

Momo - 04 Vision Effect Setting Instruction

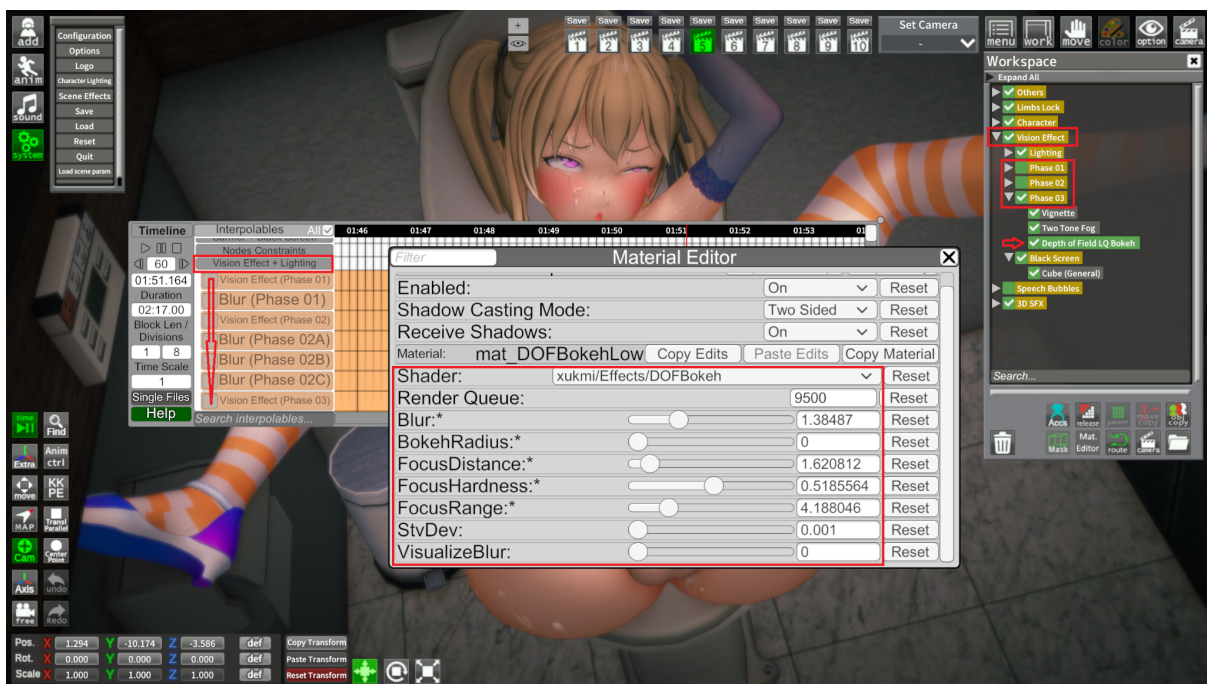
Since I have used a new plugin which mainly affects the scene vision, & **it needs to be manually set up** if you want to change camera angle. I would like to tell you how to do the setup by yourself:

The plugin is:

Vanilla Plus Shaders v1.3

(Guideline inside)

https://mega.nz/folder/VcdVjYgL#dqSaQ10_NEuq4EV-CQKA



If you wanna do the set up, please watch this:

You'll see the **Vision Effect** file in Momo-04 Workspace. There are Phase 01-03 inside, which represent different stages in the scene. (You can sort the patterns out by looking at Timeline, which is also called "Vision Effect + Lighting" with all the orange color lines)

Your target is the **Depth of Field LQ Bokeh**, open its Material Editor & here you're.

It's no way I can explain all the factors inside it, you can try to tune them out & figure. All I wanna say is: this thing is doing the "Blur" work.

If you don't want this & delete the effect, please delete the phase 01-03

I'm planning to keep using this plugin in the future, & there will always be a folder which is functioning the effect. (By now I'll just keep naming the folder be "Vision Effect").