Scene setup tips when using post-processing

When using post-processing, there are some useful rules of thumb to keep in mind about designing your scene.

- In real life, things are normally pretty bright before they glow... unless you're using a foggy lens. So don't set your glowing light emissive object intensities to 2, set them to 12!
- The falloff "shape" of bloom depends on the type of tonemapping used, and subsequently, the colour grading settings as a whole. With ACES tonemapping, high intensity *red* will become a glowing *white-hot white* at the core, fading to orange, but casting a red glow. Just like real life! But if you want your super-bright reds to glow red with a red core, use Neutral instead.
- It's tempting to control the colours in your scene with post processing, but do it by changing the colours of your lighting first. It'll look more natural that way, due to the effect of tone mapping, and it won't affect the menu.
- Don't be afraid to experiment, but it's always better to have the normal post-processing be plain and neutral first. Check by placing a basic Unity sphere or cube in your scene, and see if you can tell it apart from the background. Does it still look white? If it looks like it's a different colour, or glowing, or too dark to be visible as a result of the post-processing, then that's how players will look too.

Conclusion

I hope this helps you understand how to use post processing properly - and why it's really important to have.

Happy building!

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