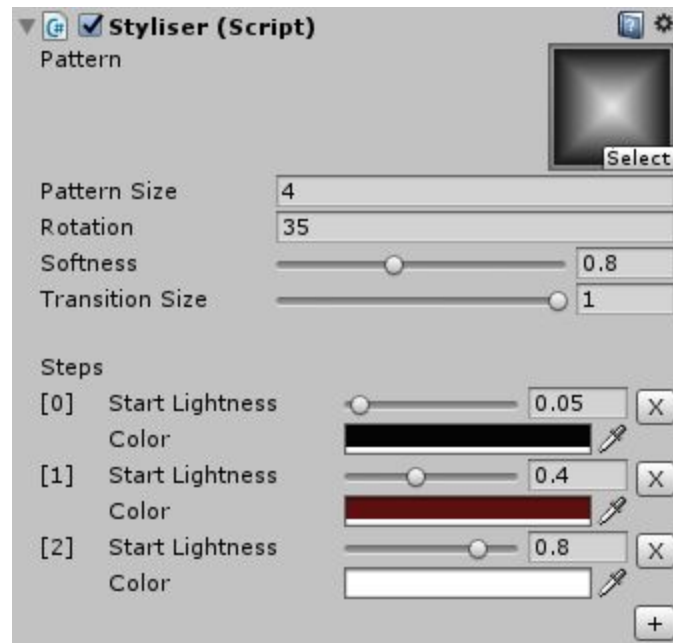


# Styliser

Add Styliser.cs to Main Camera



This is Squares.png pattern

You set it in **Pattern** field

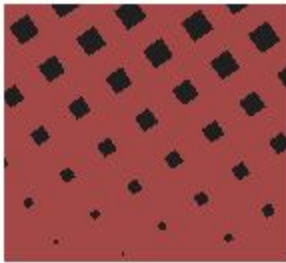
**Pattern Size** is size of that squares

**Rotation** is rotation of it



**Softness** determines how soft edges would be (Softness:1 gives better result)

Softness 0



Softness 2



**Transition size** determines size of transition between colors

Transition size 1



Transition size 0.2



**Steps:**



Remove step

Add Step

