



Slide  
01

NTSC TV  
Jahvairo

# 800s' RETRO

PRESS TO START





Slide  
02

CRT !

- PostProcessing
- Volume
- URP
- Shaders





Slide

0 3



# ABOUT ME



- Aspiring Graphical Programmer
- UI
- Vibe

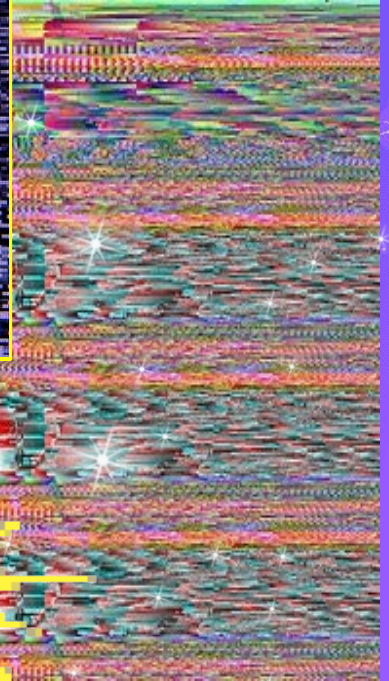
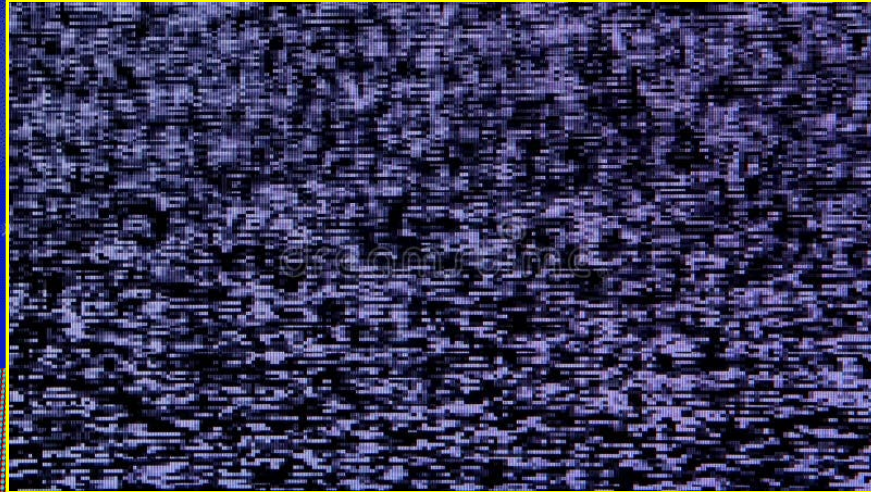
- CRT
- VRT





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THE  
CONCEPT



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Date	Time	Detailed
Volume		- Global
Shader		- Shading
URP	NOW!!	- Graphics
Post Process		- Camera

```
HLSLINCLUDE
#include "Packages/com.unity.render-pipelines.universal/Shaders/LightingShader.hlsl"

CBUFFER_START(UnityPerMaterial)
float4 _BaseMap_ST;
float4 _BaseColor;
//float4 _ExampleDir;
//float4 _ExampleFloat;
CBUFFER_END

ENDHLSL

Pass {
    Name "Example"
    Tags { "LightMode" = "UniversalForward" }

    HLSPROGRAM
    #pragma vertex vert
    #pragma fragment frag

    struct Attributes {
        float4 positionOS : POSITION;
        float2 uv : TEXCOORD0;
        float4 color : COLOR;
    };

    struct Varyings {
        float4 posWorldSpaceViewDir(positionOS);
        float4 normalInputs - GetVertexNormalInputs(normalInputs.normalWS);
        float4 tangentWS = half4(normalInput.tangentWS * GetOddSign - IN.tangentOS.w * GetOddSign);
        float4 vertexLight = VertexLighting(vertexLight * fogFactor);
    };

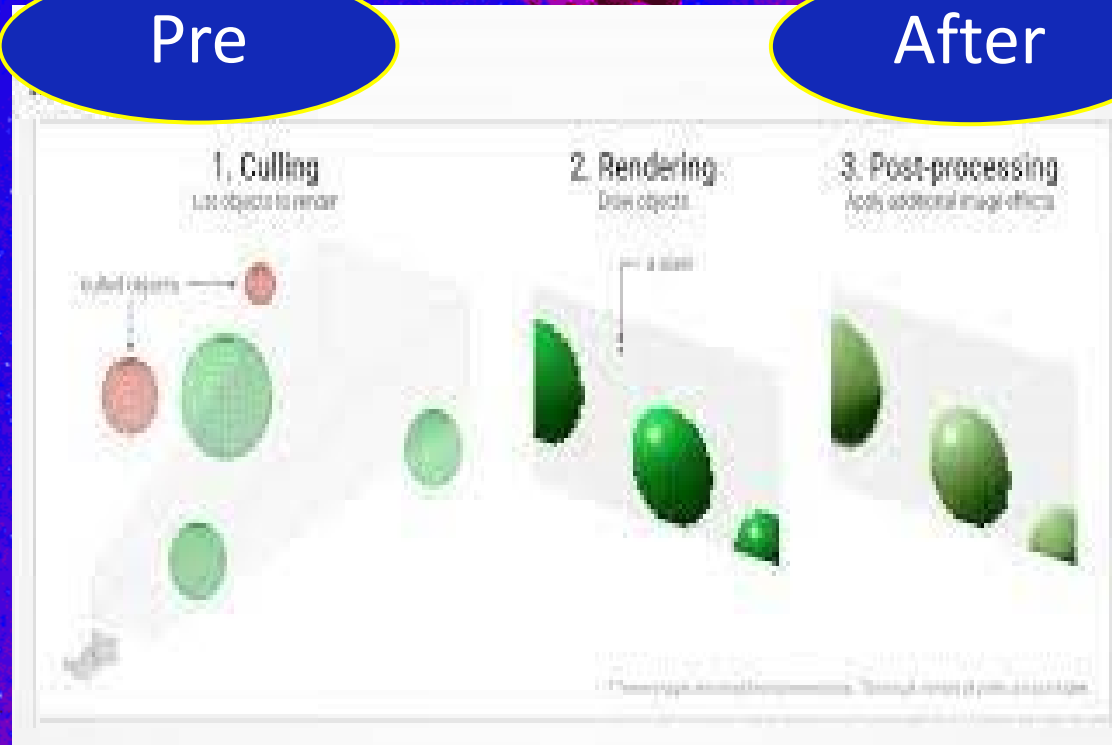
    OUTPUT_LIGHTMAP UV(IN.lightmapUV);
    OUTPUT_SH(OUT.normalWS.x);
}
```

# SCHEDULE



Pre

After



Put volume on camera

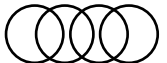
Enable Post Processing

Now loading...

Now loading...

Now loading...

Now loading...

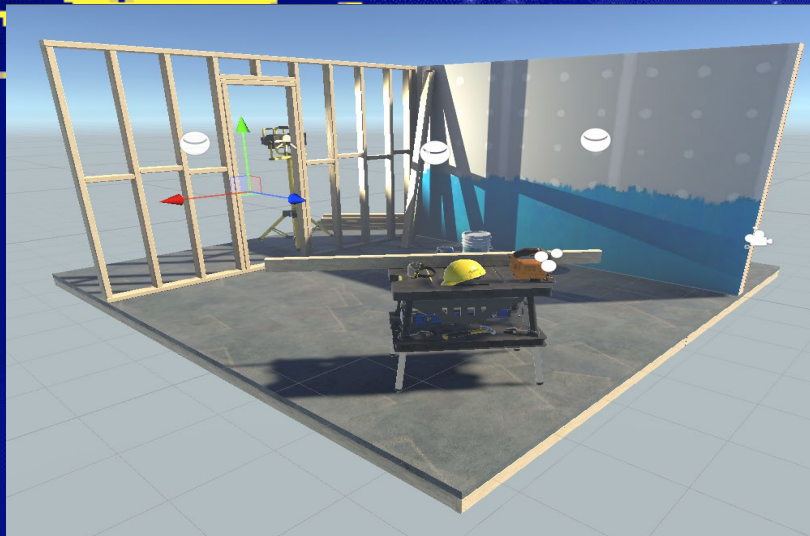




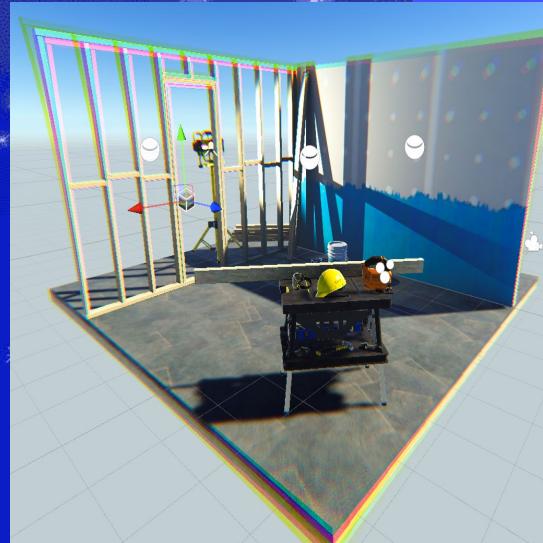


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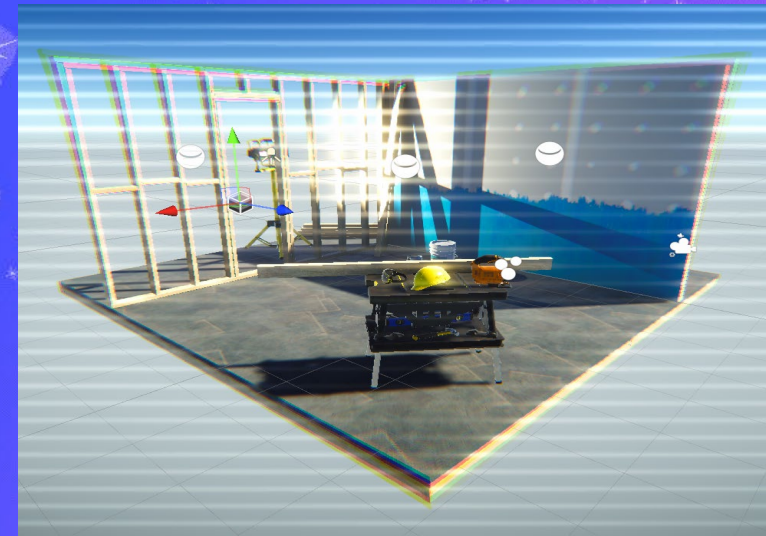
07



N0.1



N0.2



N0.3



Example

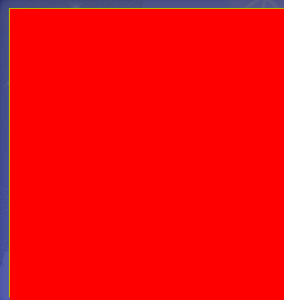


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0 8



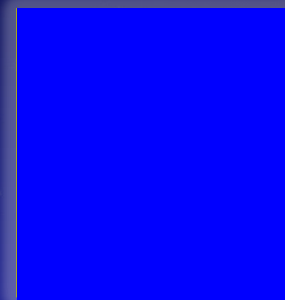
COLOR OFFSET



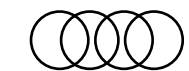
Red



Green



Blue



*Now loading...*

*Now loading...*

*Now loading...*

*Now loading...*







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09

# 800s' RETRO

THANK FOR WATCHING