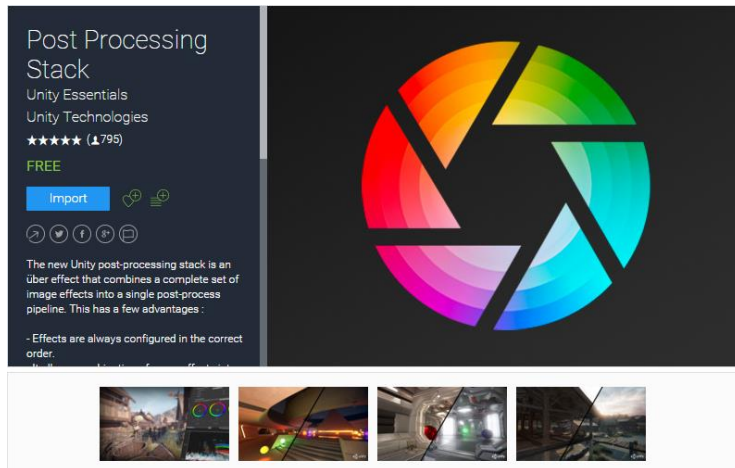


Get Drunk – Simple

Thank you for purchasing my asset.

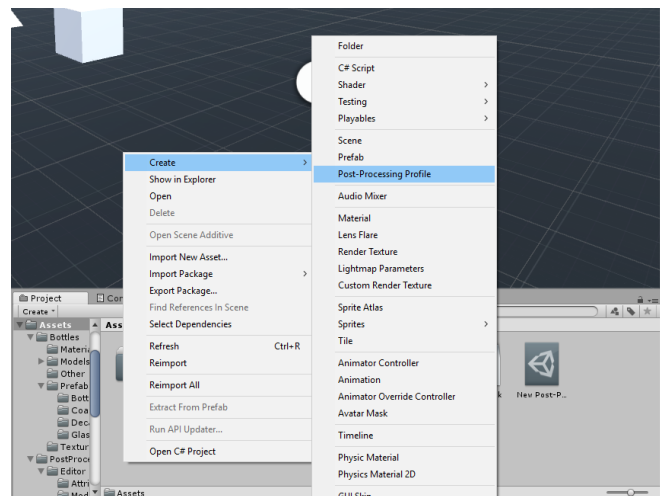
Check the demo scene to get the picture of what is this asset all about.



We are going to use the Post Processing Stack by Unity for achieving the drunken effect.

1. First off download and import the Post Processing Stack

2. After importing the Post Processing stack, in your asset folder press right-click->Create->Post-Processing Profile



3. On your main camera press add component, search for the Post Processing Behaviour script and set the profile created previously in the profile field

4. Press add component on the main camera again and select the Drunken script where you can disable or enable the effect from the camera

HINT:

-The package also includes a **GetDrunk** script which is attached to a trigger cube around the drinks which activates the “Drunk Mode” for 20 seconds.

