# FAST MOBILE BLUR URP

**How to setup URP**(if you have already configured urp for your scene skip this part):

1. Firstly install the URP package to your project. Go to **Windows->Package Manager.** In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**
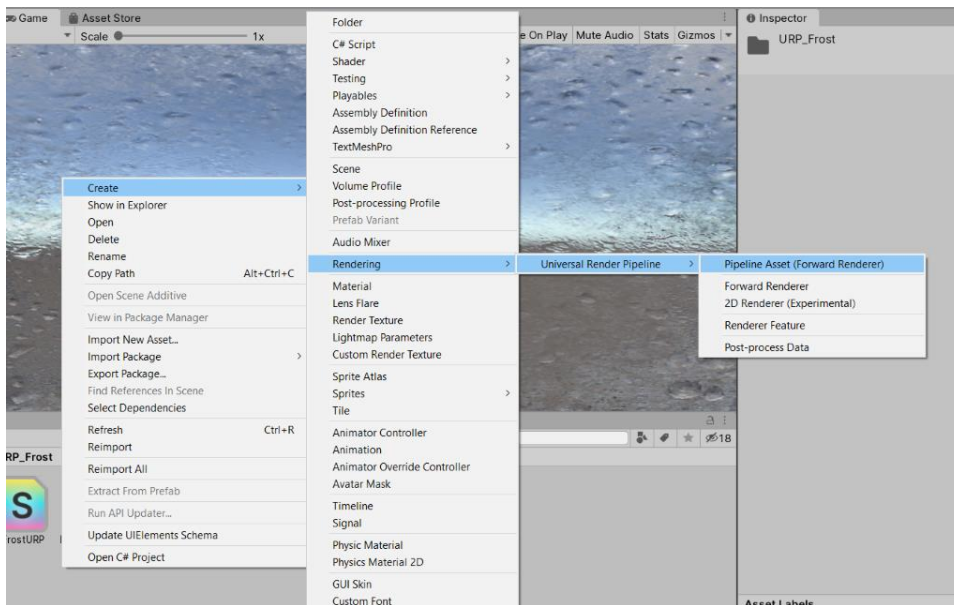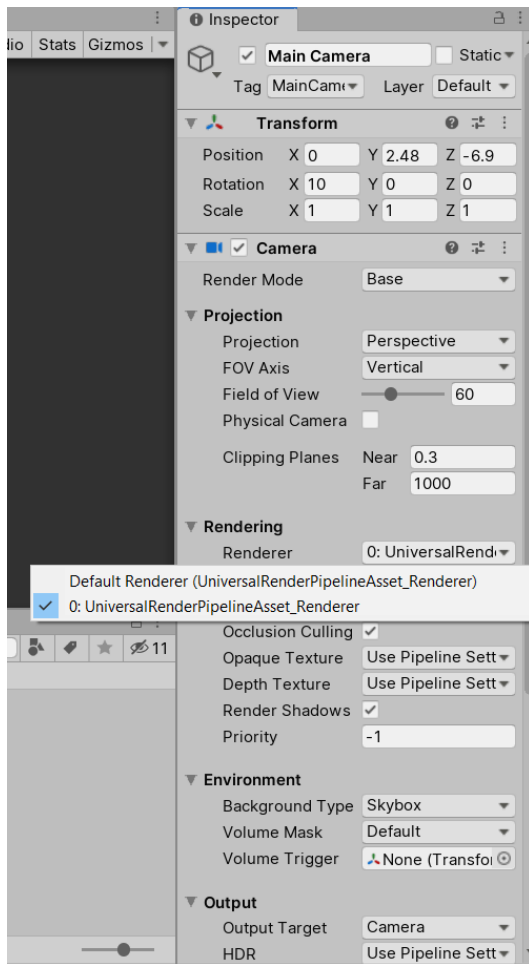


3. Go to **Edit->ProjectSettings->Graphics.** In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section
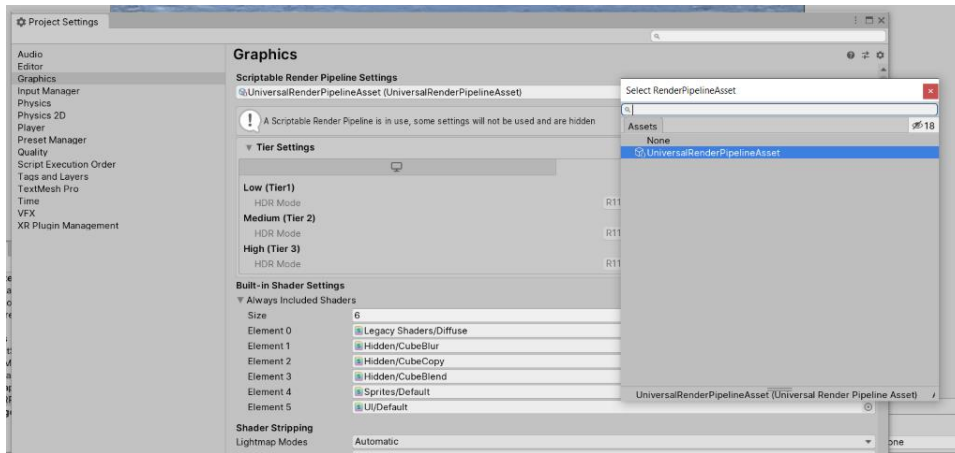
4. Go to **Edit->Project Settings->Quality.** In rendering section drag and drop the pipeline asset you created
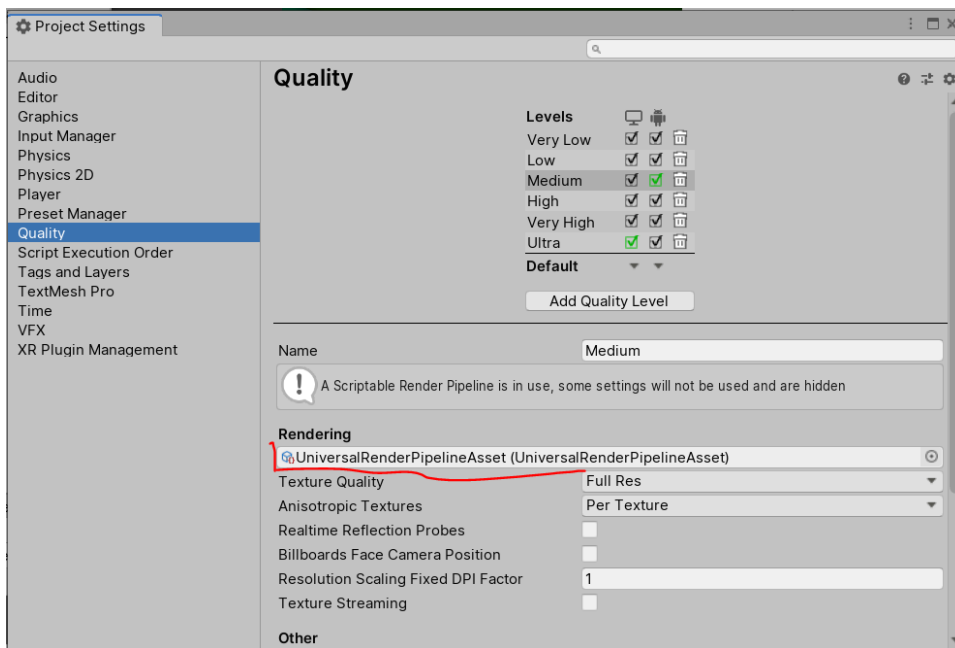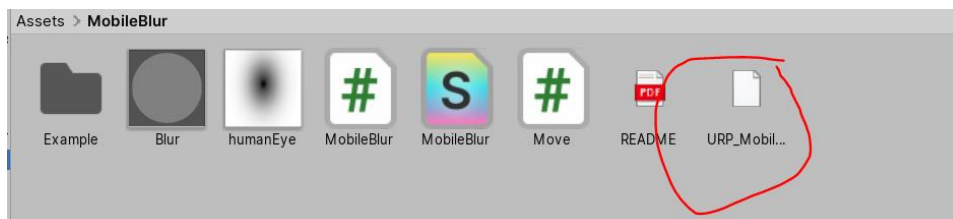


5. Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created
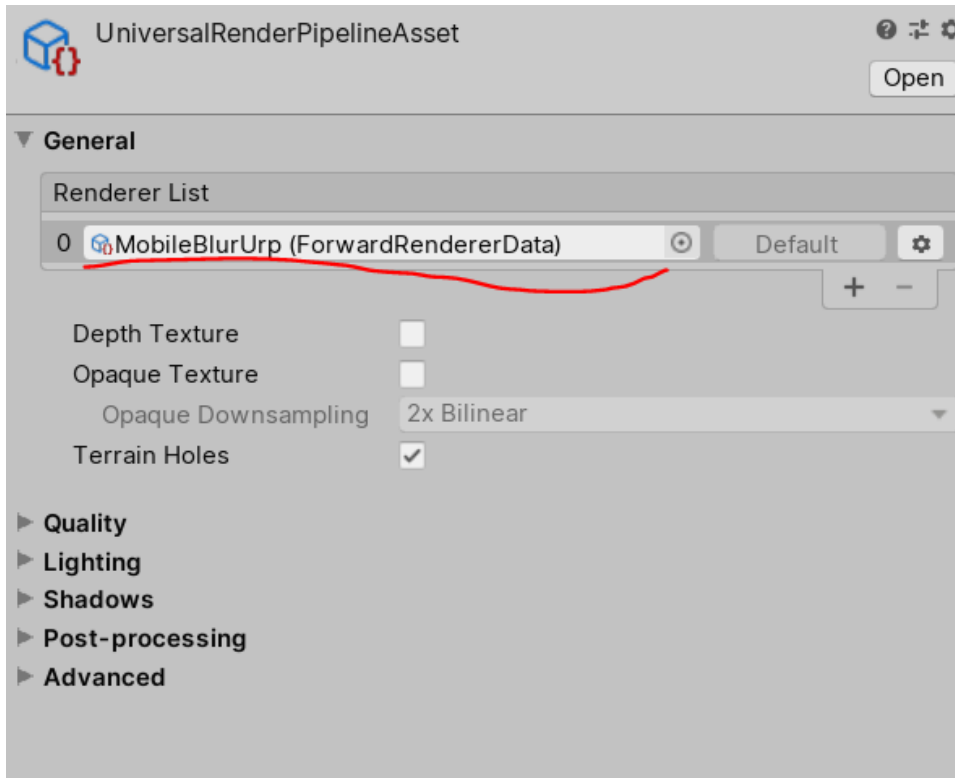
# How to apply URP Mobile Blur:

1. **Firstly import the package URP_MobileBlur which is included in the asset**



2. **Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the MobileBlurUrp**

3. That is pertty much it. To change the parameters go to the URP_MobileBlur folder. Find MobileBlurRenderer, extend it and select MobileBlurUrpPass. You will se in the inspector the parameters of it.
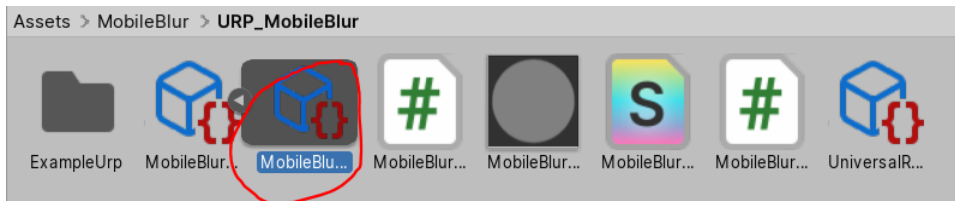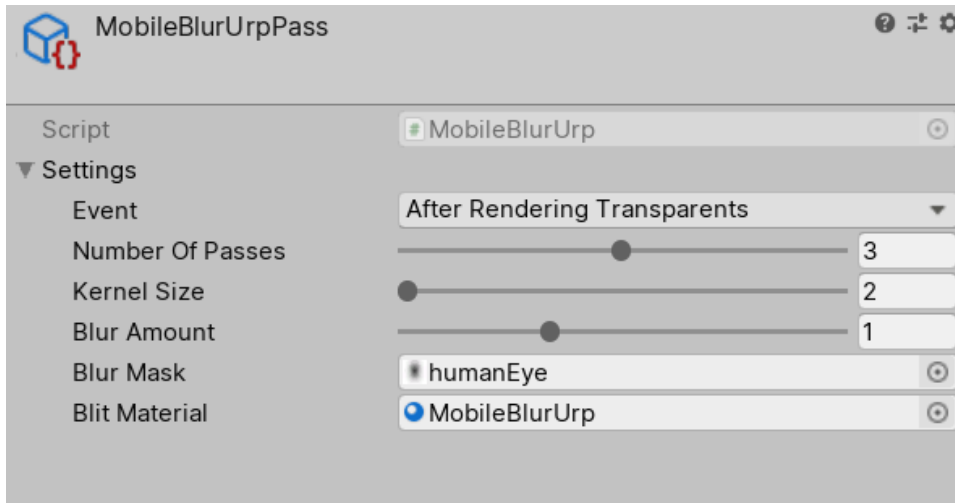
## PARAMETERS

- **BLUR AMOUNT –** level of blur on your scene
- **NUMBER OF PASSES–** number of passes used for blur. More passes more blurry scene
- **KERNEL SIZE –** the size of the convolution matrix for blur. Sounds pretty scary, but less the kernel size, faster the blur works.  More kernel size, more the quality of blur increases. I strongly recommend to keep the value 2, cause the difference is negligible (saves 1-5 fps)
- **BLUR MASK -** Mask texture is greyscaled texture, used by blur shader. Darker the area, less blur will be applied to that area in final image. Strongly advice for mobile to have at least some areas not blurred, to increase the performance.

## SHADERS

**BLUR- The fastest blur in the Asset Store.** Completely optimized blur, implemented using gaussian blur. Implemented in single-pass. Runs at **45-58 FPS** on low-end mobile device(with proper settings).