

# Installation Guide

## INSTALLING THE SHADER

Extract the files from the .zip file and overwrite the files inside of your Unreal Engine Project.

[Video Tutorial](#)

## USING THE SHADER

If the shader is a standard material, simply drag and drop the material on the mesh or into a mesh material slot.

If the shader is a post process material, it has to be applied to a camera or a post process volume.

In the camera or post process volume details panel in the *Rendering Features* group, you can add one or multiple *Post Process Materials*. Expand the section and add an array element using the plus button. Press the choose button and select *Asset reference*. You can now select the post process material you wish to use. Make sure to use the *material instance* to allow for an iterative workflow.

[Video Tutorial](#)