FAST CAMERA MOTION BLUR

Note despite that effect is appleid to camera some objects can be excluded from motion blur effect.

This package consists of shader for applying the motion blur on the screen. This solution is currently the fastest approach in the market oriented secifically for mobile devices. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and fps.

This package contains the post processing shader for applying the camera motion blur to scene.

How to apply:

1. **Add Fast motion blur script to Camera object**

   FOR VR USE FastMotionBlurVr.cs script
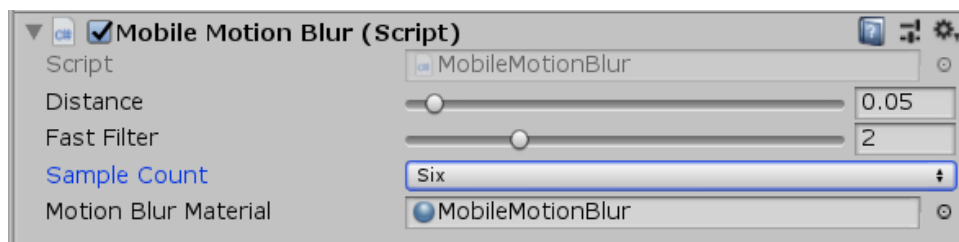
2. **You need to attach to the Motion Blur Material property the FastMotionBlur material from the package**
3. **In order to exclude some objects to avoid motion blur, apply one of the inclded shaders to the object frmo SupGames/MotionBlur**
   a. **Bumped Diffuse**
   b. **Bumped Specular**
   c. **Diffuse**
   d. **Specular**
   e. **Transparent**
   f. **Unlit**

PARAMETERS

- **DISTANCE –** the value is proportional to speed of the camera. Try to decrease the distance between samples in higher speeds to keep the quality.
- **FAST FILTERS –** how much the motion blur image applied to scene is scaled down. **Recomended value for mobile devices 4**
- **SAMPLE COUNT –** the number of samples used in effect. More samples more denced motion blur, less performance. **Recommended value for mobile 6**

SHADERS

- **FASTMOTIONBLUR - The fastest camera motion blur in the Asset Store.** Completely optimized . Runs at **45-55 FPS** on lowend mobile device(with proper settings)..

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:

-101 **different gameObjects**,

-101 **different Materials**,

-51 **different Textures**,

-1 **Directional Light(realtime)**,

-**approximately 45k polygons**