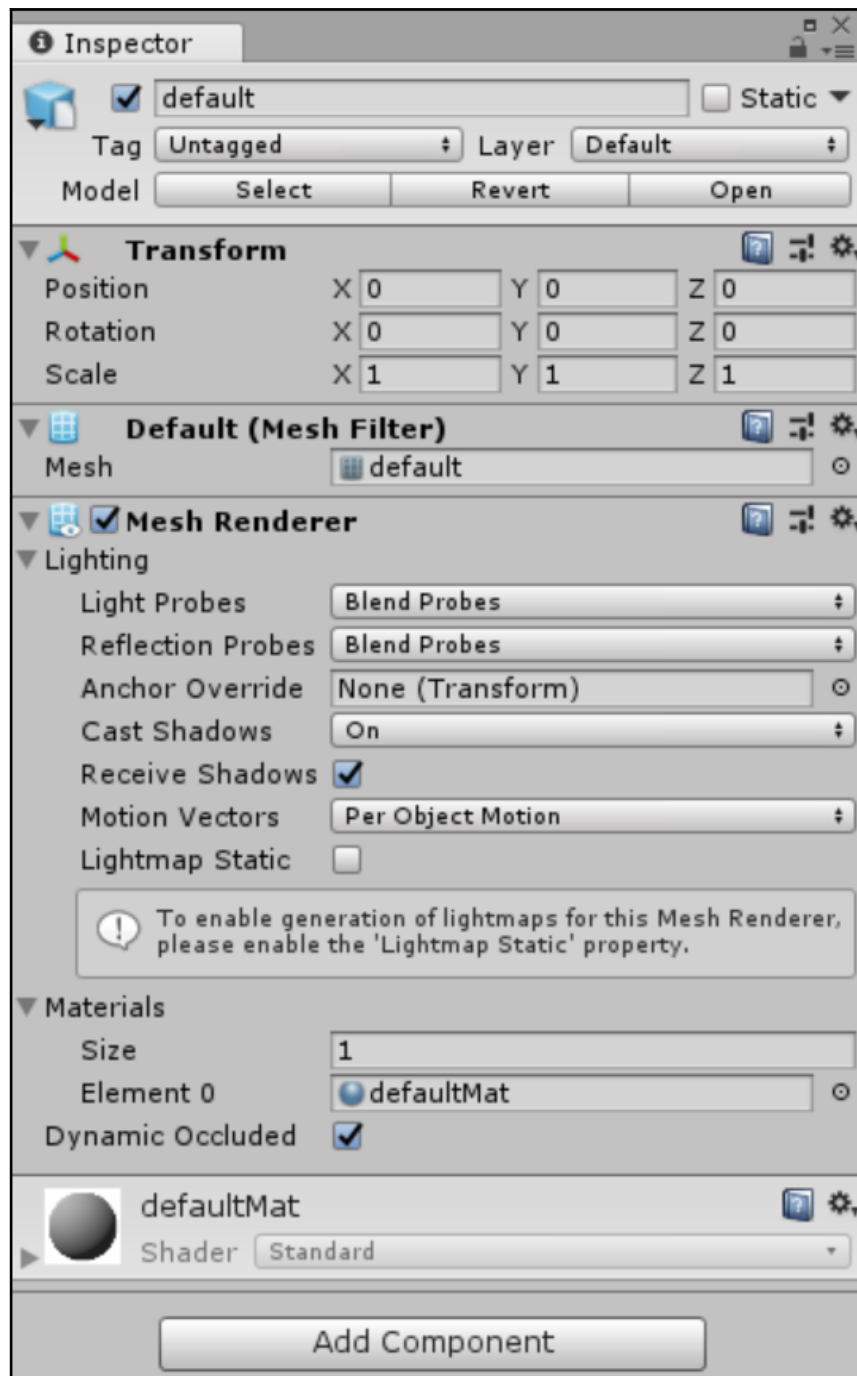


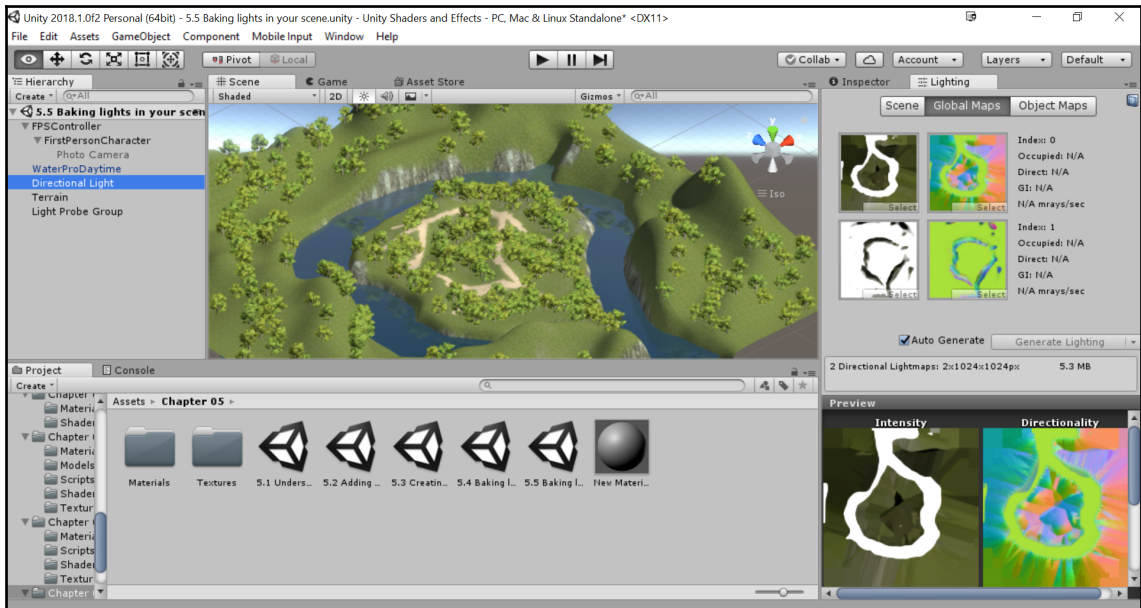
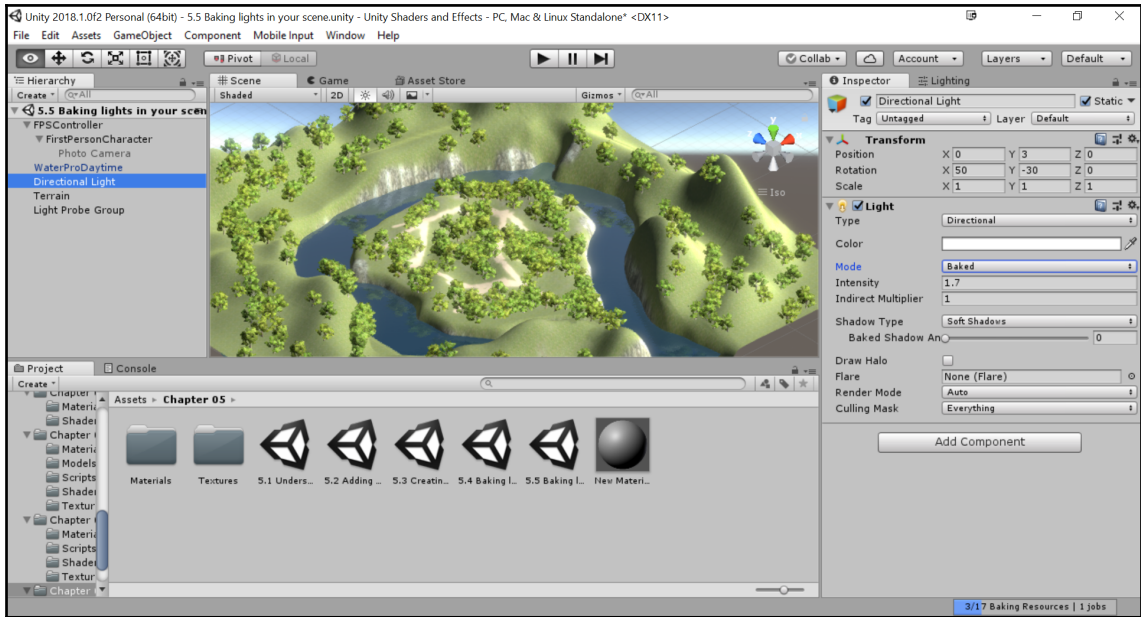




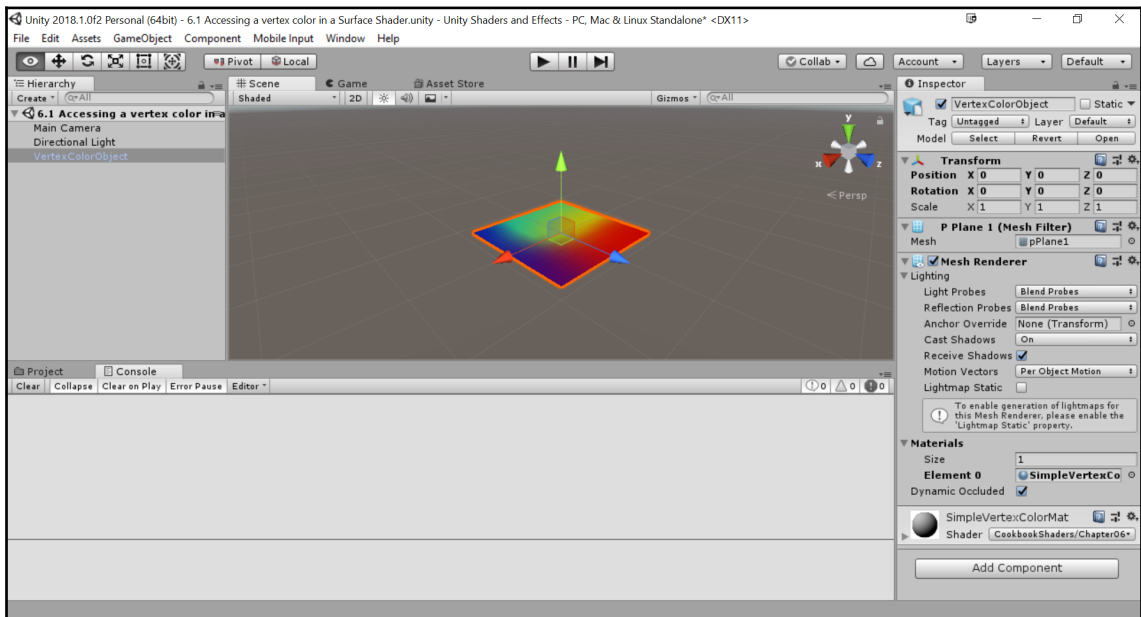
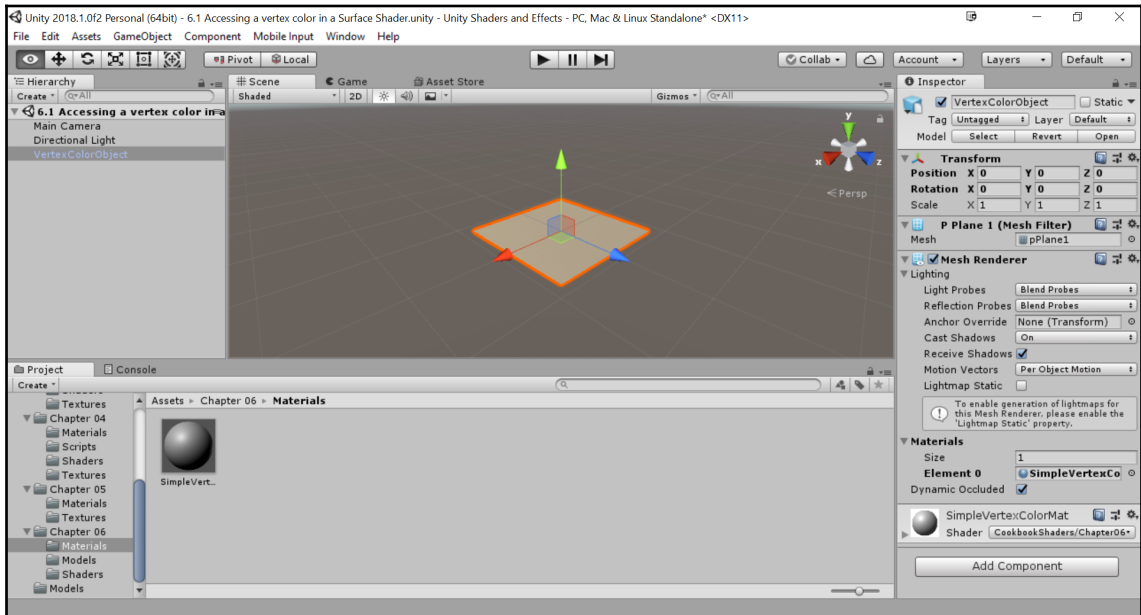


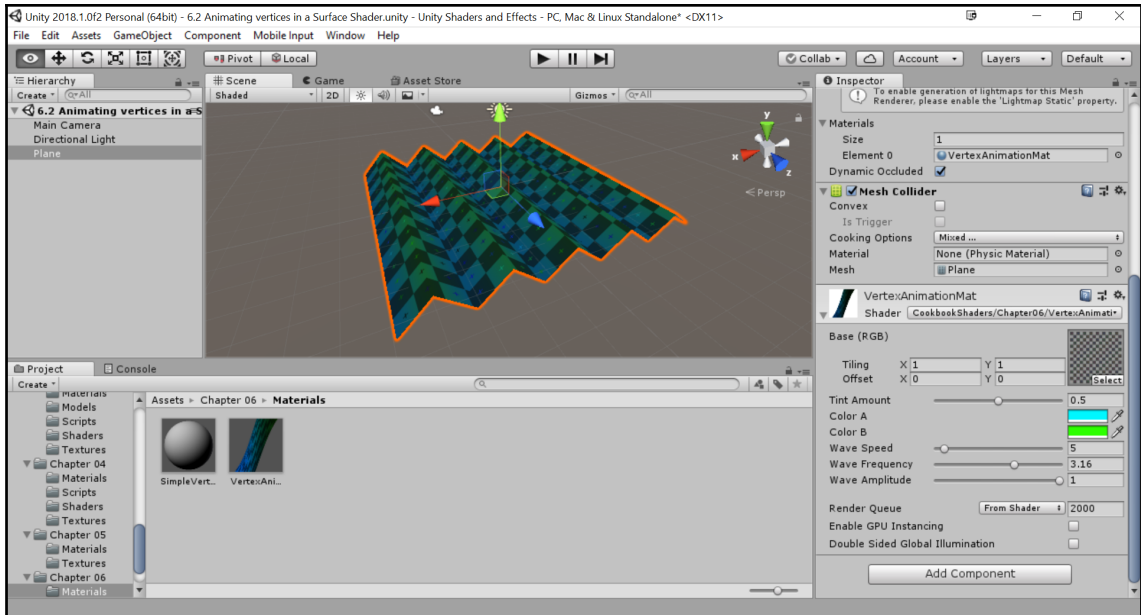
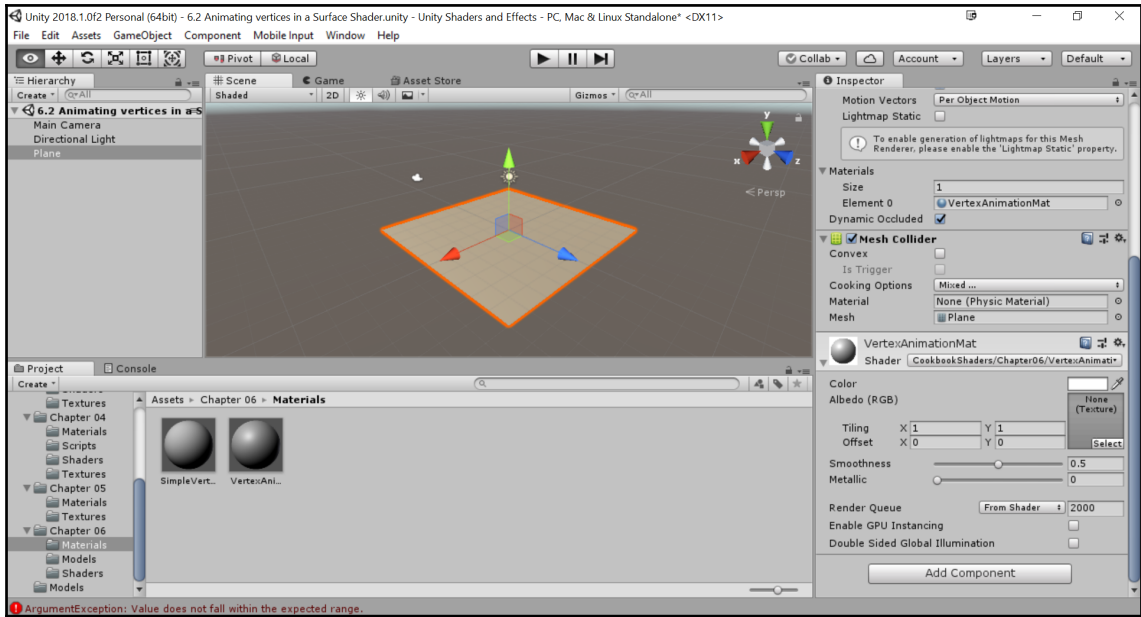


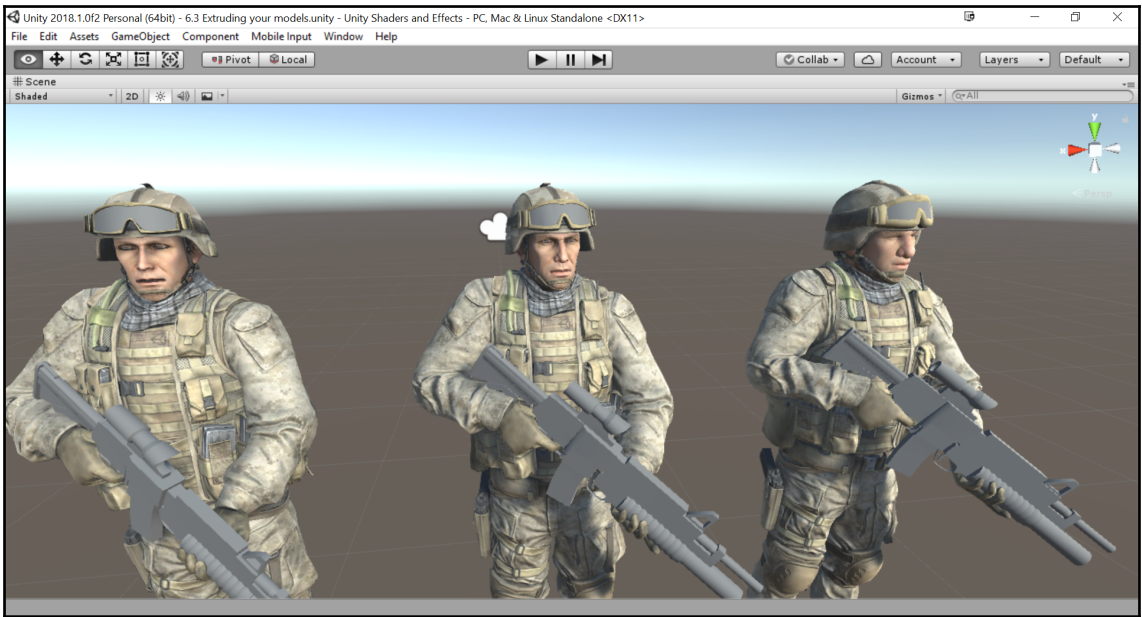




Chapter 6: Vertex Functions

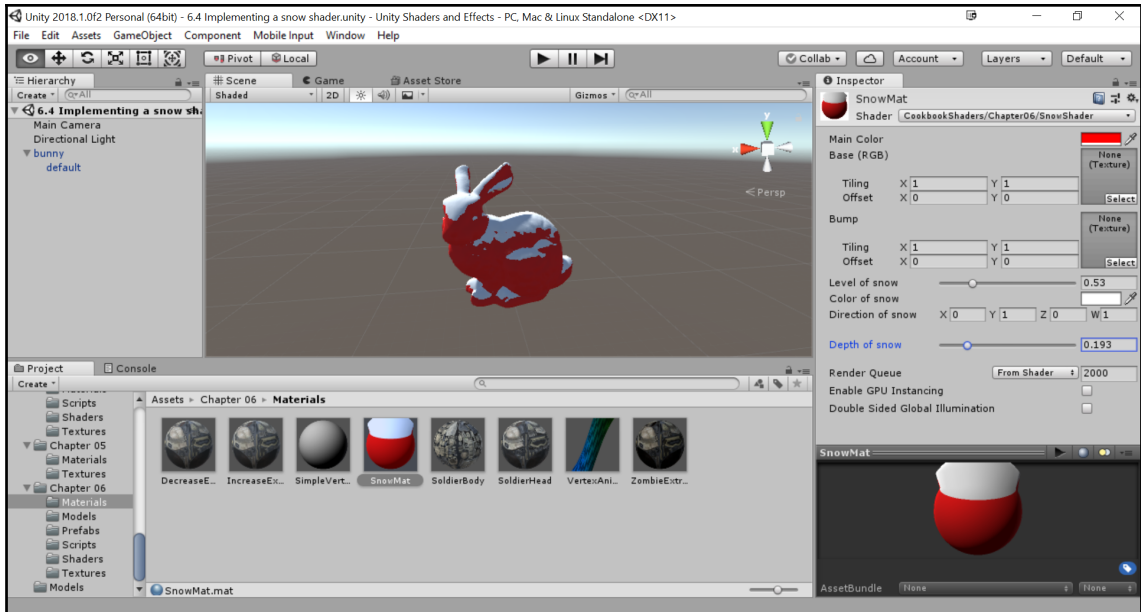
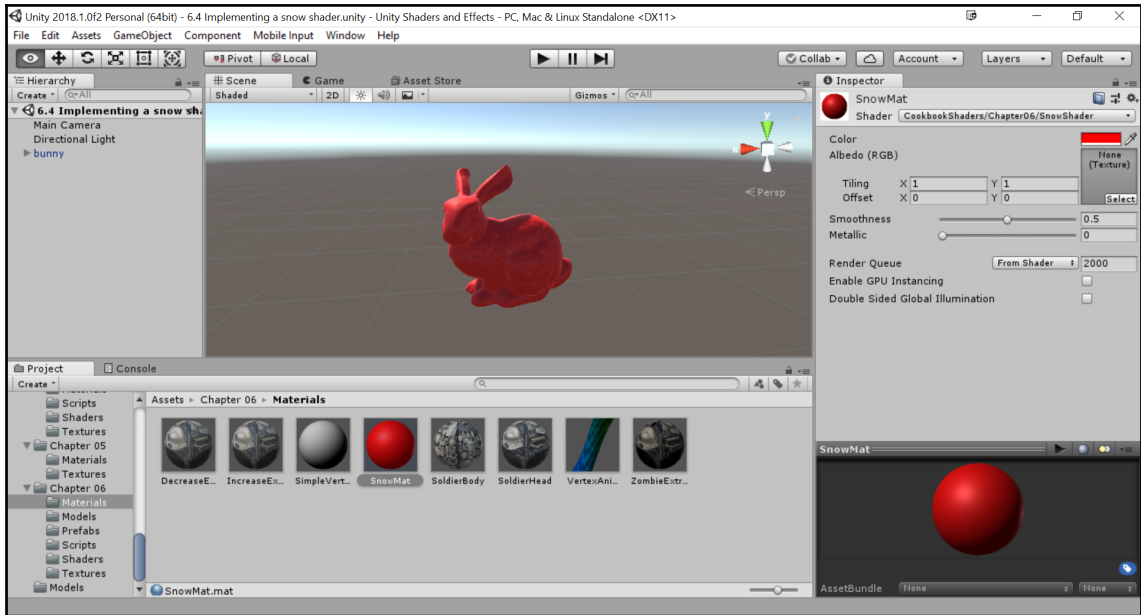


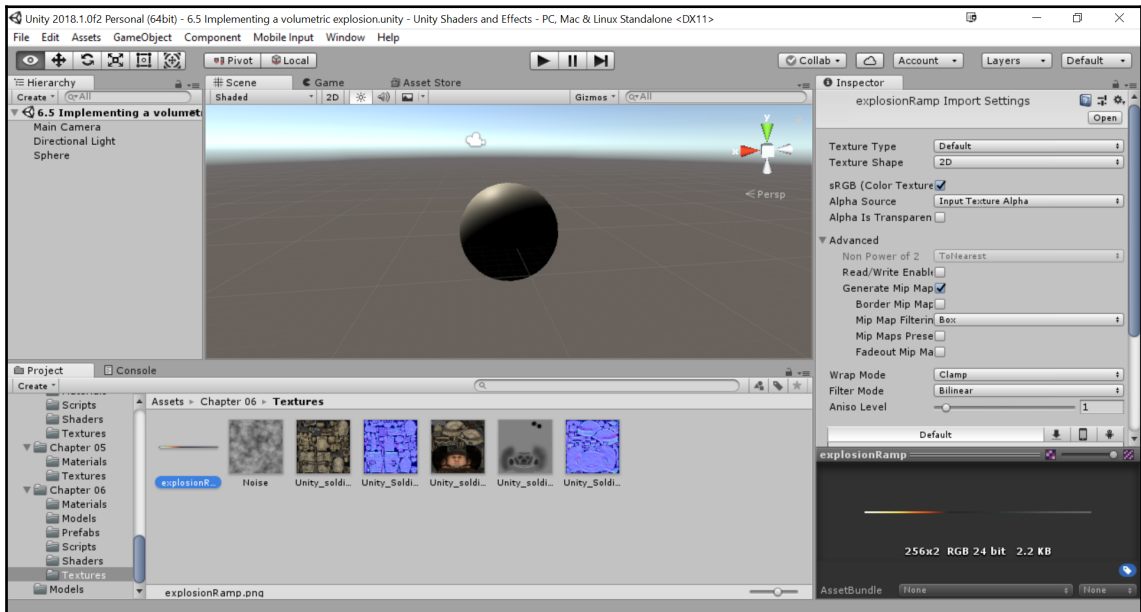
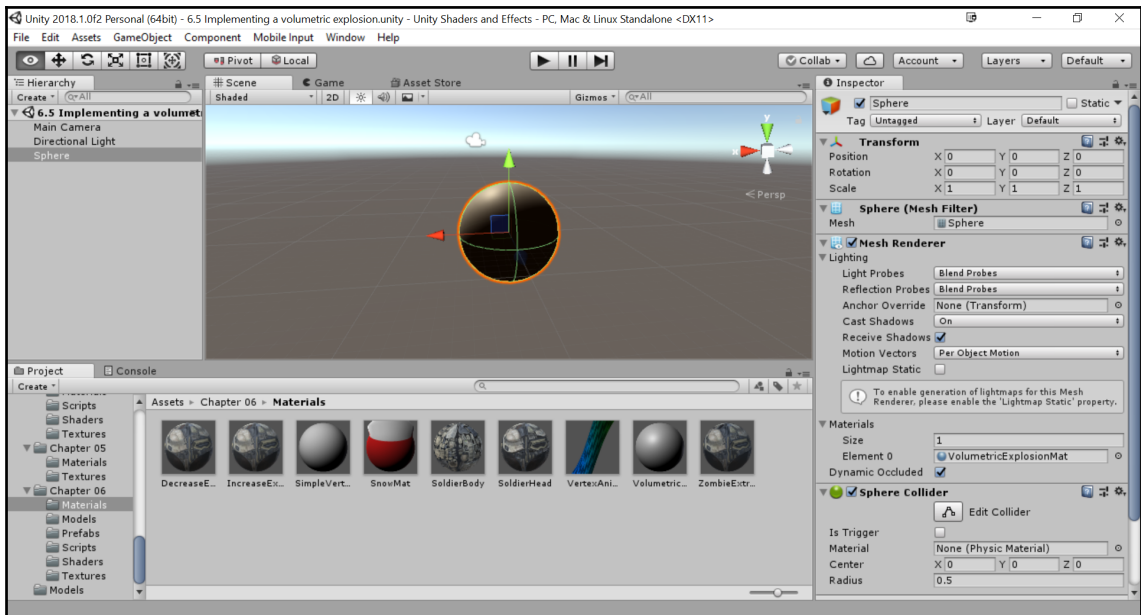


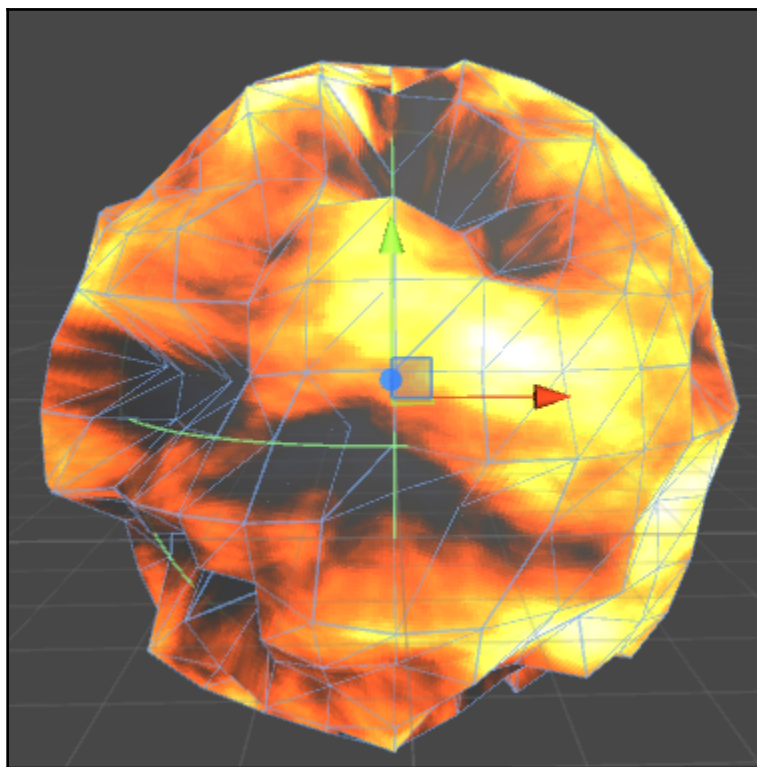






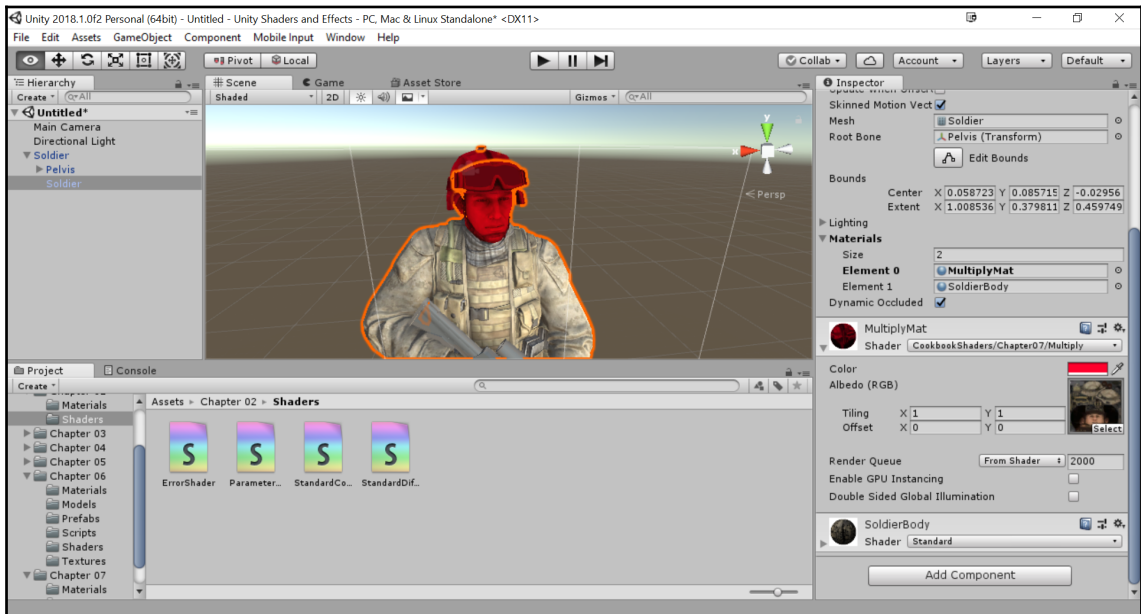
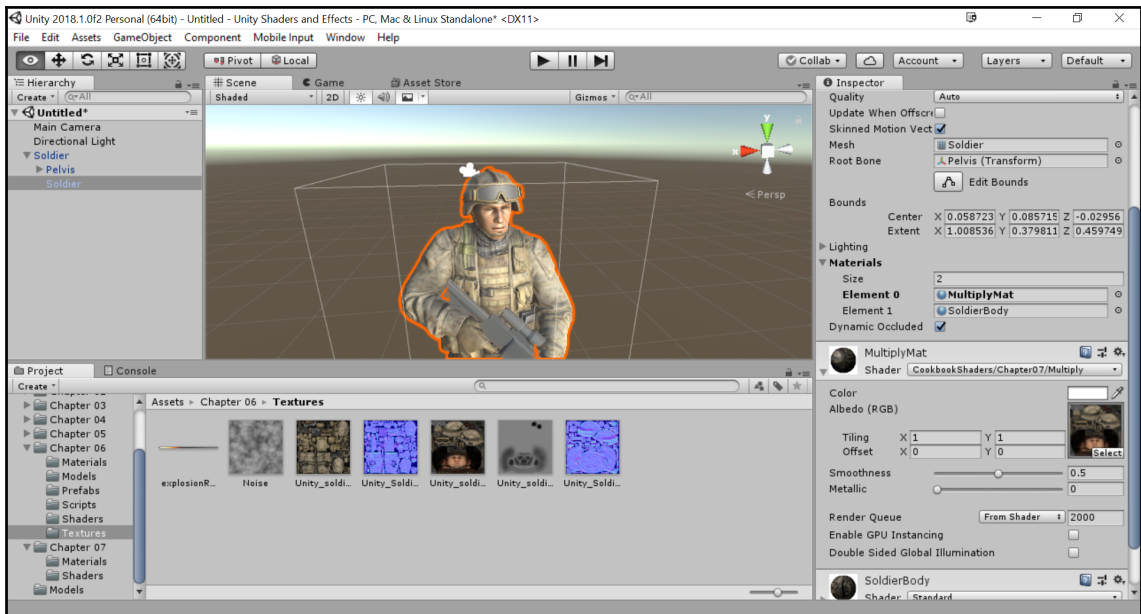


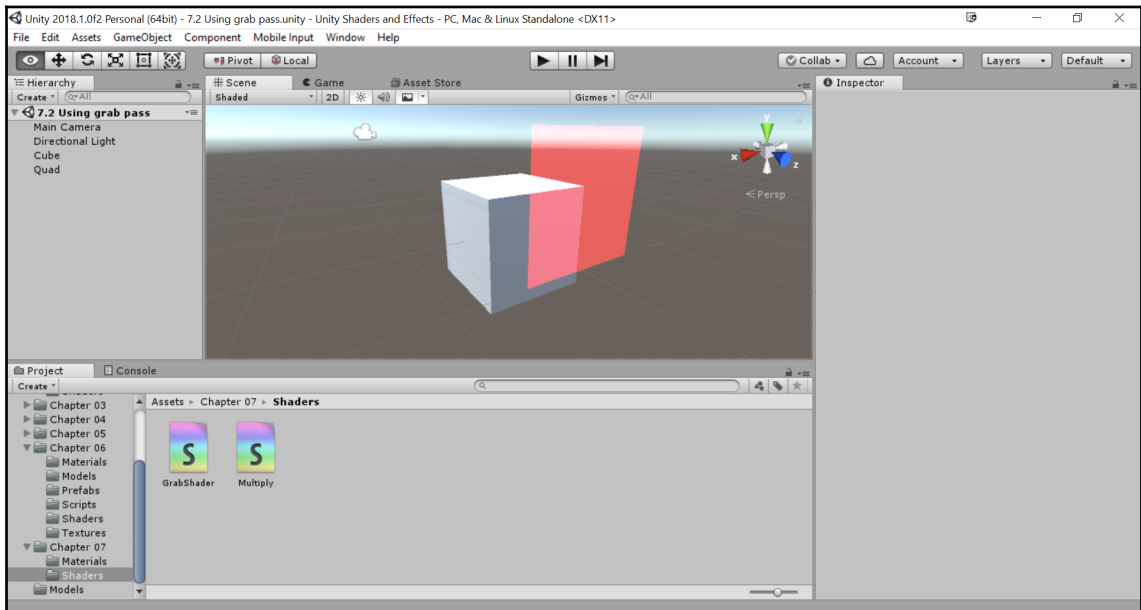
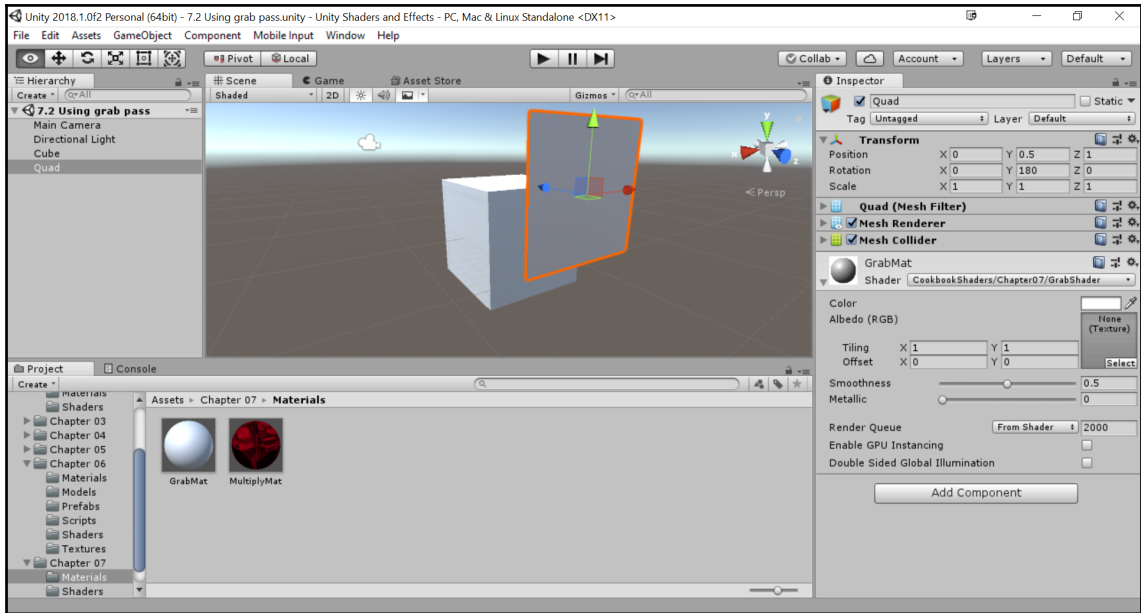


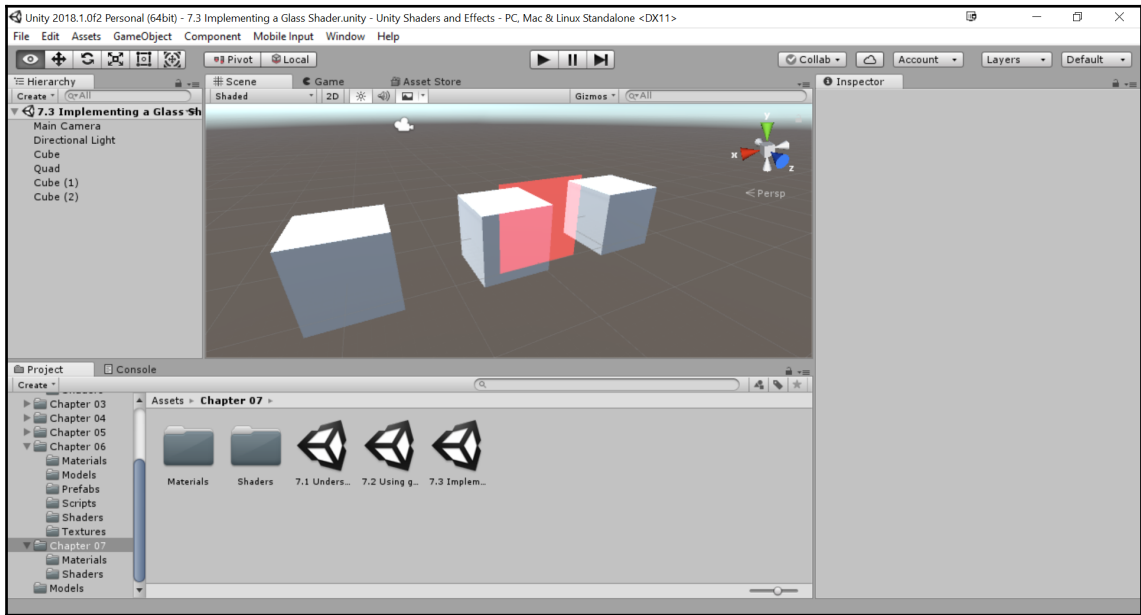
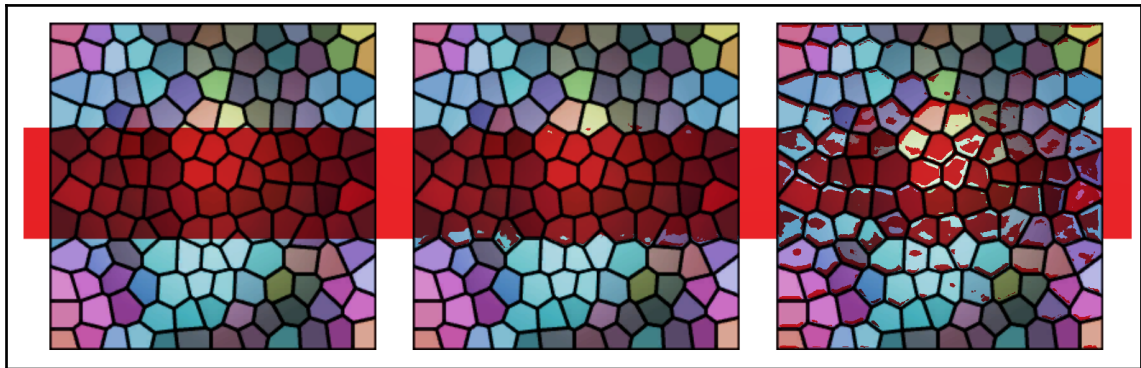


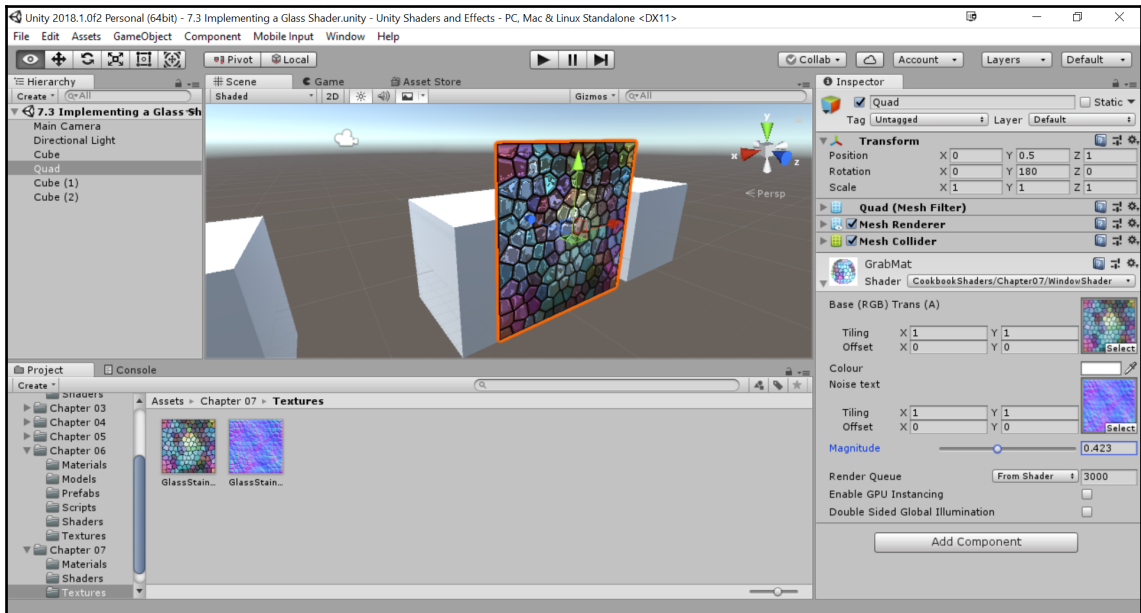
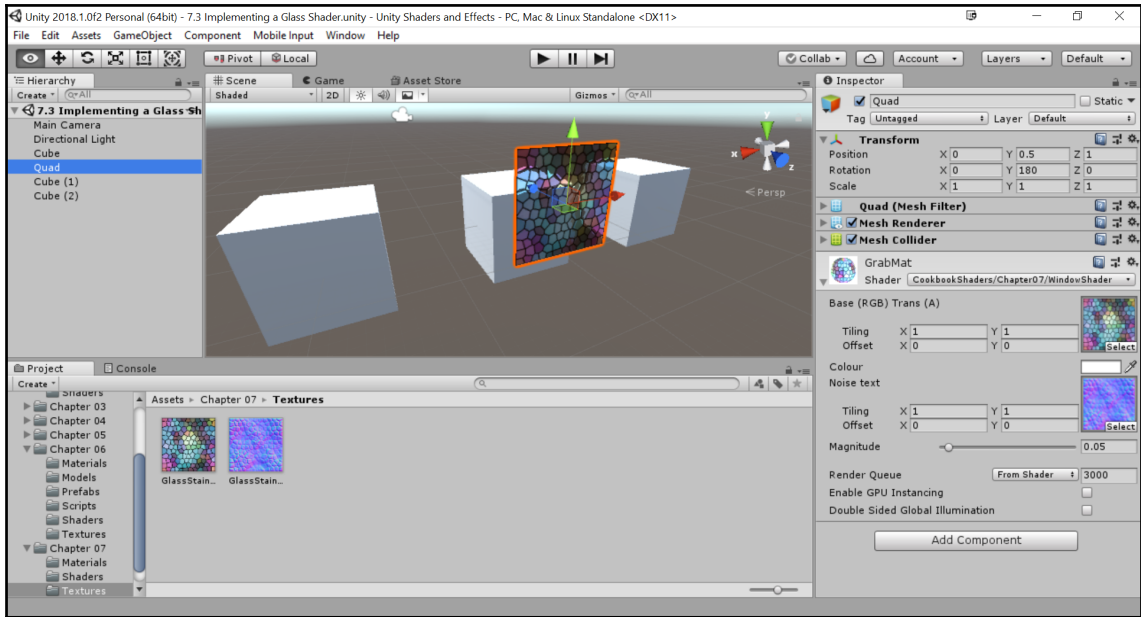
Chapter 7: Fragment Shaders and Grab Passes

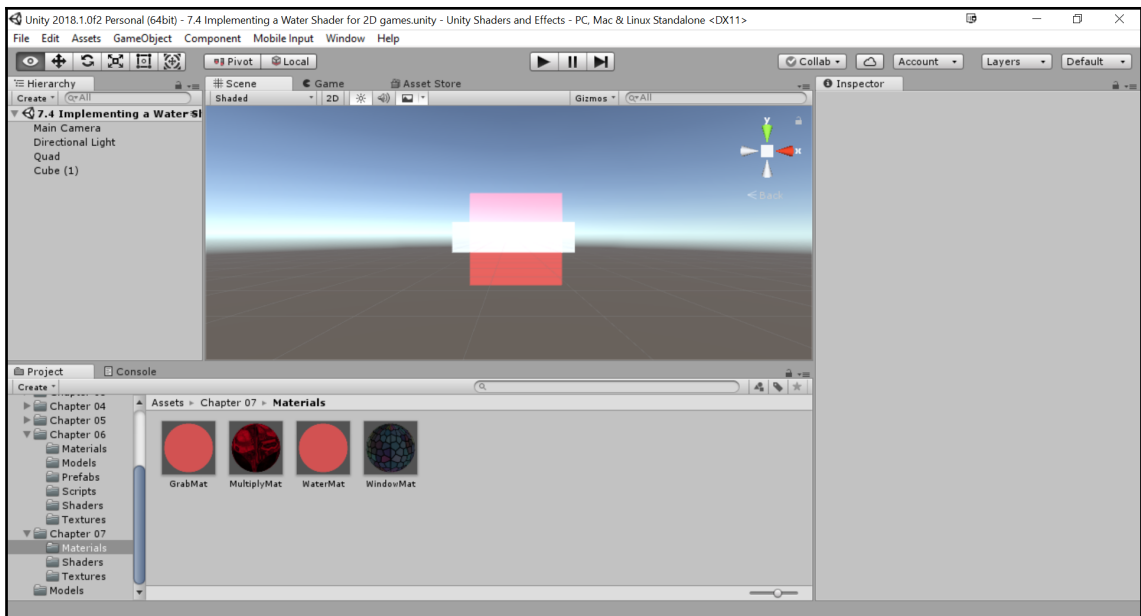
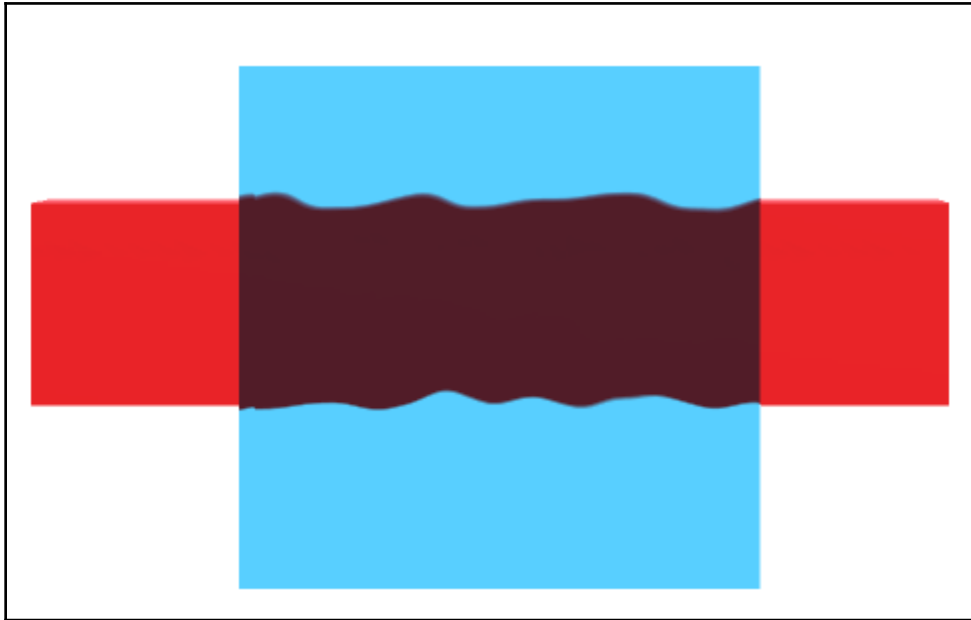


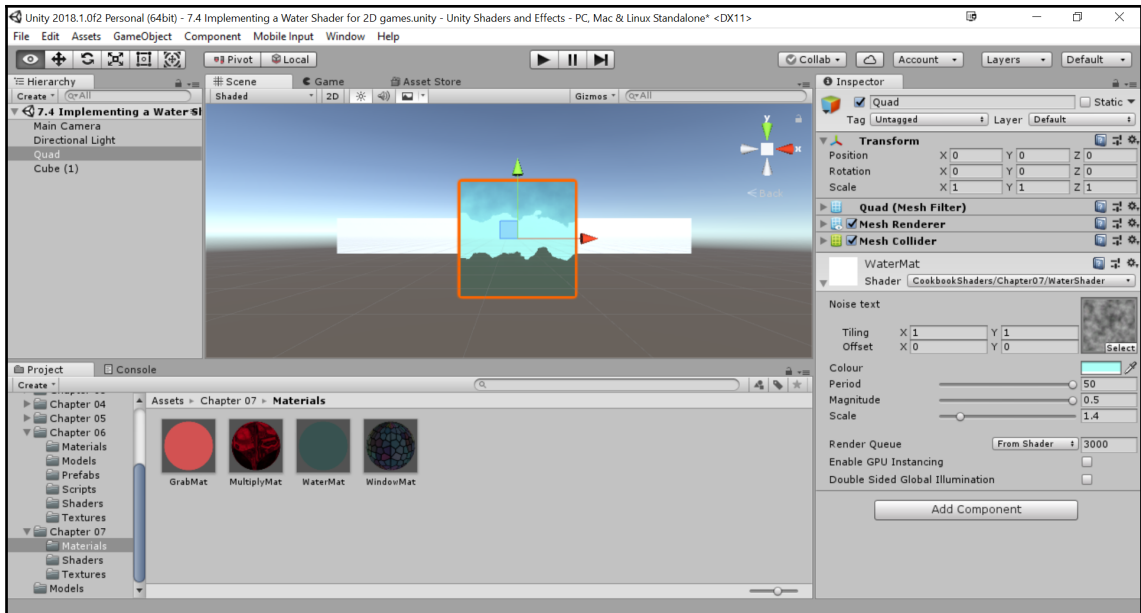
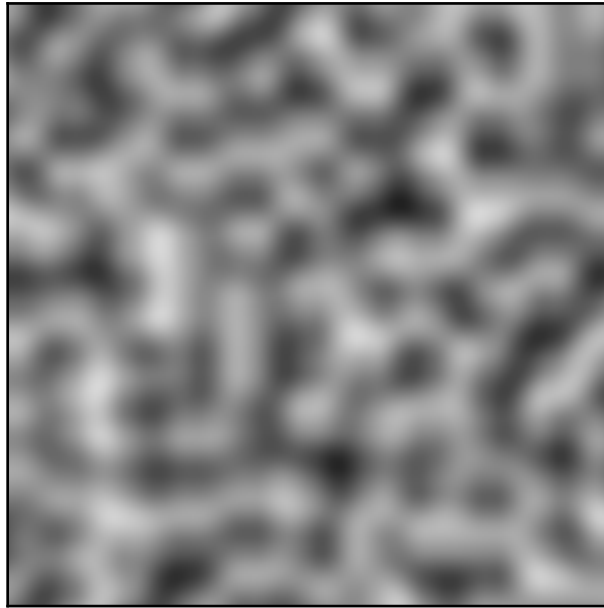




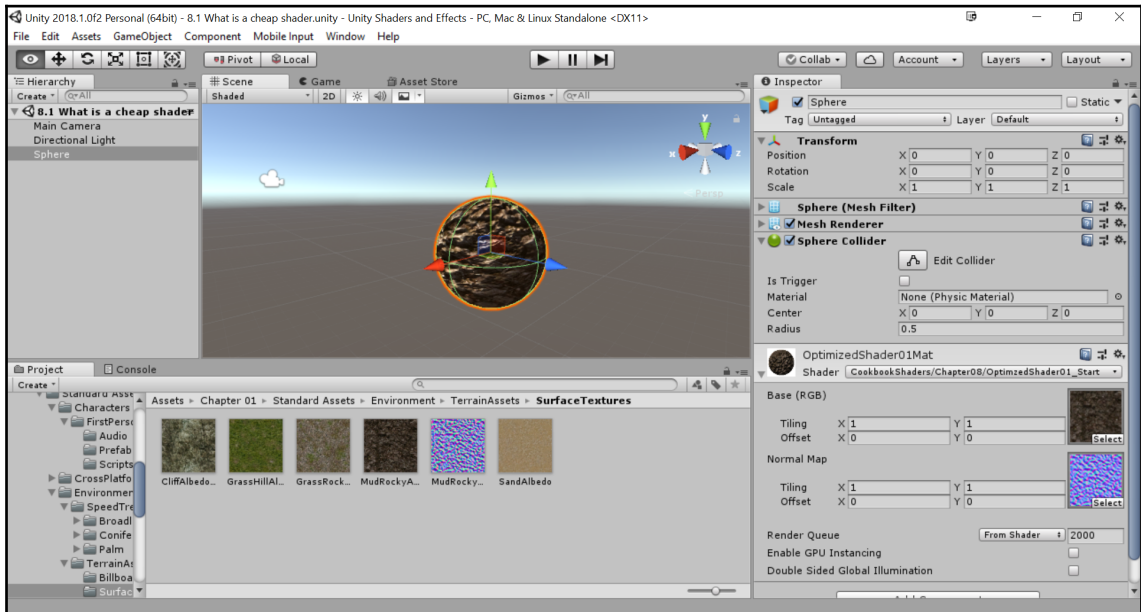
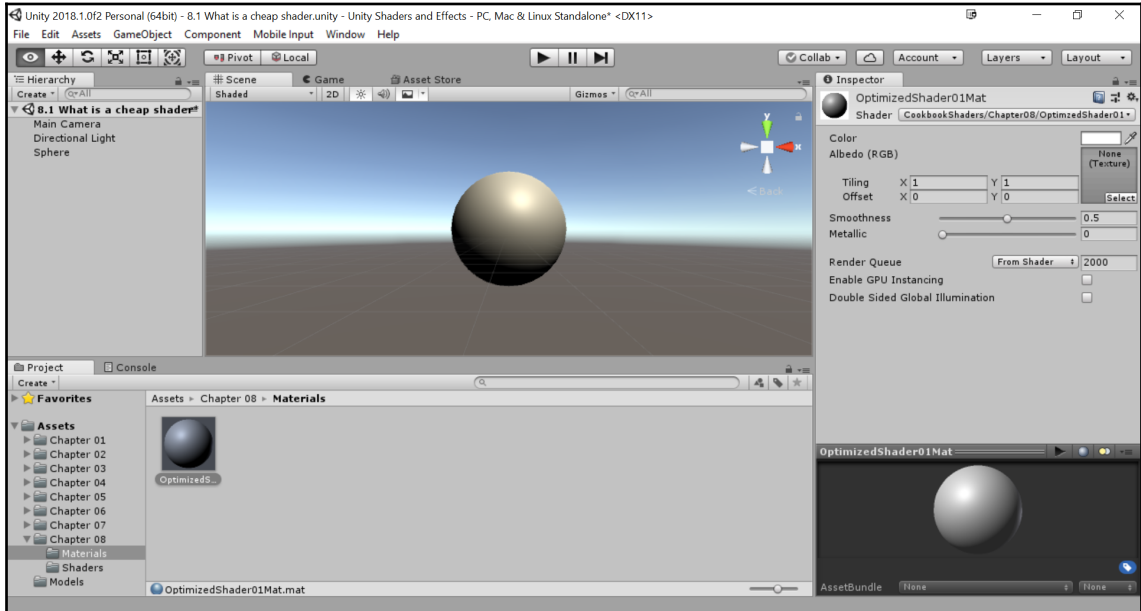


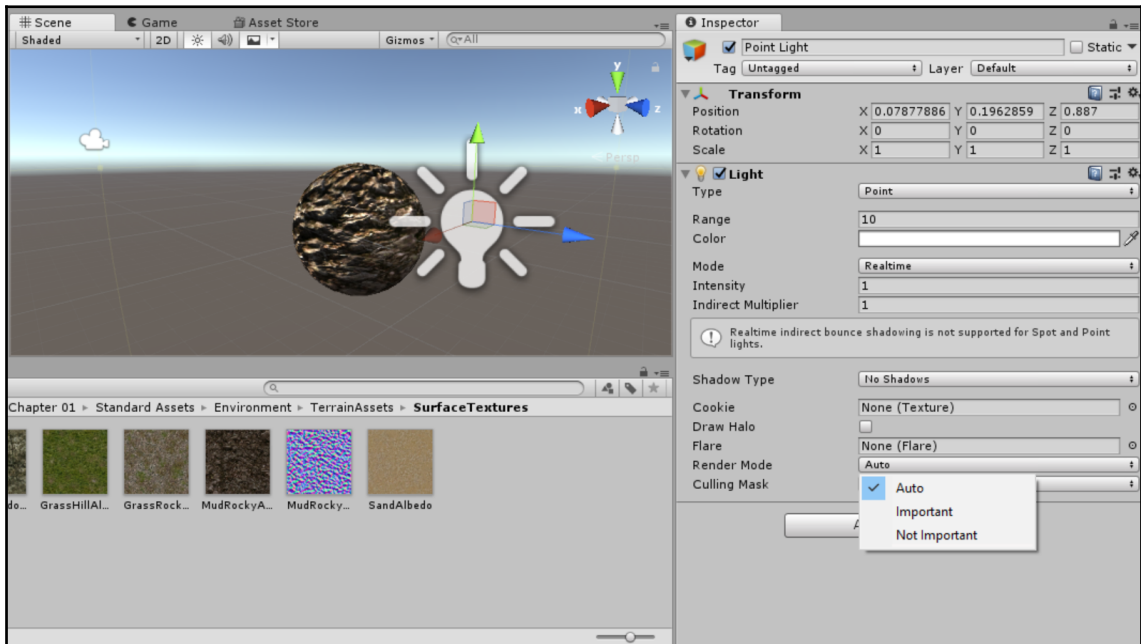
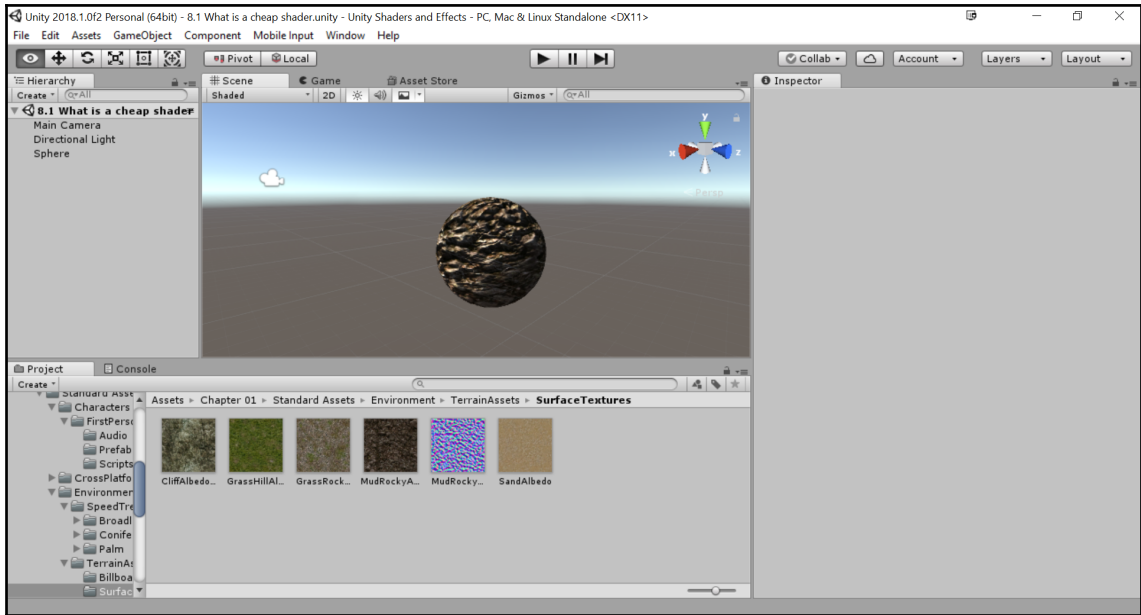


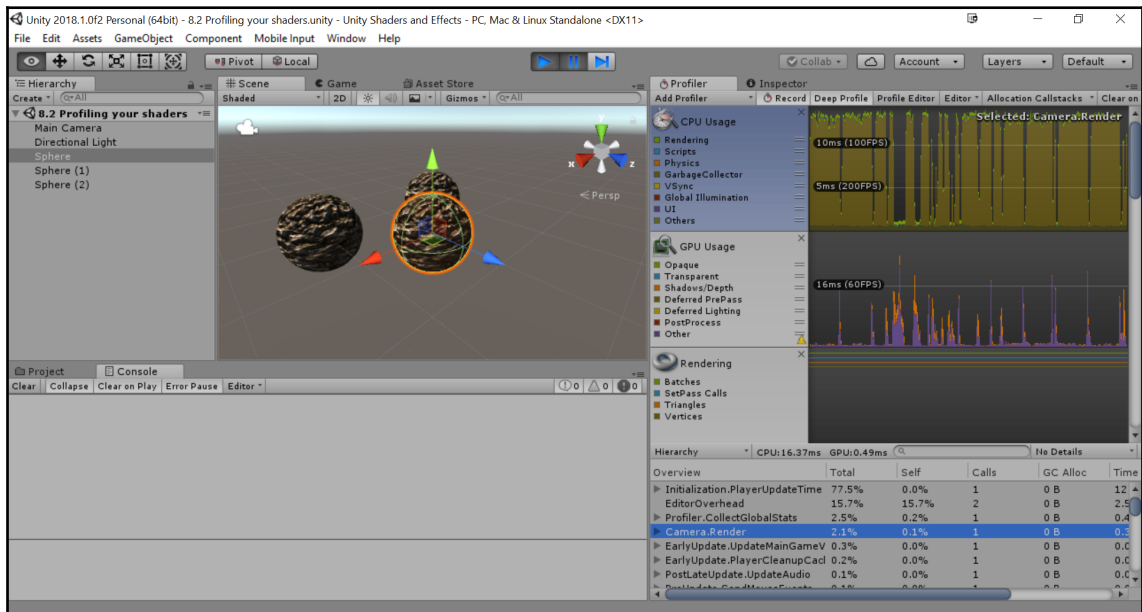
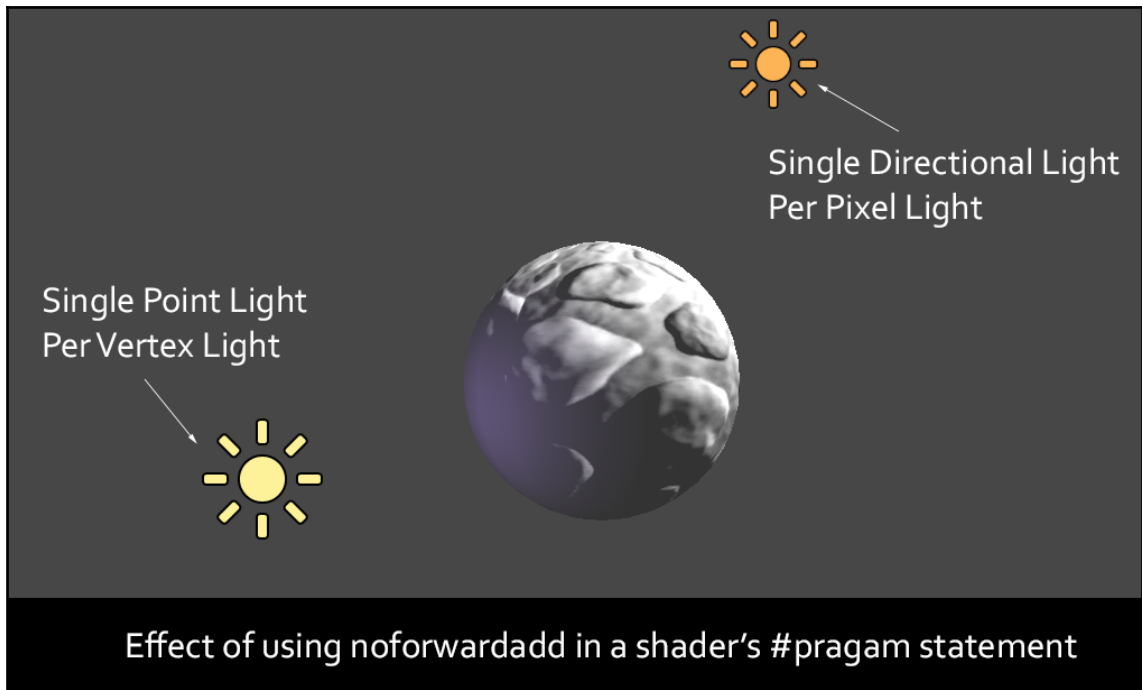


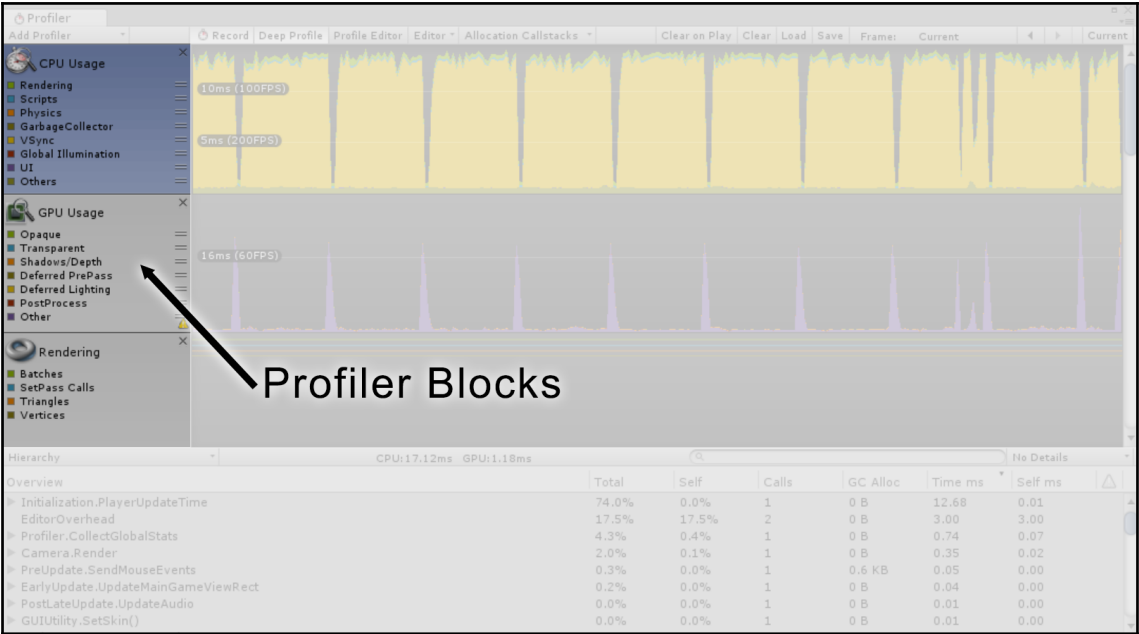


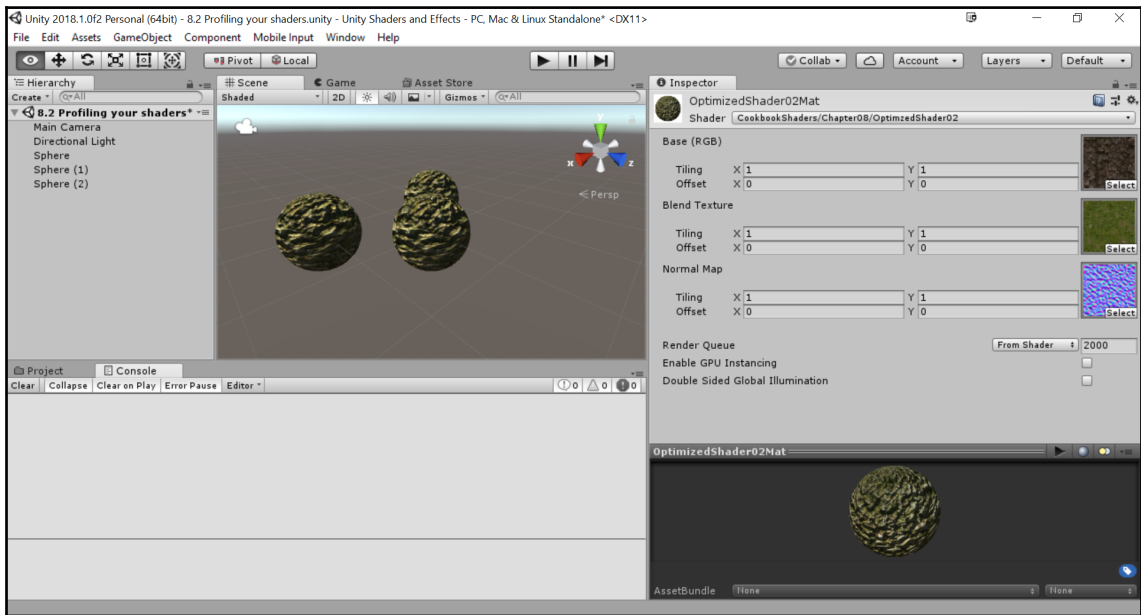
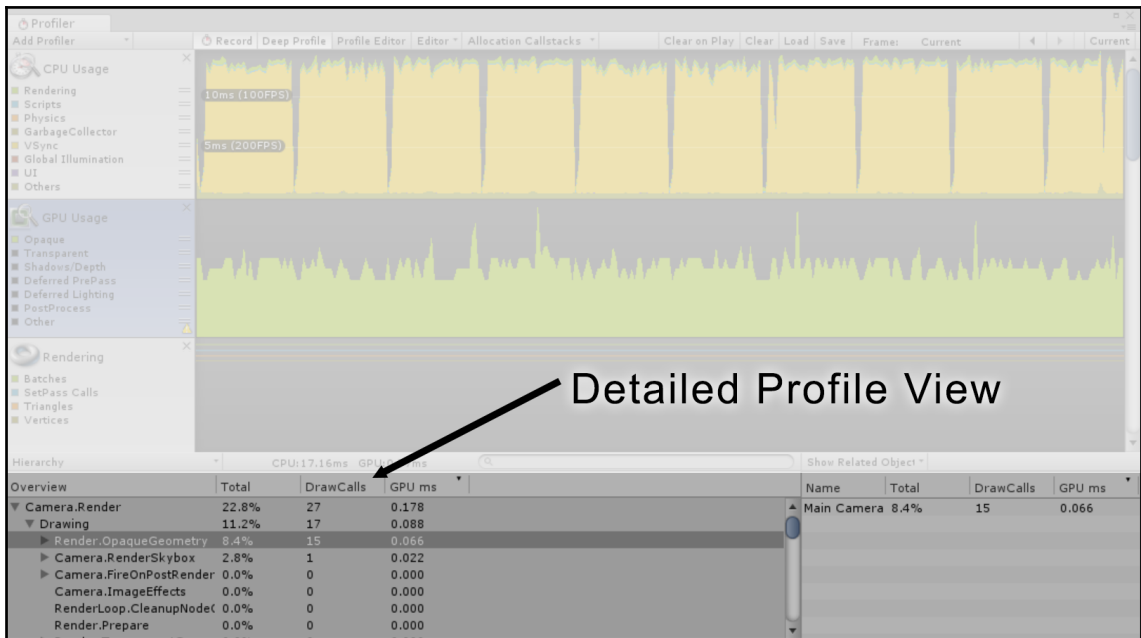
Chapter 8: Mobile Shader Adjustment

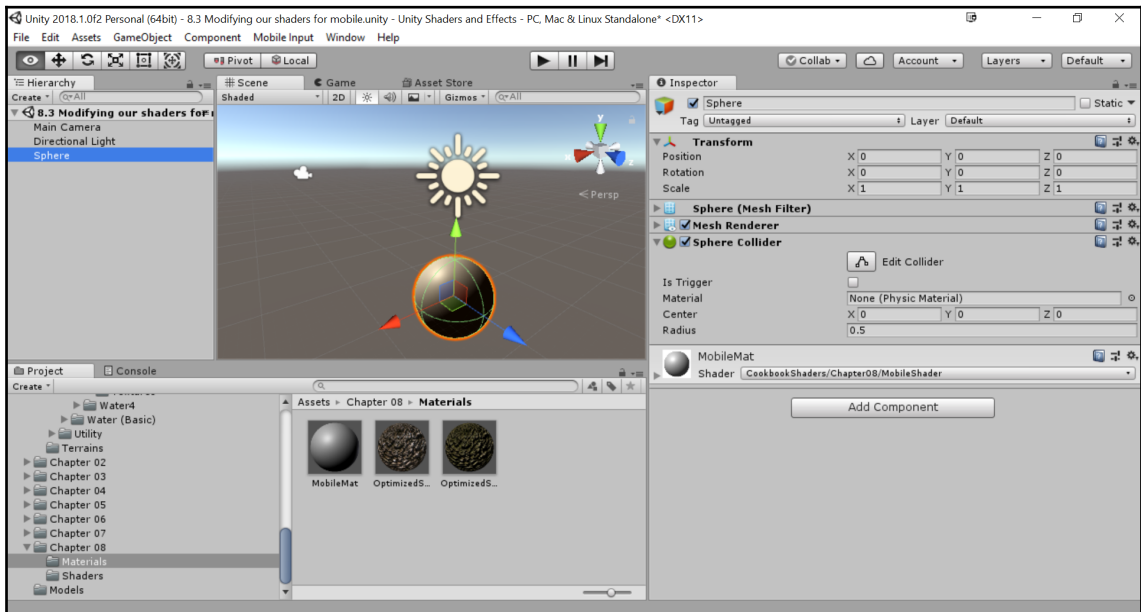
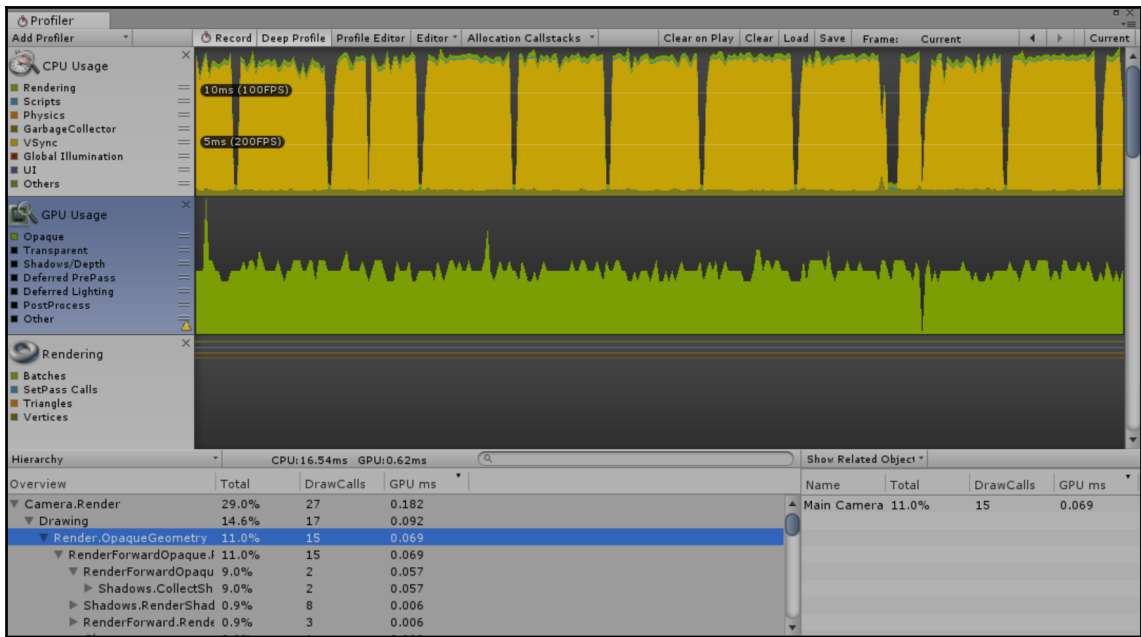


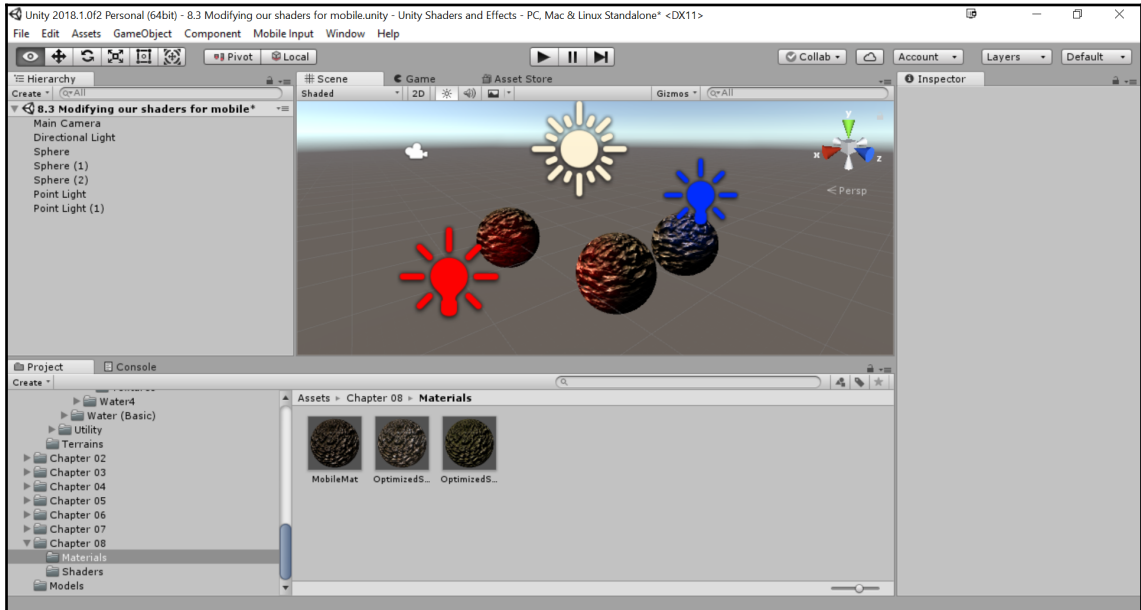
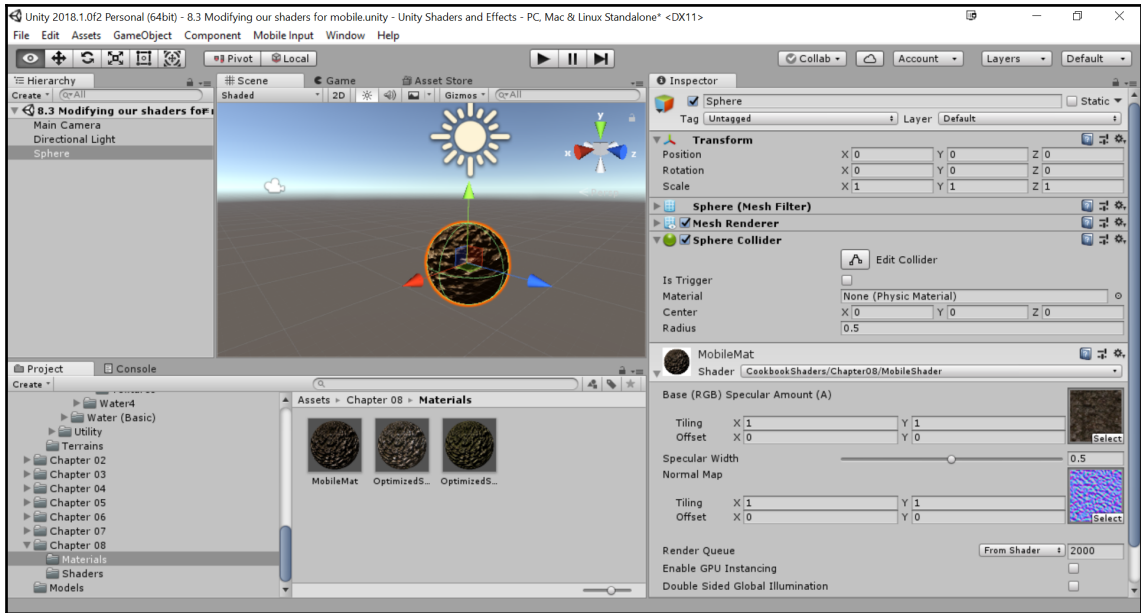




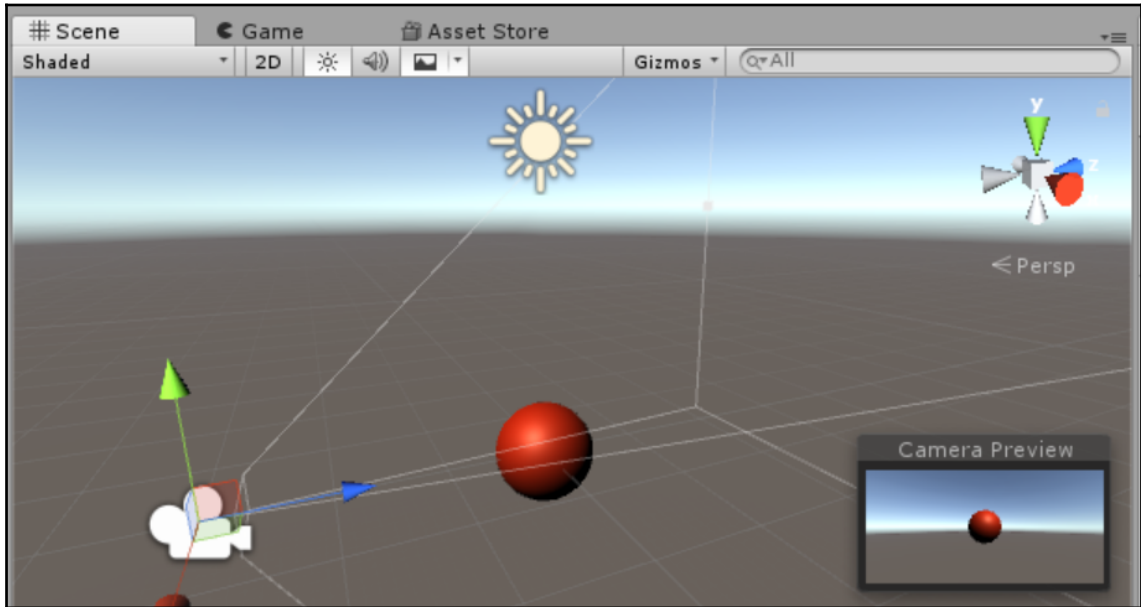


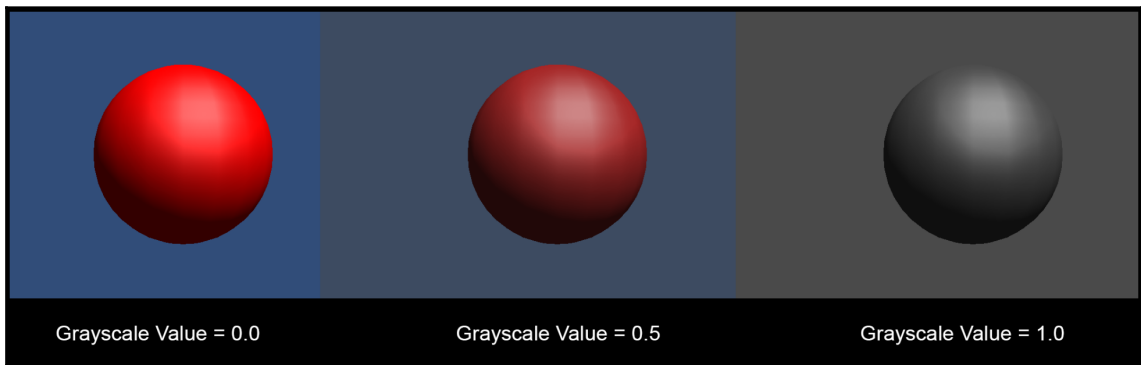
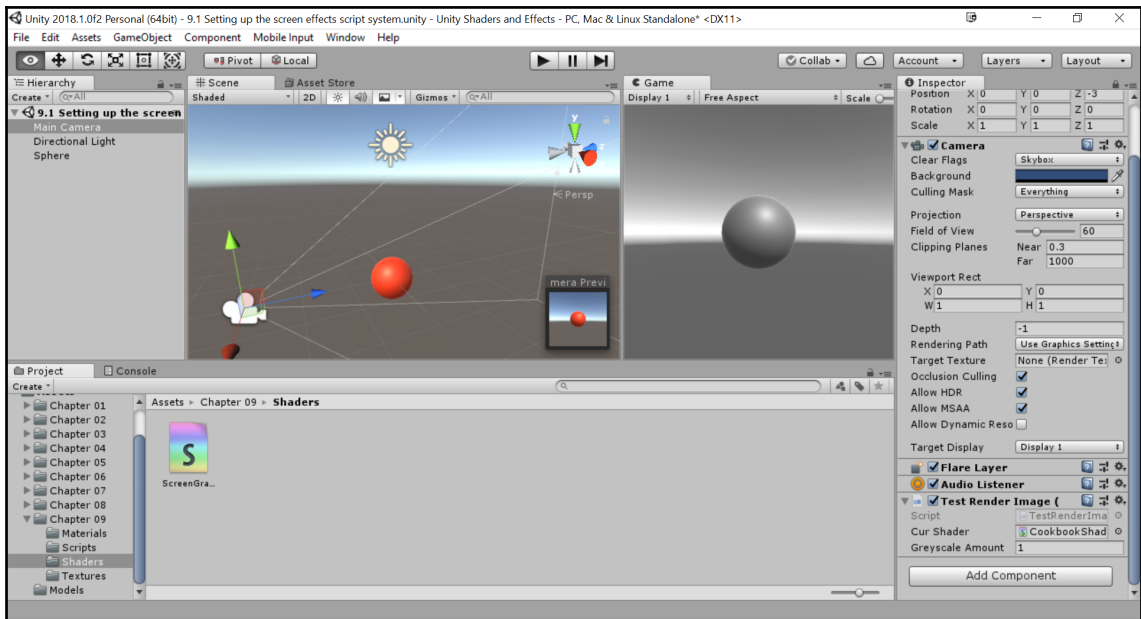


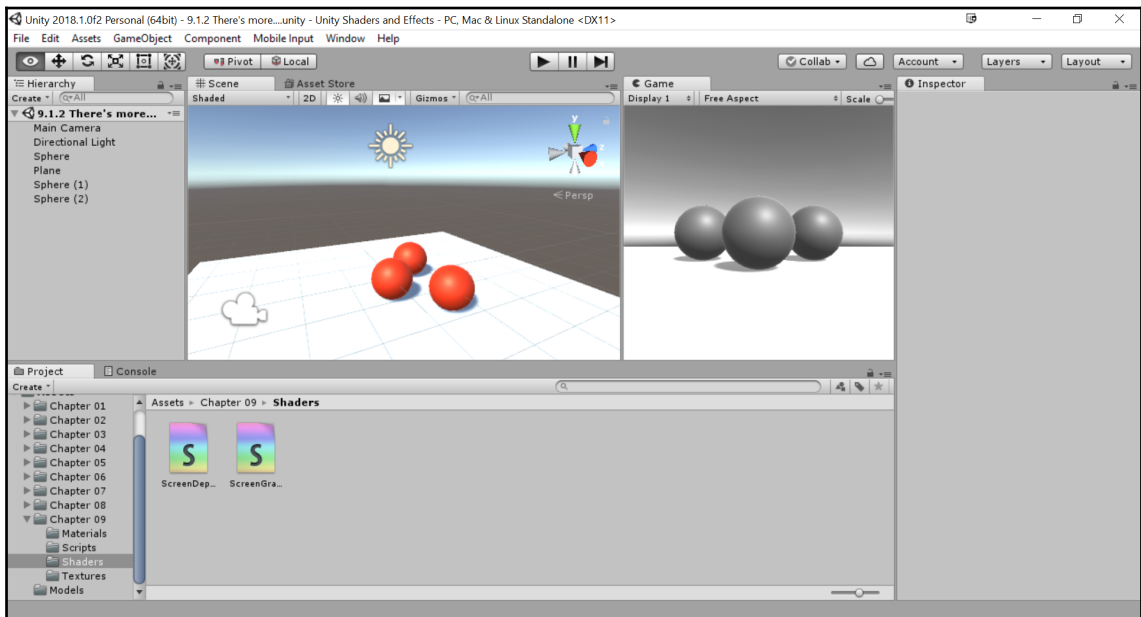
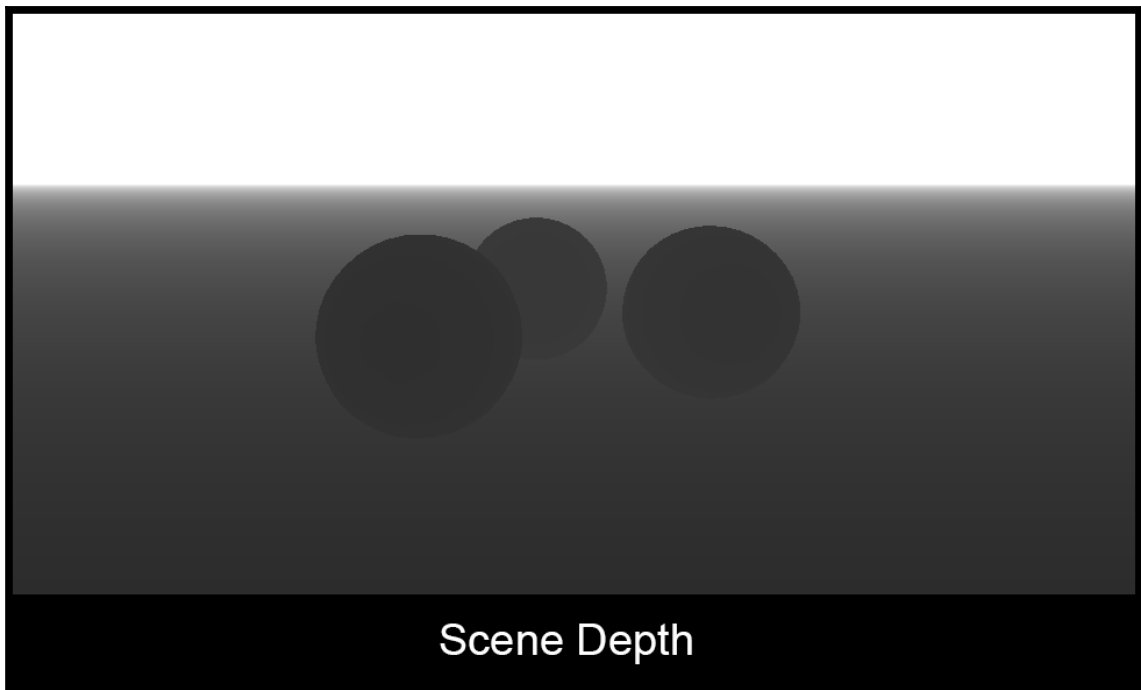


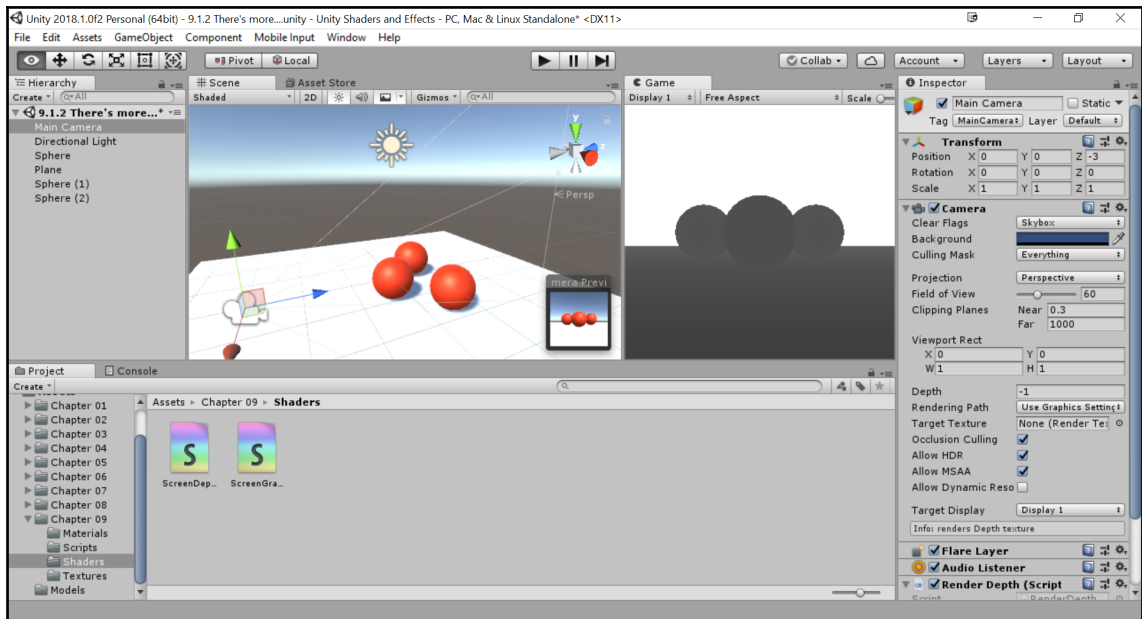


Chapter 9: Screen Effects with Unity Render Textures









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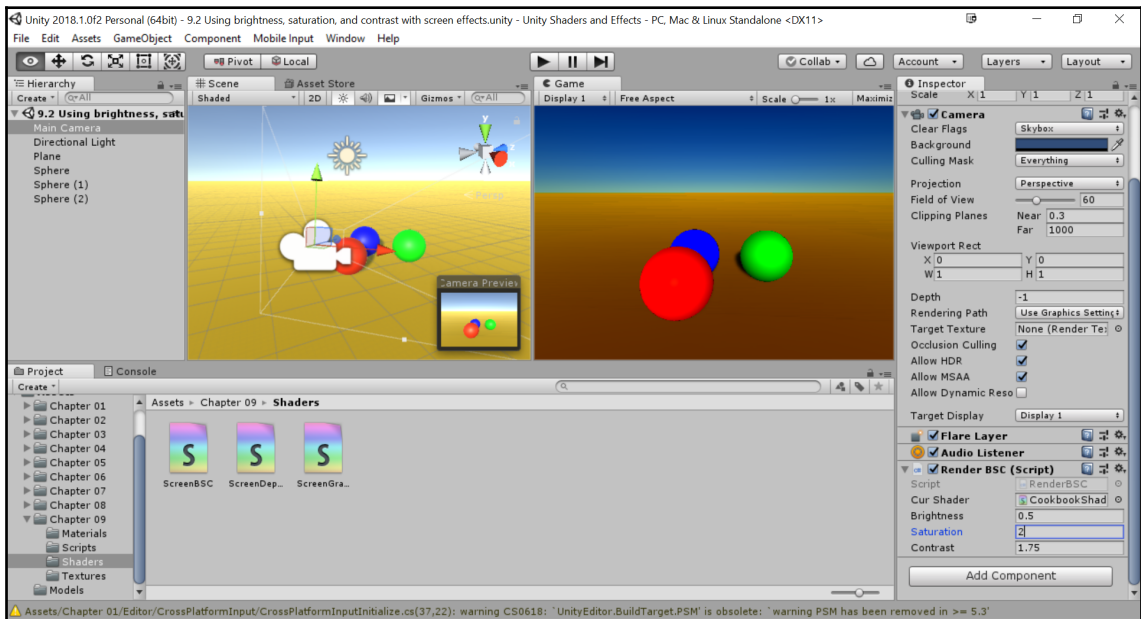
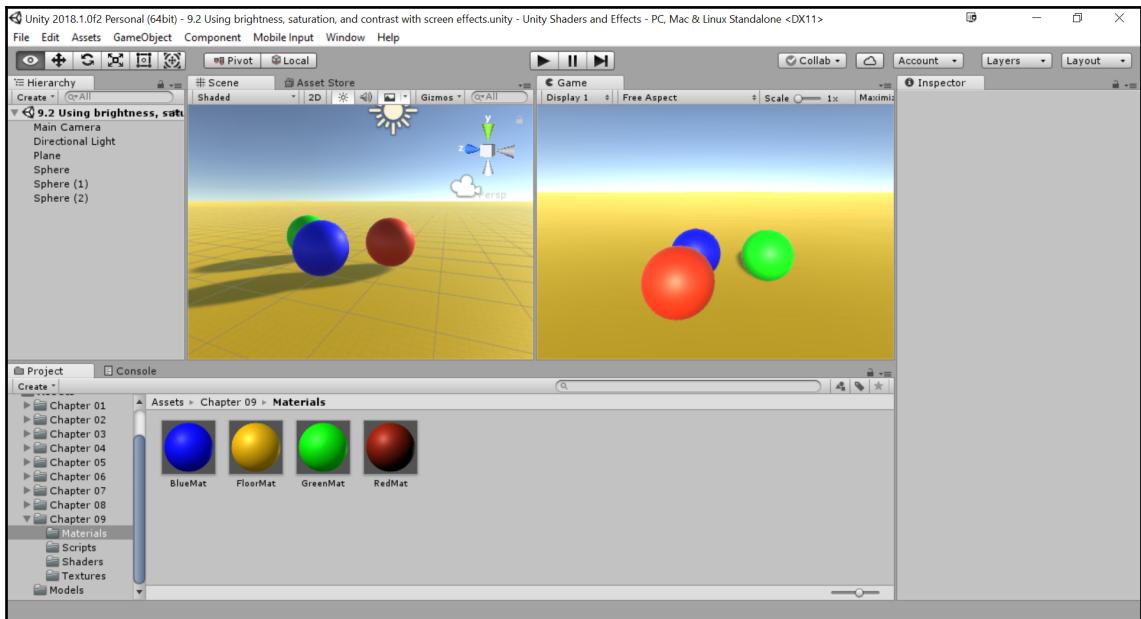


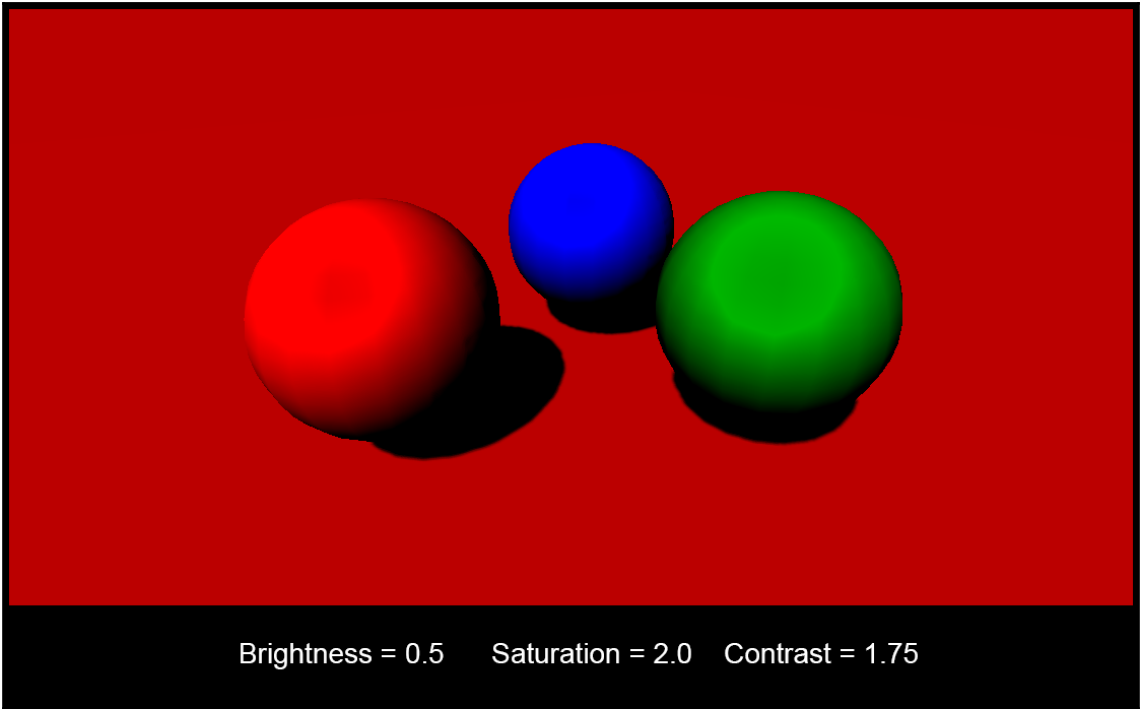
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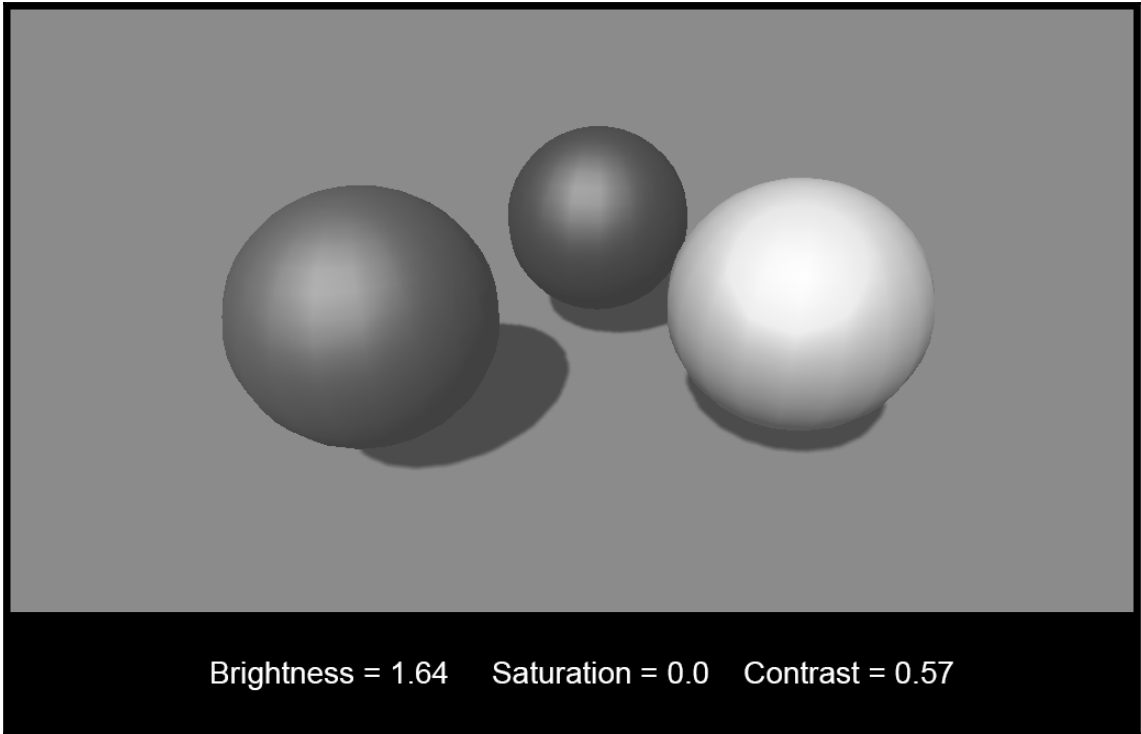


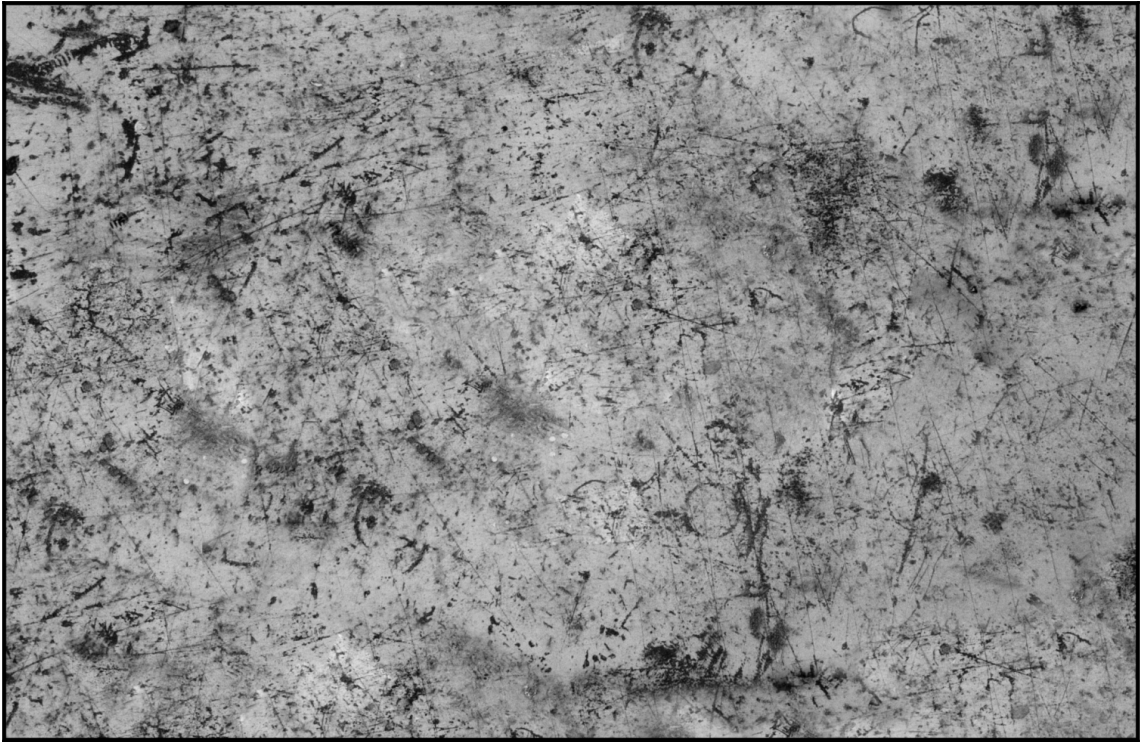
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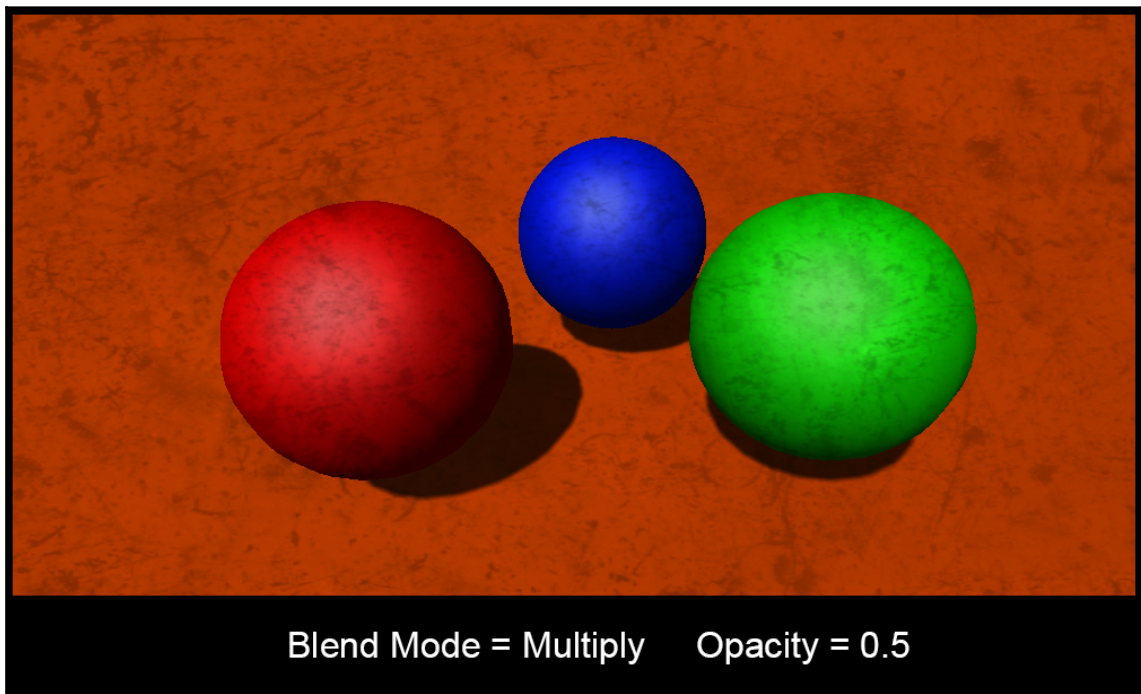
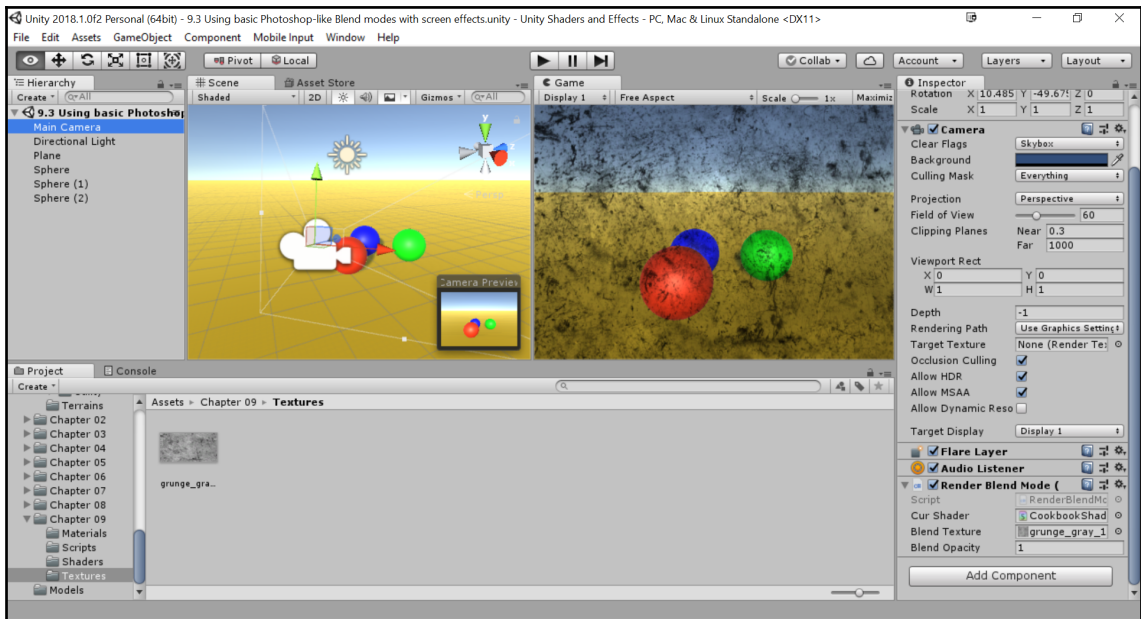


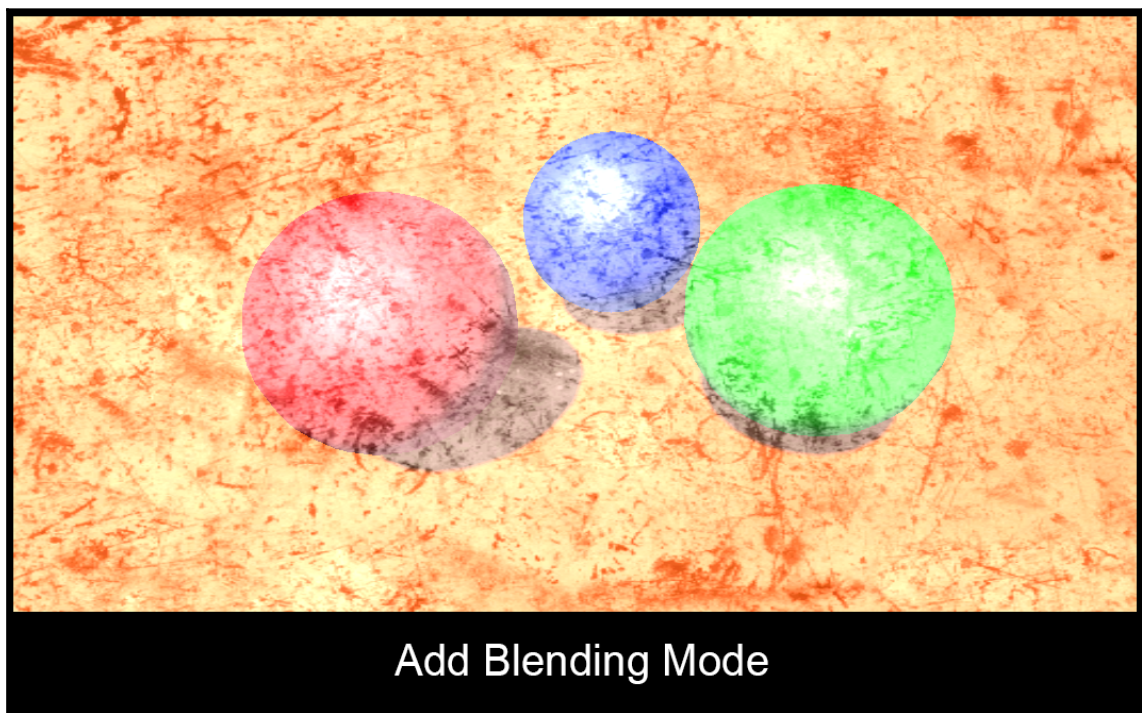
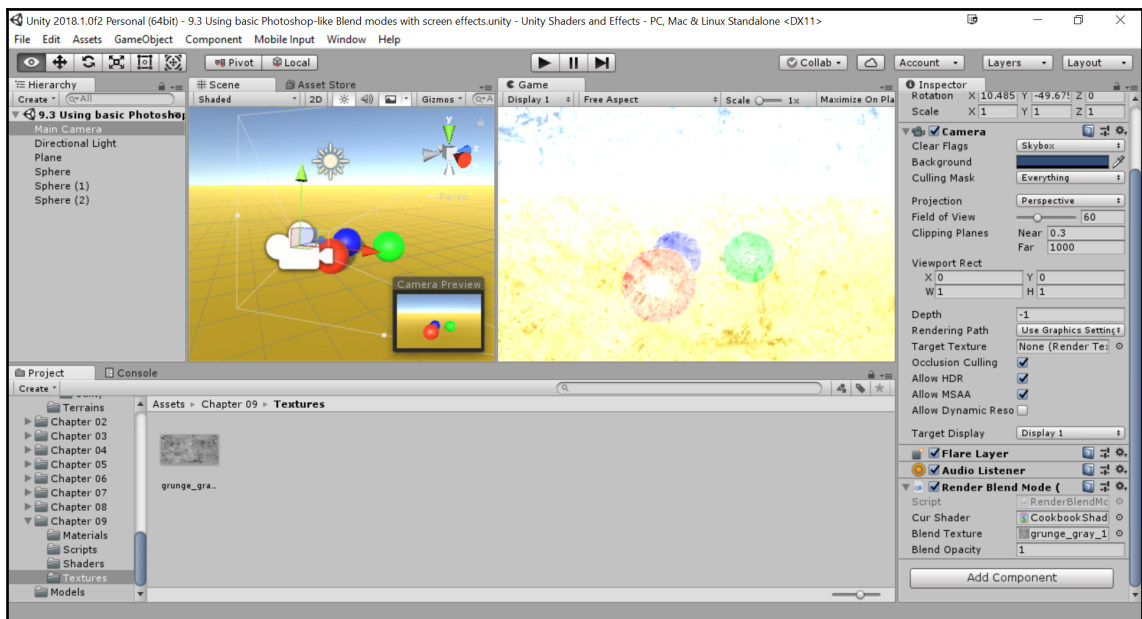


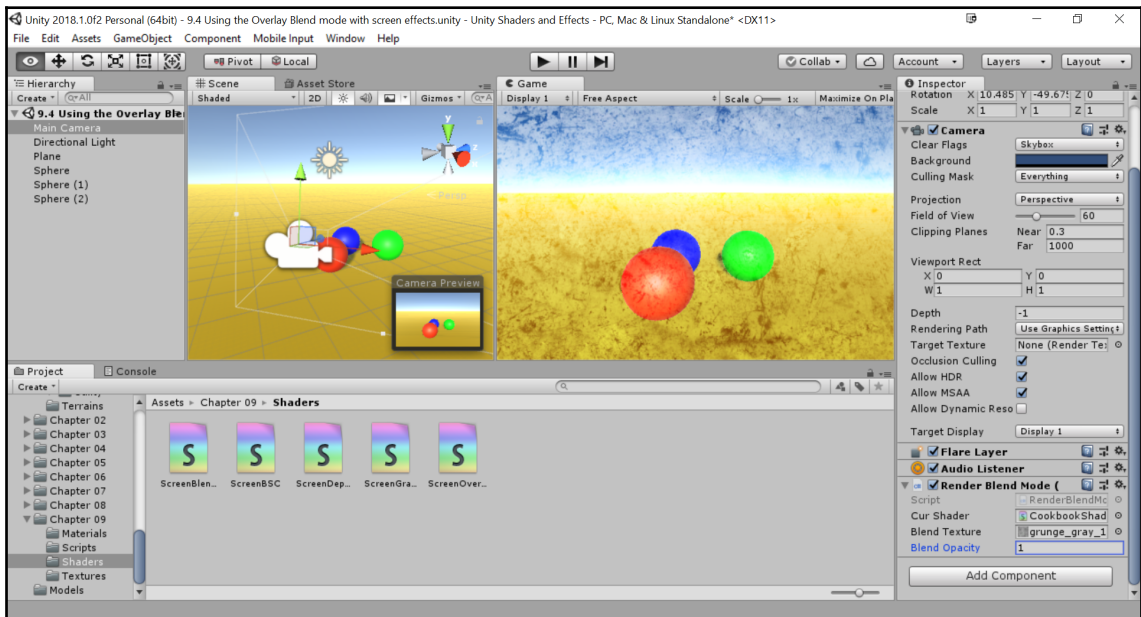
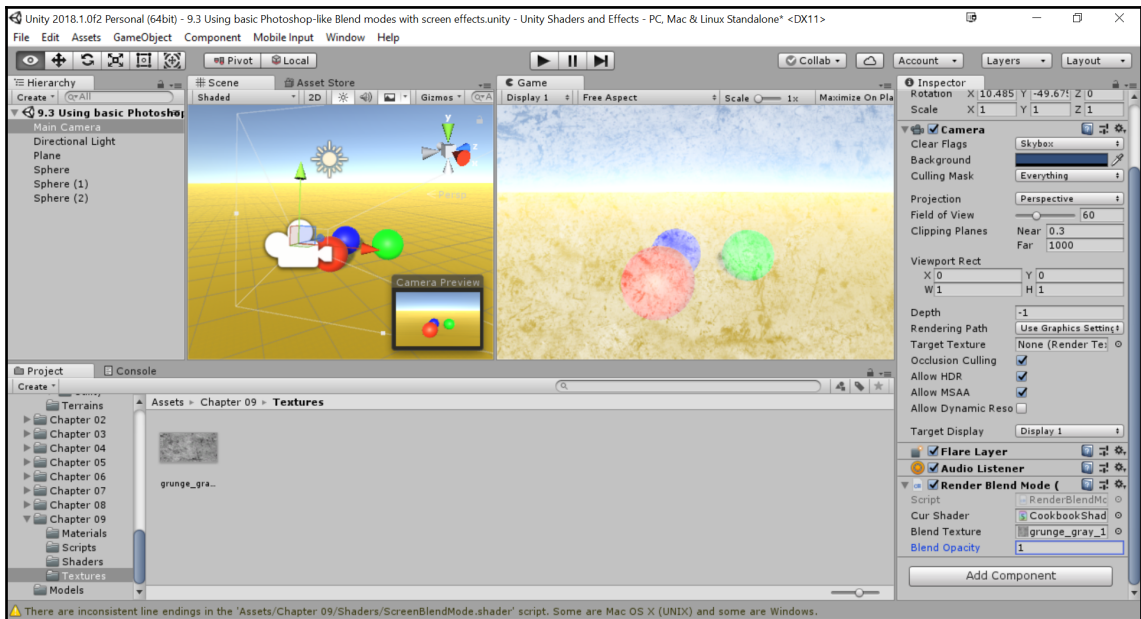


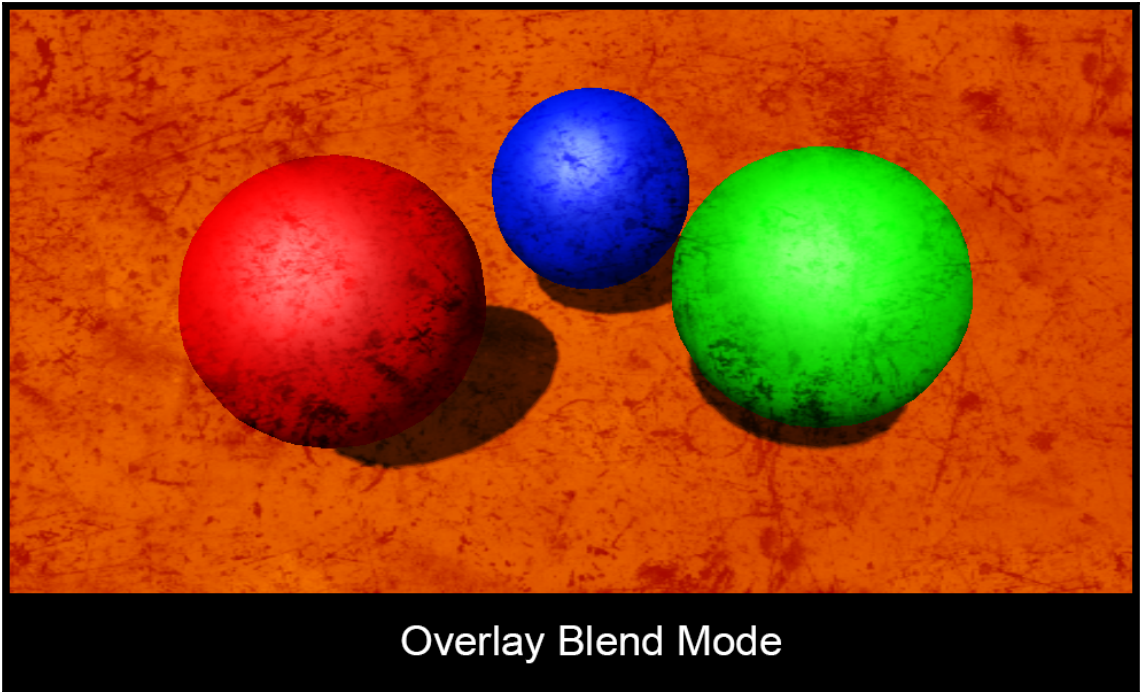








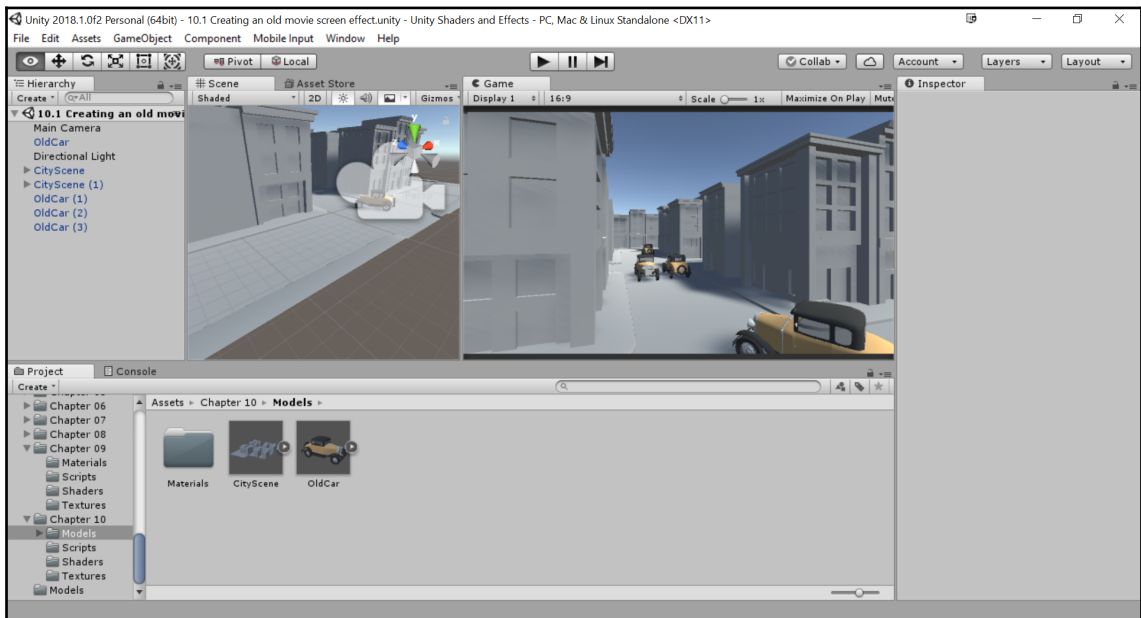


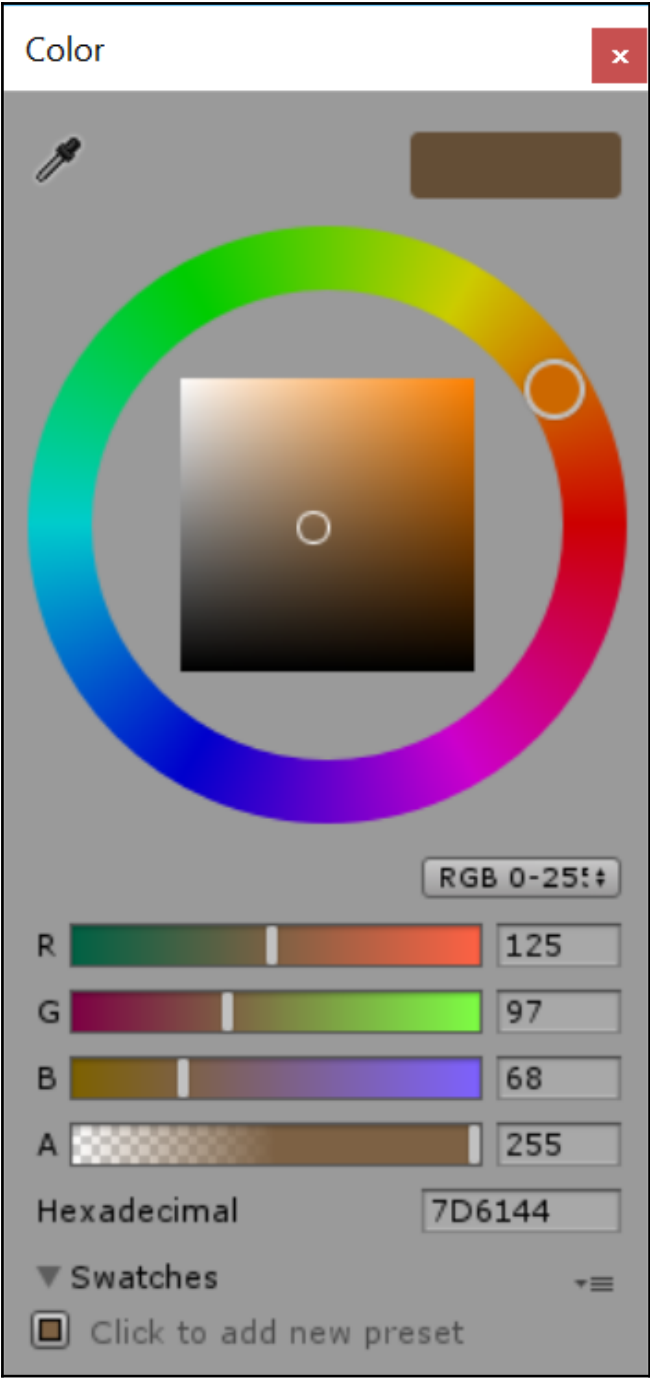


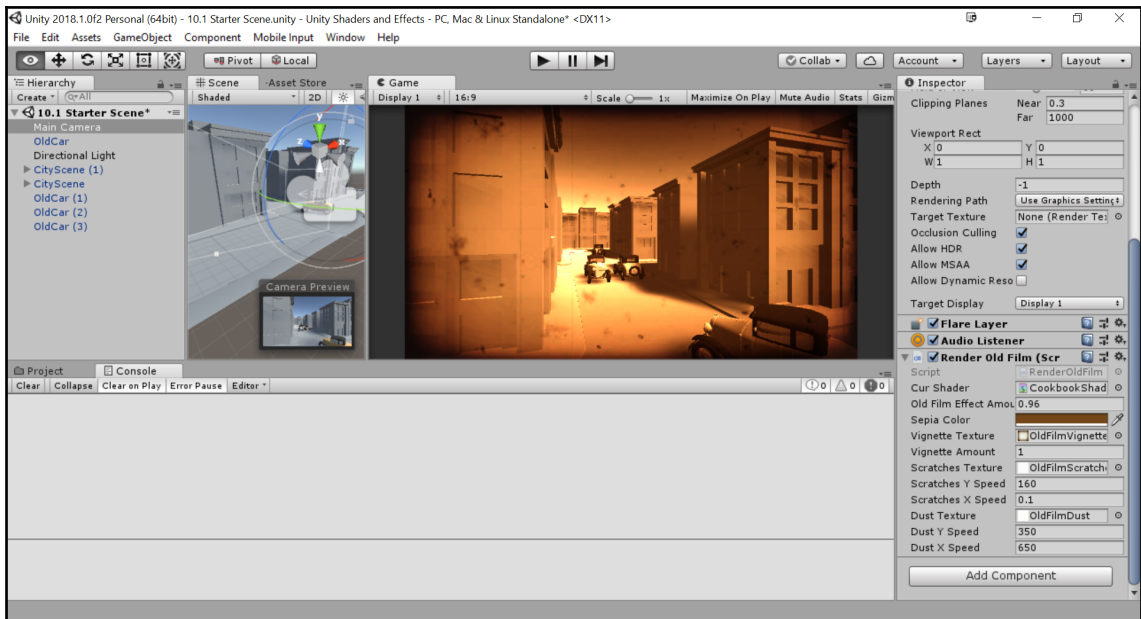
Chapter 10: Gameplay and Screen Effects



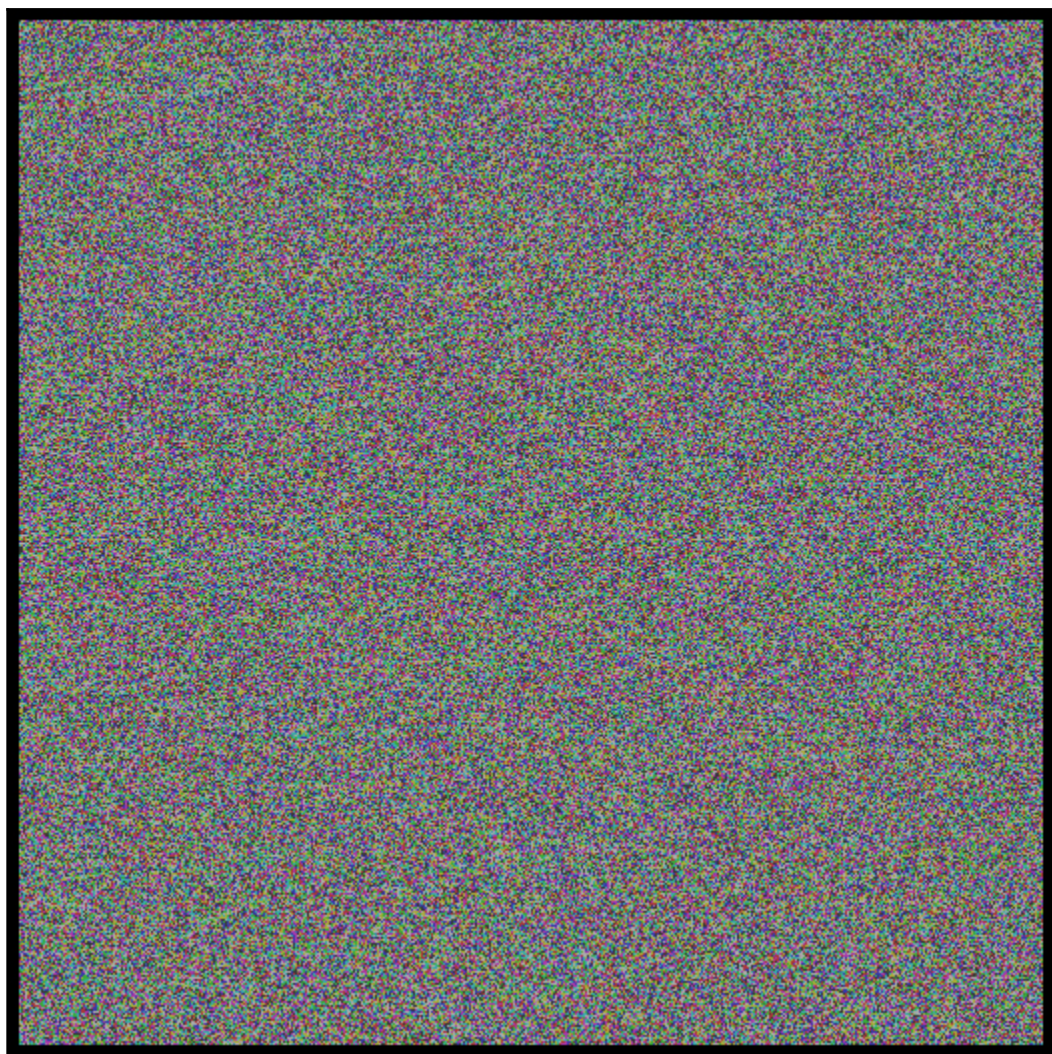


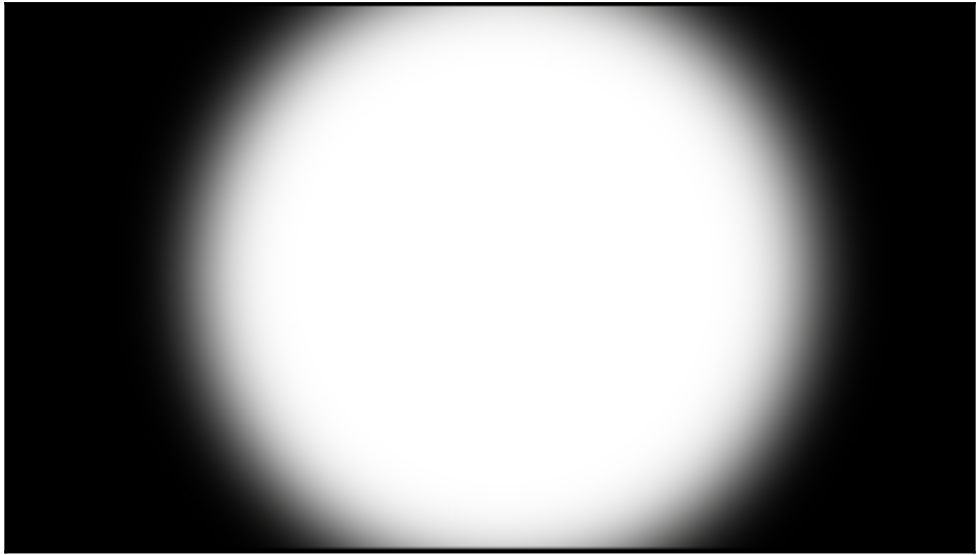


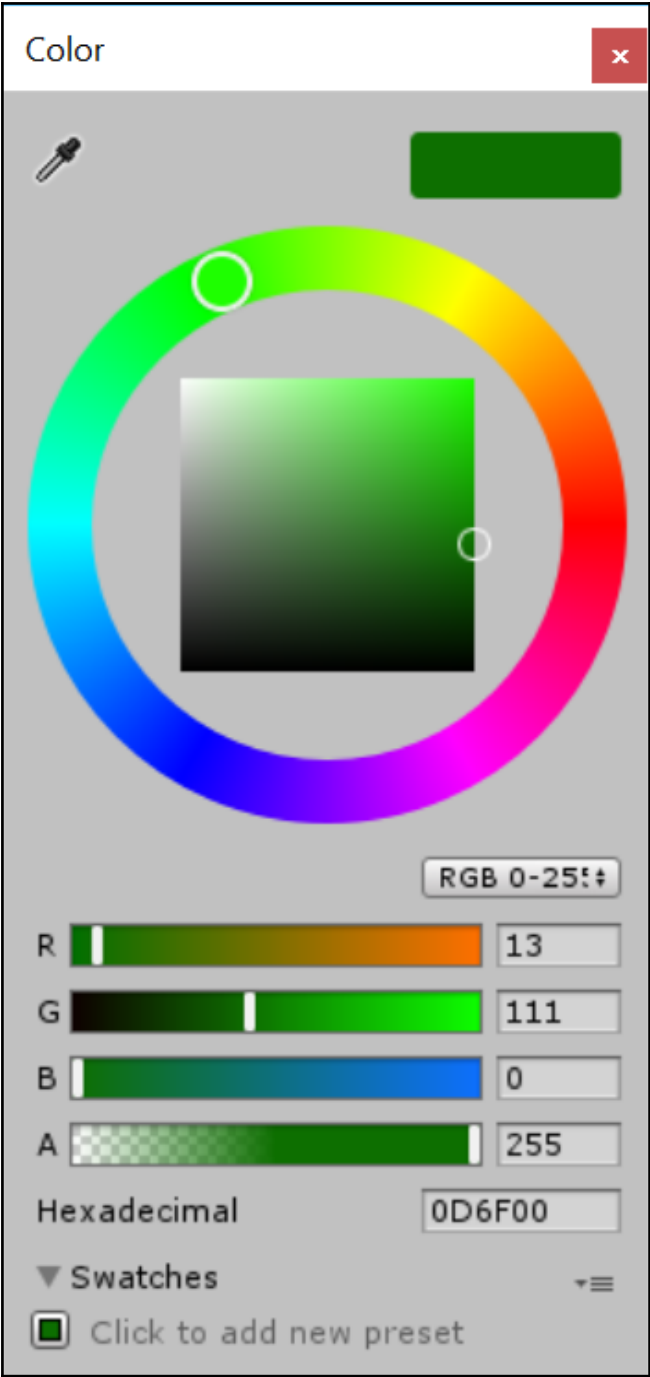


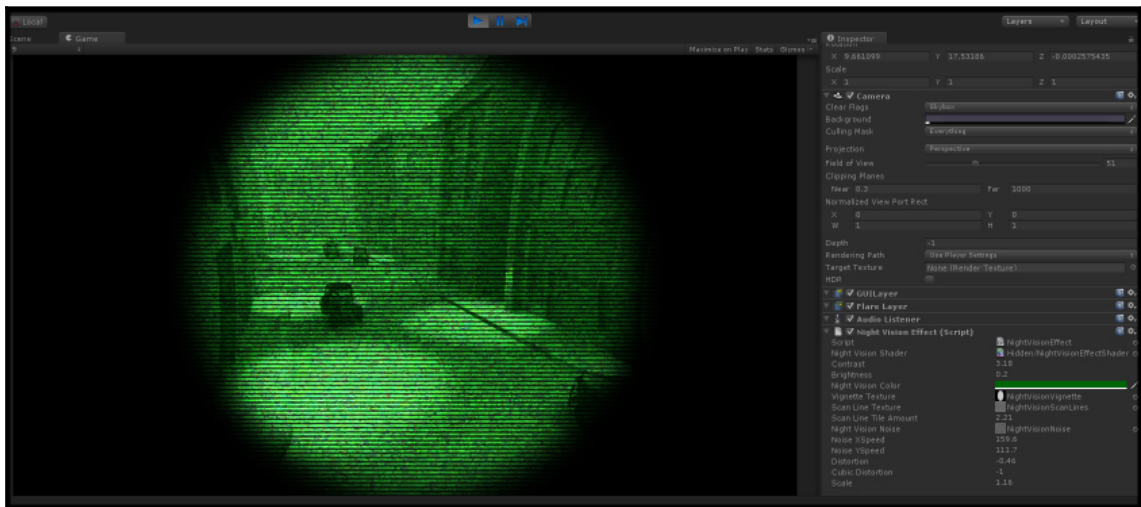
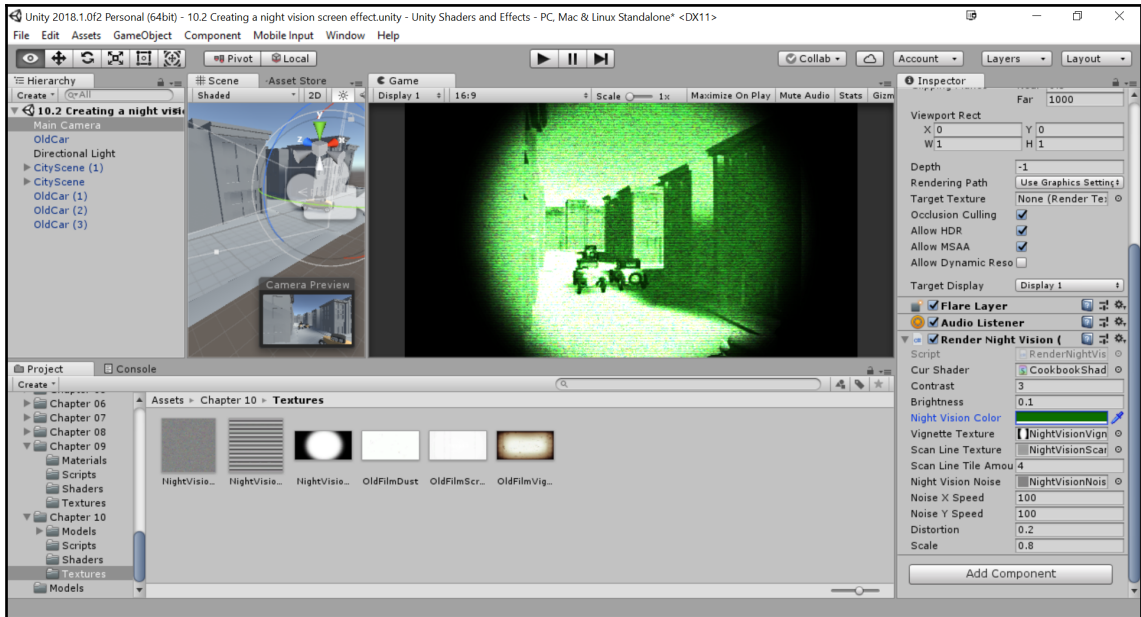




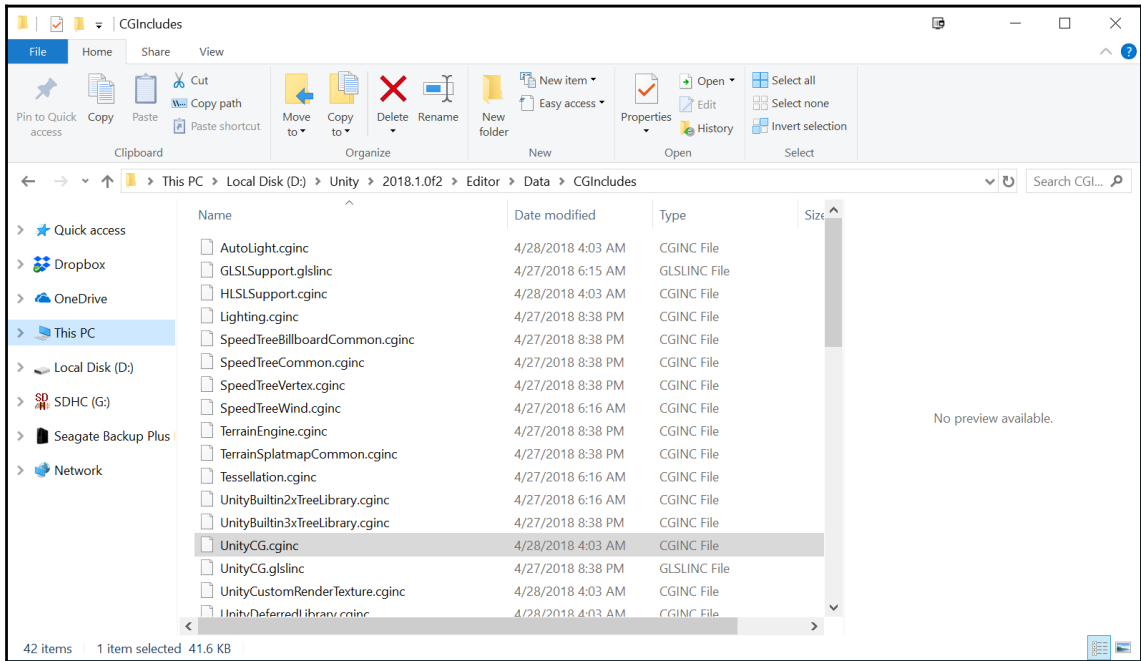


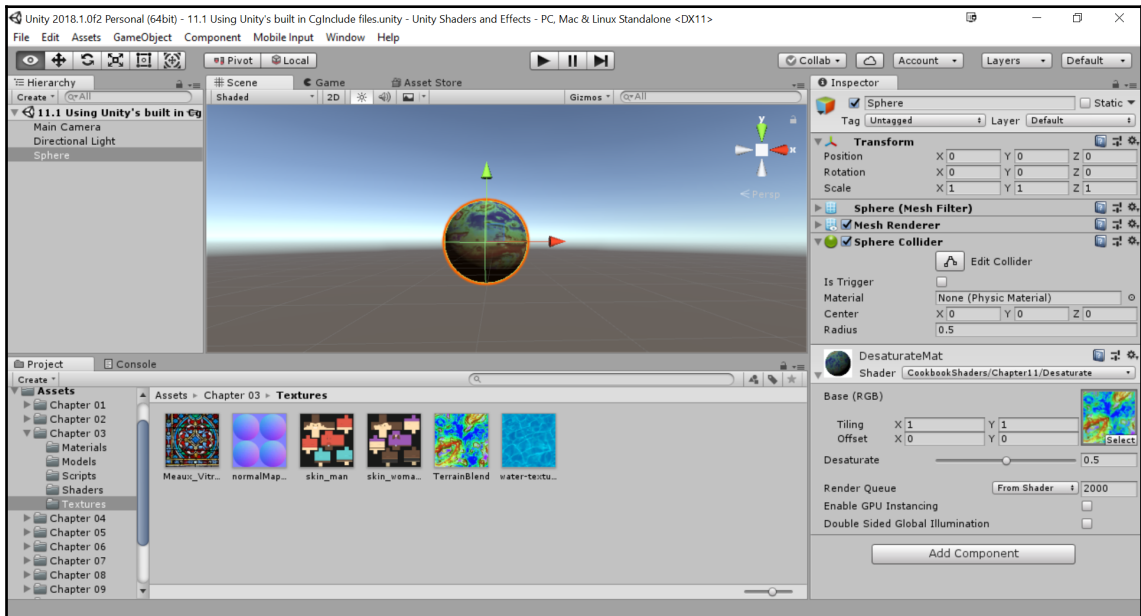
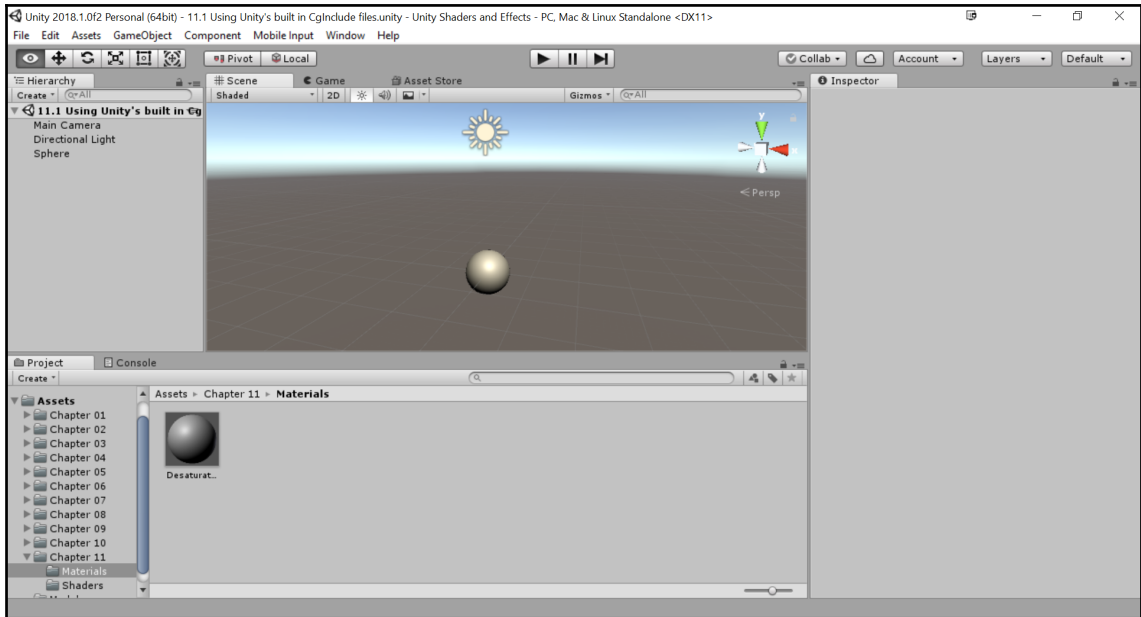


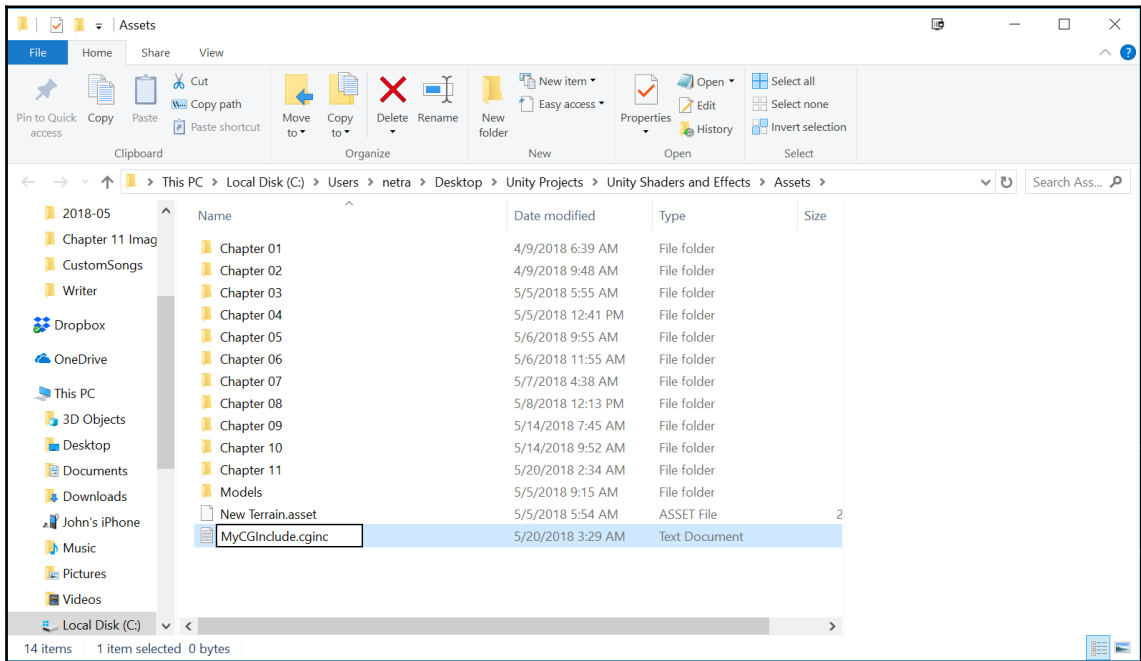
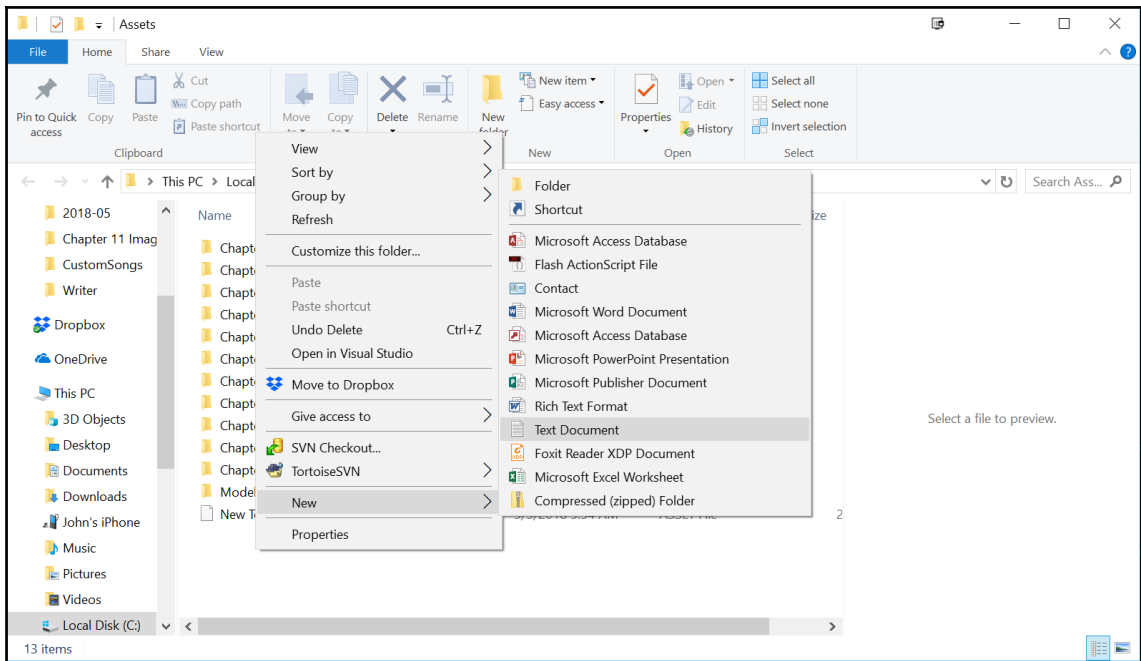


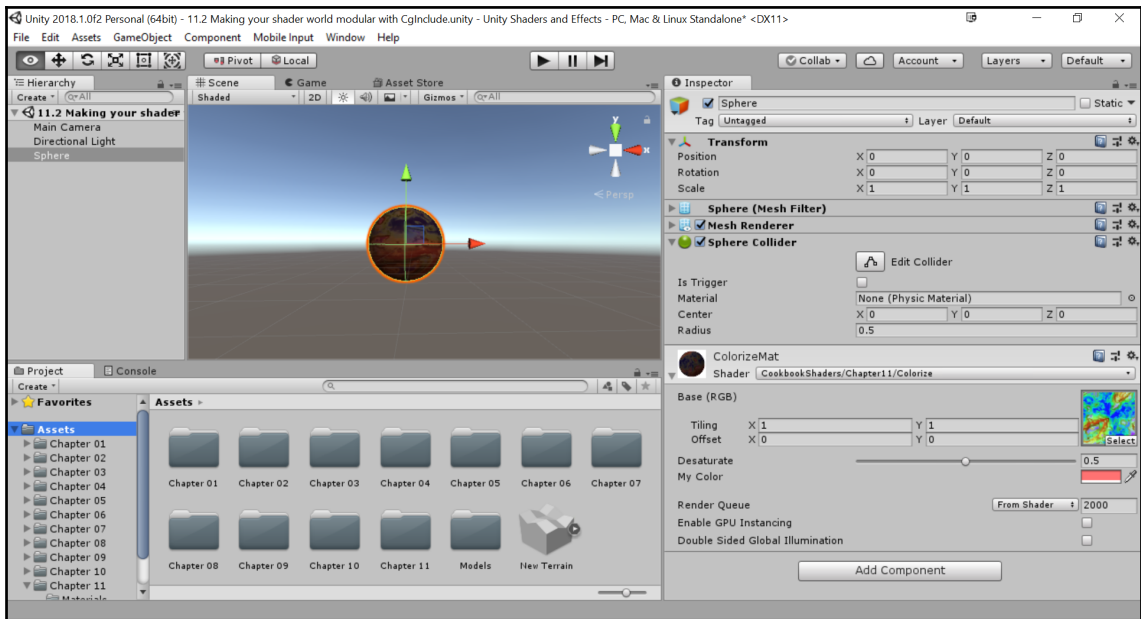


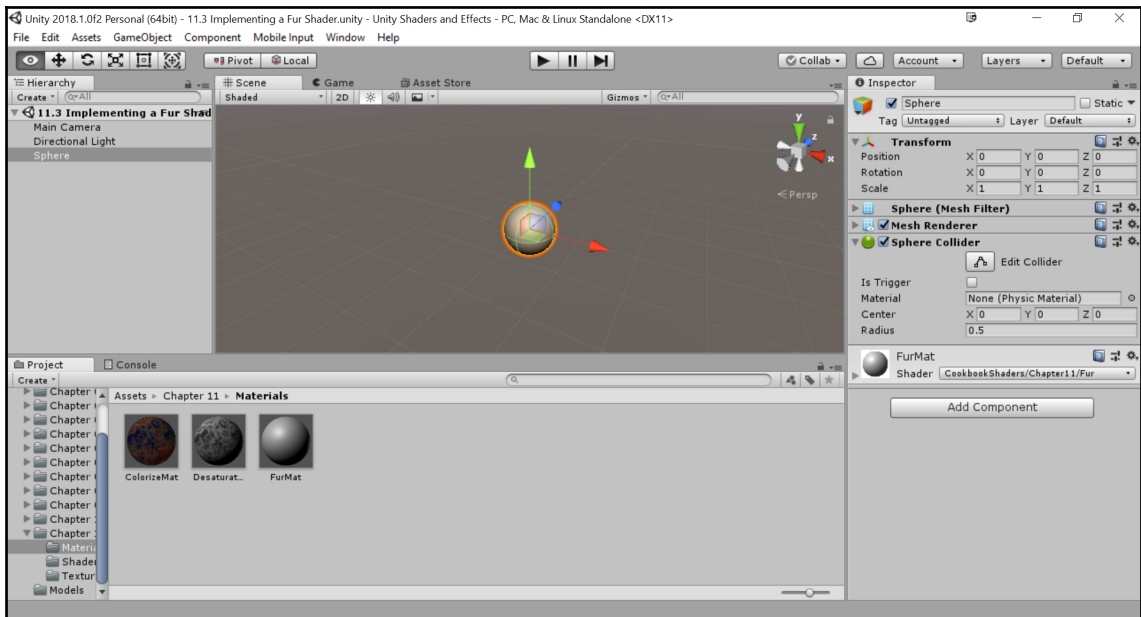
Chapter 11: Advanced Shading Techniques

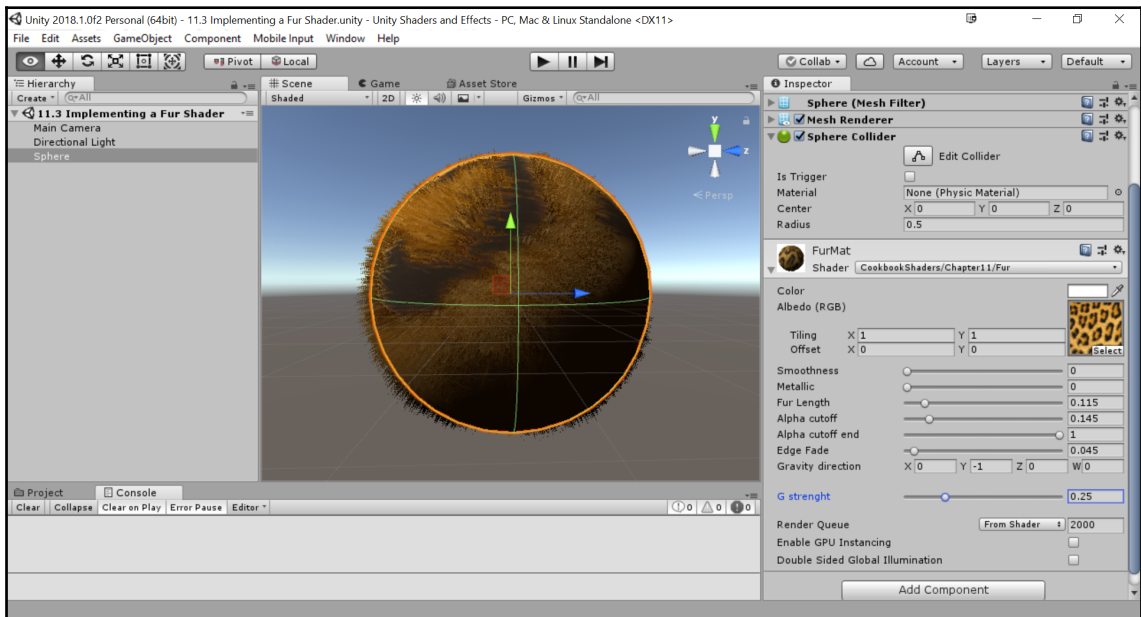
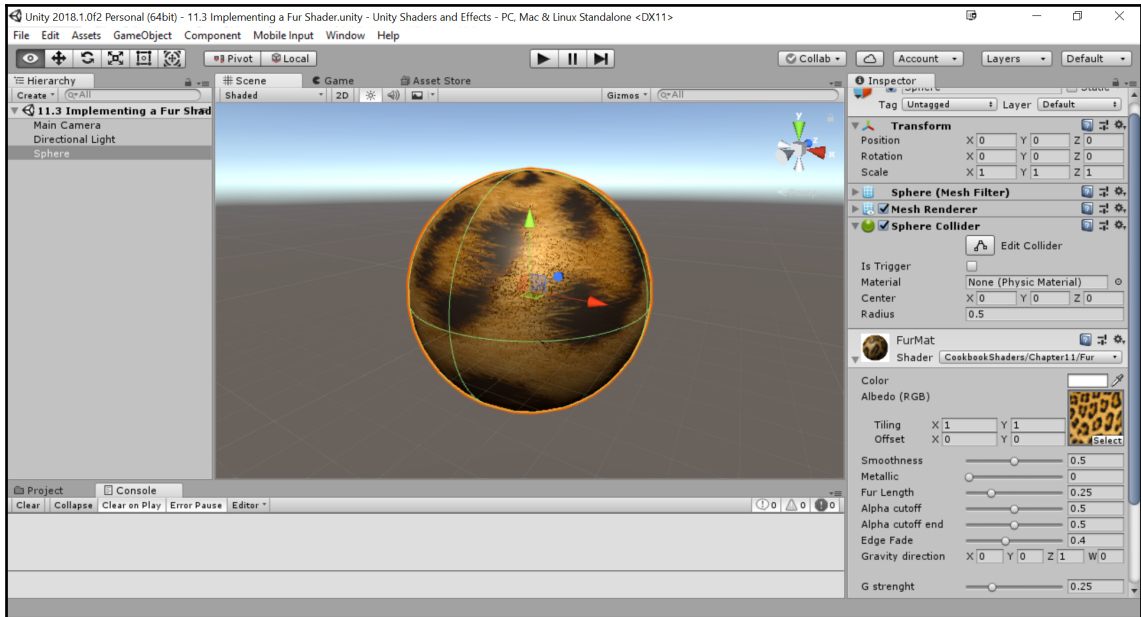


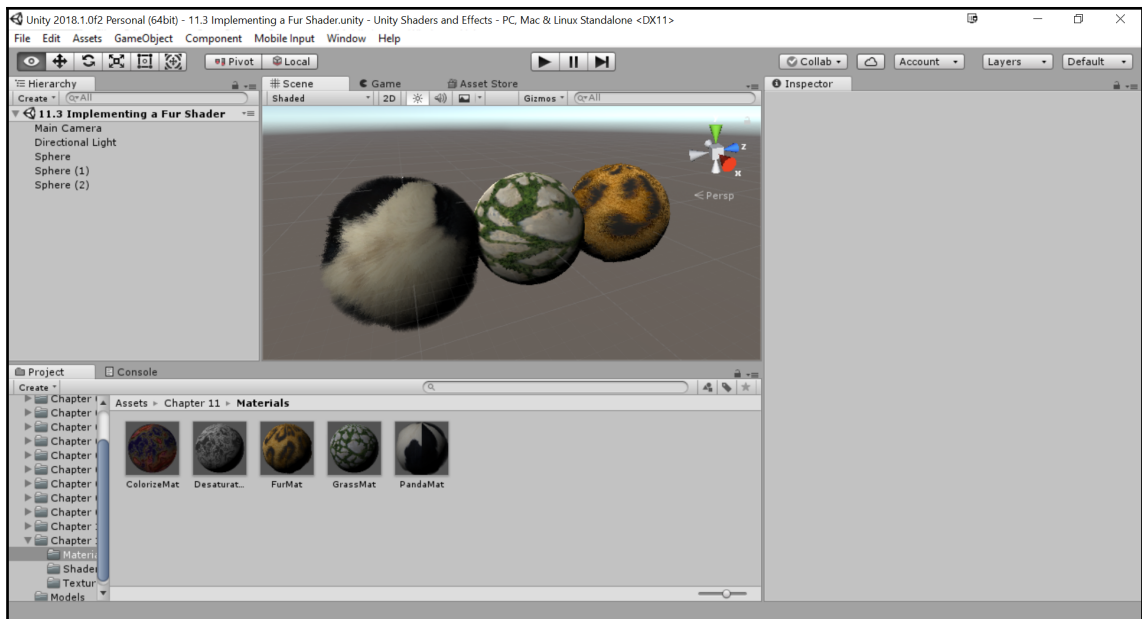
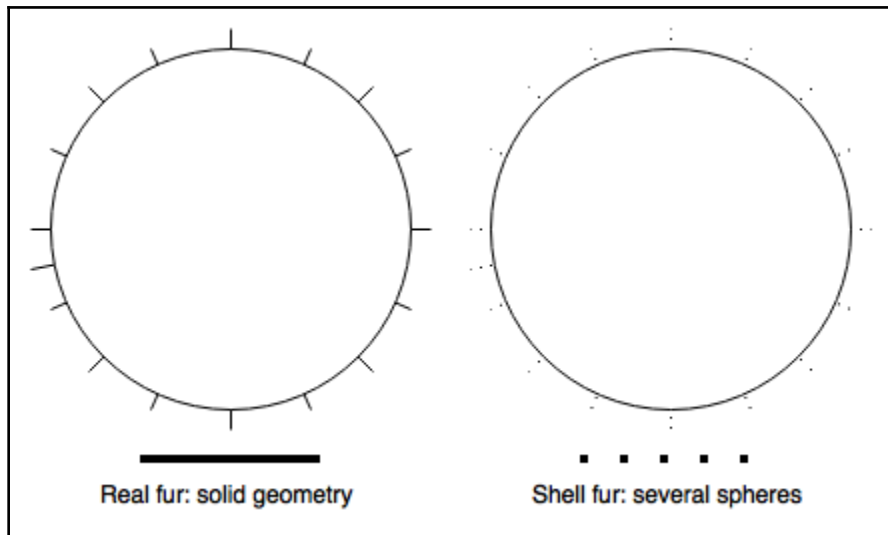


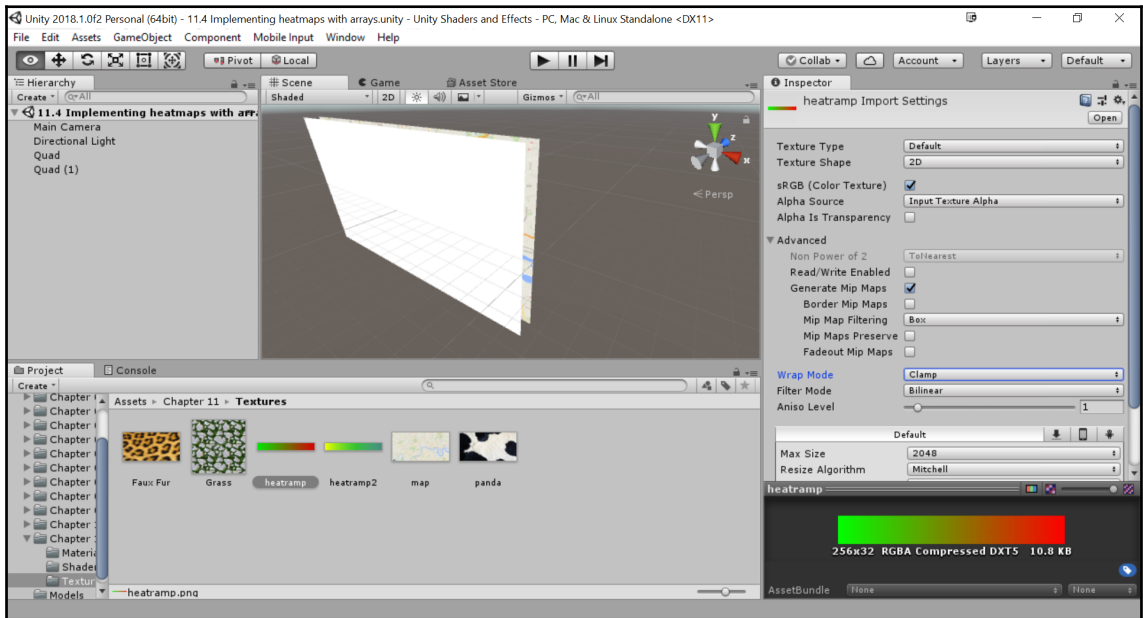
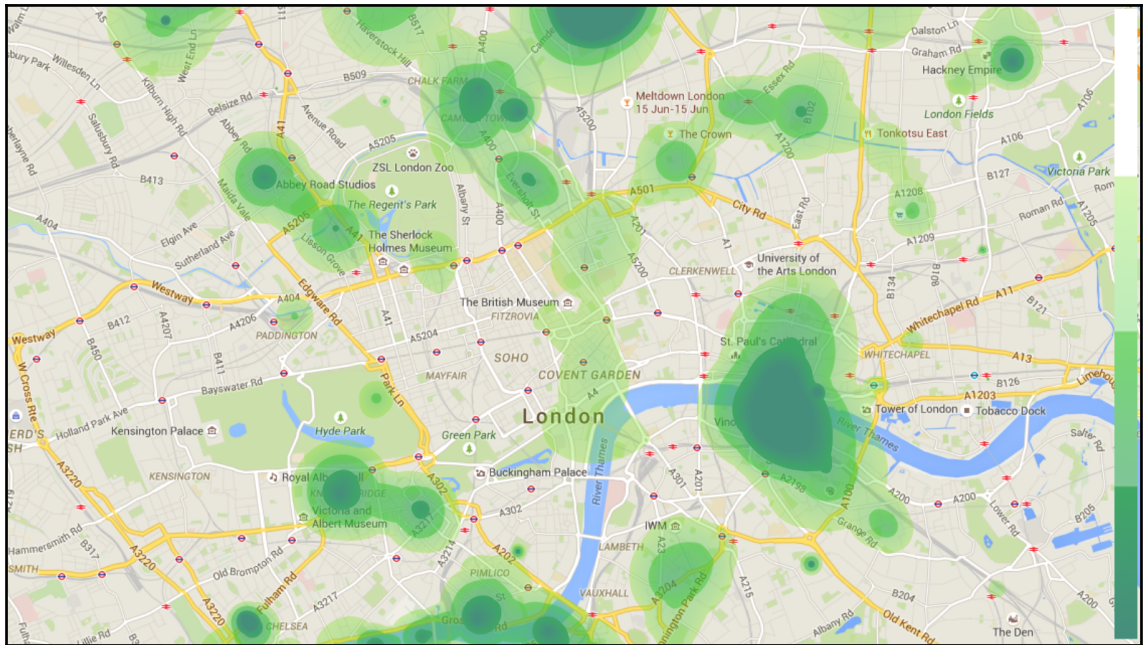


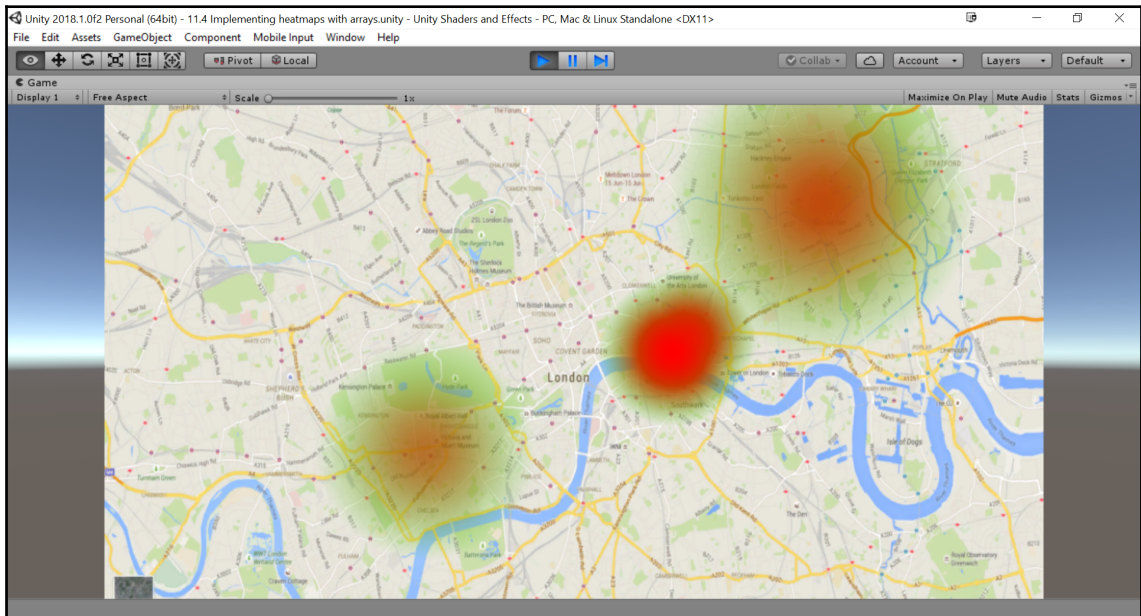
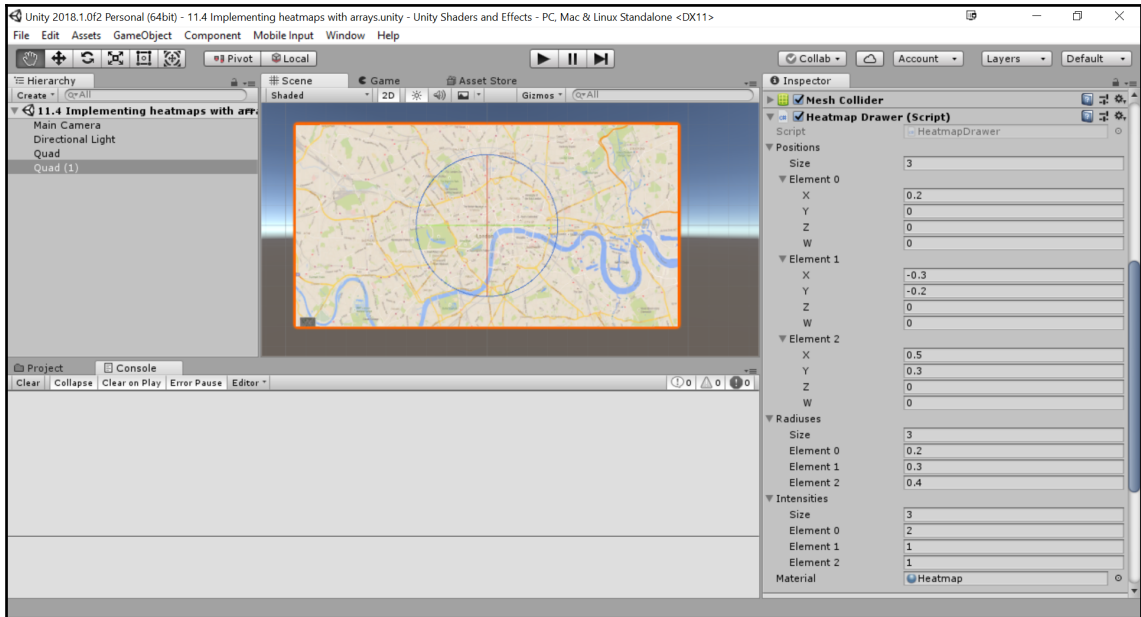




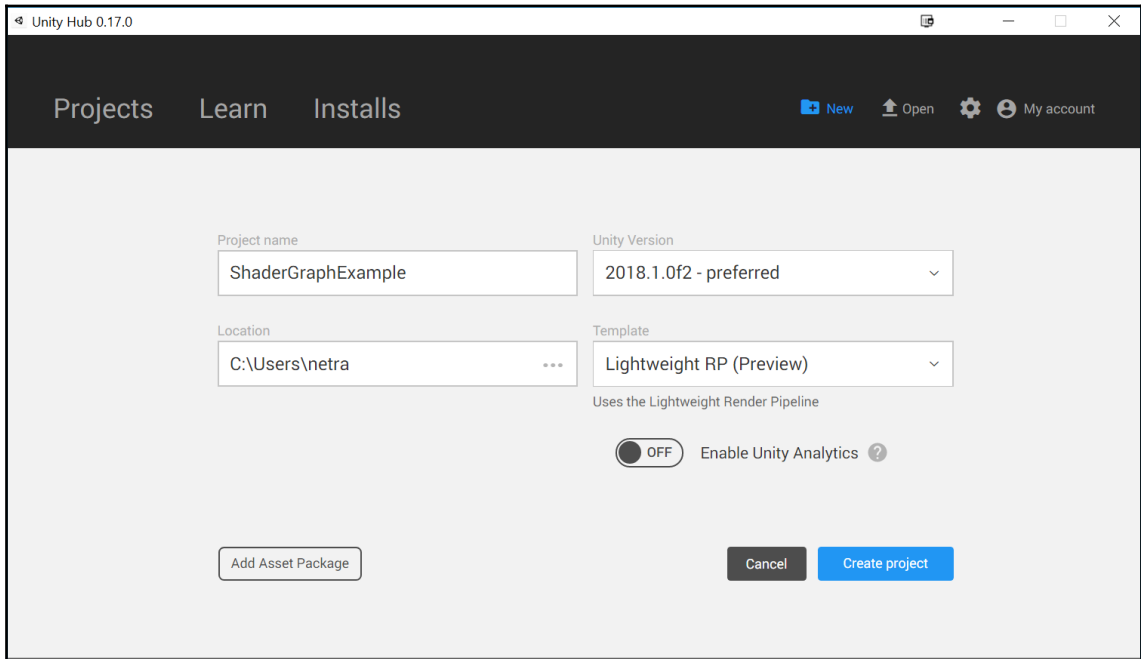


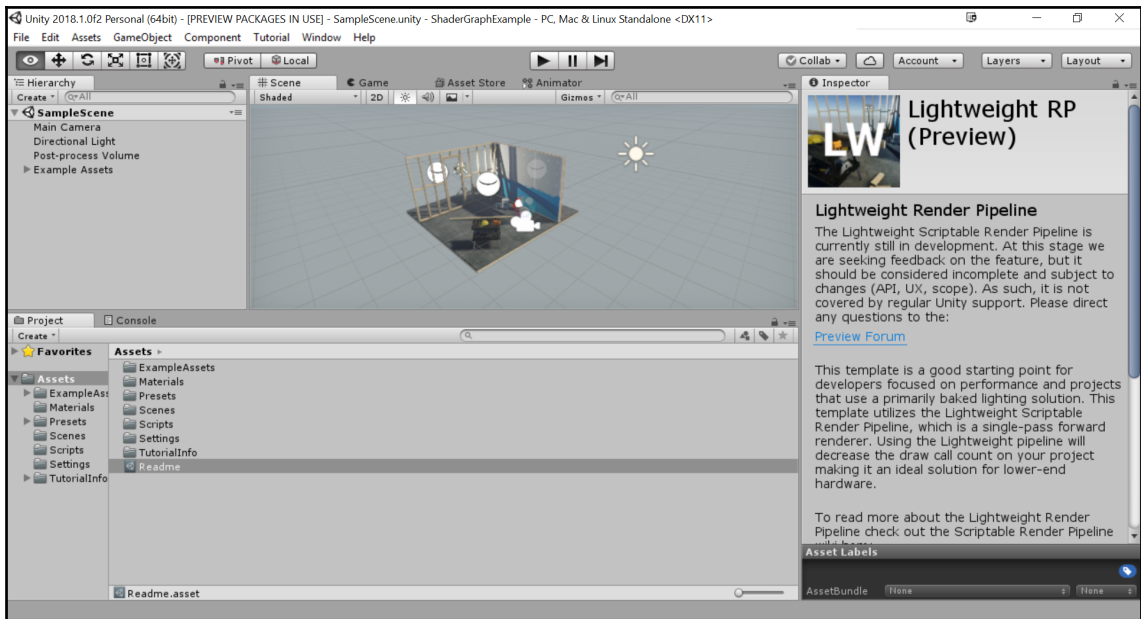






Chapter 12: Shader Graph





Packages

In Project

All

Ads	2.0.8	⬇
Analytics Library	2.0.16	
Analytics Standard Events	1.0.13	
Asset Bundle Browser	1.5.0	
Cinemachine	2.1.13	
Entities	0.0.12-preview.2	
High Definition Rende	1.1.8-preview	
In App Purchasing	2.0.1	
IncrementalCompil	0.0.42-preview.1	
Lightweight Render P	1.1.8-preview	⬇
Package Manager UI	1.8.8	
Postprocessing	2.0.5-preview	
ProBuilder	3.0.8	
ProGrids	3.0.2-preview	
Shader Graph	1.1.9-preview	
SRP Core	1.1.8-preview	
TextMesh Pro	1.2.2	
Xiaomi SDK	1.0.2	

Shader Graph

Install 1.1.9-preview

Version 1.1.9

Preview

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com.unity.shadergraph

Author: Unity Technologies Inc.

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Shader Graph

