

Post Processing

You can easily apply post processing to your scene by using the quick function in VRWorldToolkit.

Read [Silent's post](#) for more info.

Motion Blur, Depth of Field, and any Screen Space effects (reflections, ambient occlusion, etc.) should not be used in VR. If you want to use screen space reflections on your materials you can use Moochie's shaders, but SSR often breaks, especially in VR, and it has a huge performance cost, so if you do use it (which you almost always shouldn't) use it sparingly!!!!!!!!!!

Screen distortion/warping effects should never be used in VR. They are extremely nauseating.

Just like a real camera or your eyes, this can automatically adapt the exposure of the virtual camera(s) based on how much light it is looking at. Go into your post processing volume and under auto exposure the most important settings are minimum and maximum EV. If you hover over these settings, it will give you a brief explanation and if you need more information you can click on the circle with the question mark that is on all Unity components.

I (based on experience and no empirical evidence or research, so don't quote me on this) recommend setting the minimum EV to around -0.7 (at least for interiors), the maximum EV to 0.7 and the exposure compensation to 0.7. If you notice the exposure flickering too much or too fast you can set the minimum and maximum to the same value.

https://www.youtube.com/embed/_PzYAbPpK8k

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