

# GaussianBlur

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## Table of Contents

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- [Table of Contents](#)
- [Contact](#)
- [Description Features](#)
- [Terms of Use](#)

## Contact

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Questions, suggestions, help needed?

Contact me at:

Email: [jgarza9788@gmail.com](mailto:jgarza9788@gmail.com)

Cell: 1-818-251-0647

Contact Info: [justingarza.net/contact](http://justingarza.net/contact)

## Description Features

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Includes 3 types of blur methods.

1. [GaussianBlur\\_Live](#)
  - Layered Blur
  - WorldSpace
  - Alpha Mask
  - Adjust Blur and Lightness
  - Quality setting (to use less resources)
  - Unity Free friendly
  - Fully commented C# code
  - Awesome demo

## 2. [GaussianBlur\\_Mobile](#)

- Alpha Mask
- Mobile Friendly
- Adjust Blur and Lightness
- Unity Free friendly
- Fully commented C# code
- Awesome demo

## 3. [GaussianBlur\\_RenderBlur](#)

- Render a blurred texture(s) once and reuse it/them
- Adjust Blur and Lightness
- Alpha Mask
- Quality setting (to use less resources)
- Unity Free friendly.
- Fully commented C# code.
- Awesome demo

### **WARNING!**

GaussianBlur\_RenderBlur is obsolete and will be removed in future updates, please use GaussianBlur\_Mobile instead.

## Terms of Use

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