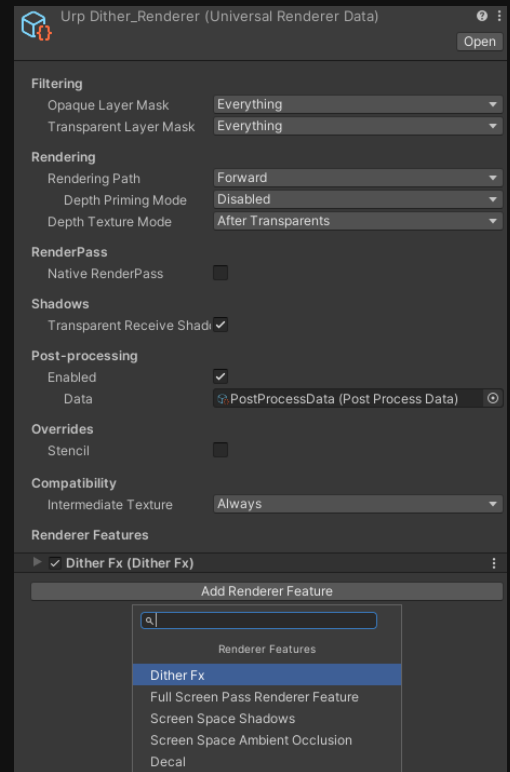# DitherFx

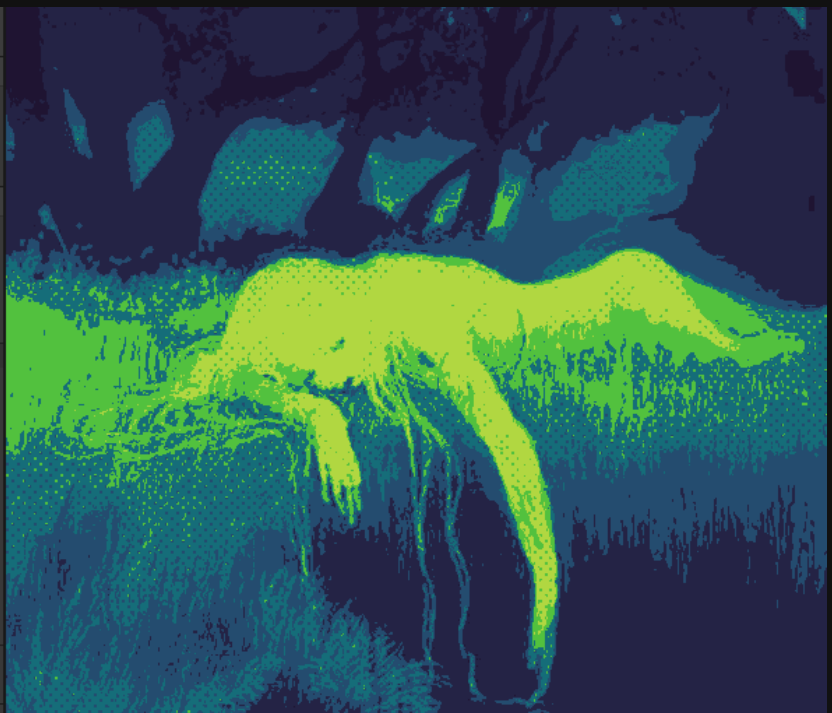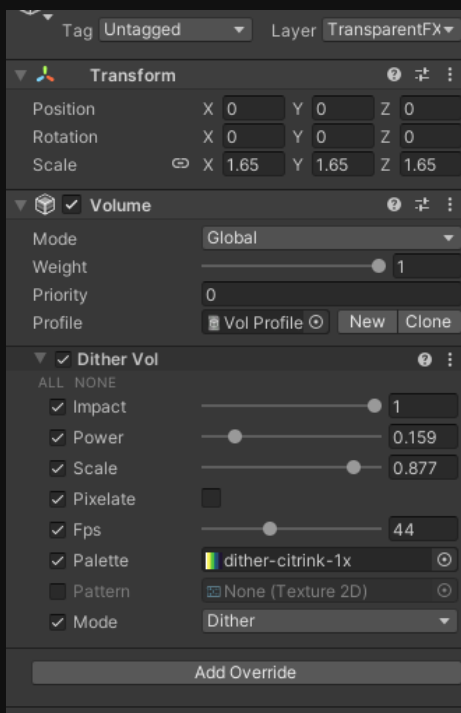Post Effect for Unity Urp and VolFx by NullTale ₊ ⁺ ⊀
Quick Guide

Add **DitherFx** render feature to **UrpRenderer**

* note that UrpAsset can be overriden by Unity
QualitySettings

Render feature contains scale interpolation and default
settings for volume profile.

Configure **Dither** settings via **VolumeProfile,** to acheve desiered dither effect

Tech Details

The effect works by calculation a deviation for each pixel of the original image from the nearest color, if it is large enough it replaces it with the second closest color from the palette doing it according to the ScreenSpace pattern.

Dither Power, palette, pattern type and its animation can be customized in VolumeSettings or in RenderFeature settings.

All calculations are performed in the fragment shader through hased Lut tables. Tables are generated at Runtime when an unknown palette is used for the first time.

* linear grayscale gradient with two color palette (absolute black and white)

Palette Lut

Second Closest color

Deviation value