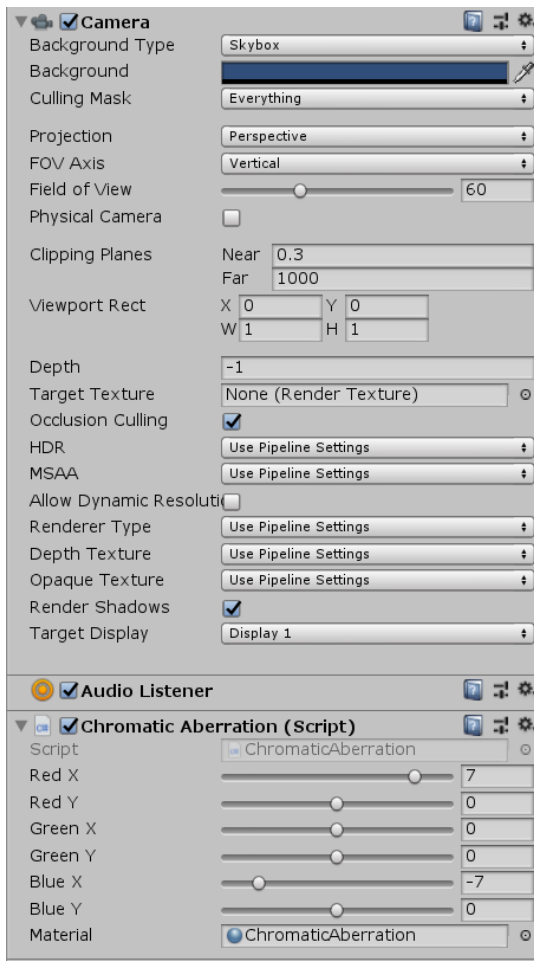


# FAST CHROMATIC ABERRATION

This package consists of shader for applying the Chromatic Aberration effect on the screen. This solution is currently the fastest in the market. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and fps.

## How to apply:

### 1. Add ChromaticAberration.cs script to Camera object



### 2. You need to attach to the Material property, the Chromatic Aberration material from the package

## PARAMETERS

- **REDX** – offset of the red filter by x axis
- **REDY** – offset of the red filter by y axis
- **GREENX** – offset of the green filter by x axis
- **GREENY** – offset of the green filter by y axis
- **BLUEX** – offset of the blue filter by x axis
- **BLUEY** – offset of the blue filter by y axis

## SHADERS

- **CHROMATIC ABERRATION** - The fastest chromatic aberration effect in the **AssetStore**. Completely optimized chromatic aberration shader. Runs at **50-55FPS** on low-end 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**

