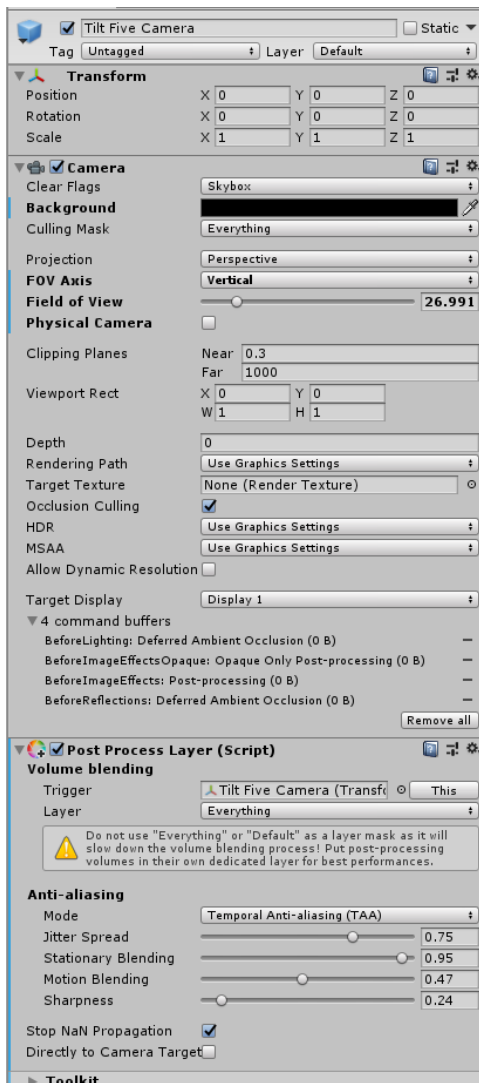


Adding anti-aliasing to a Tilt Five project is quick and easy!

1. Make sure you're working with the latest Unity Package for Tilt Five. The current version of the SDK is 1.2.1
2. Locate the Tilt Five Camera underneath the Tilt Five Prototype in your scene:



3. Add a new Post Processing Layer component to your Tilt Five Camera object:



4. We recommend using Temporal Anti-aliasing(TAA) if you are developing for Windows, as it's the most powerful effect, though also the most graphics intensive. Here is a sample of settings for TAA we've found work well in the past:

