

FlowFx Public

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NullTale Update README.md	fc4ee5b · last week	🕒 21 Commits
📁 Editor	Fix VolFx compatibility	last week
📁 Runtime	Fix VolFx compatibility	last week
📁 Samples~	Initial commit	6 months ago
📄 .gitignore	Create .gitignore	3 months ago
📄 Editor.meta	Initial commit	6 months ago
📄 LICENSE.md	Initial commit	6 months ago
📄 LICENSE.md.meta	Initial commit	6 months ago
📄 README.md	Update README.md	last week
📄 README.md.meta	Initial commit	6 months ago
📄 Runtime.meta	Initial commit	6 months ago
📄 package.json	VolFx compatibility	3 months ago
📄 package.json.meta	Initial commit	6 months ago

📖 README

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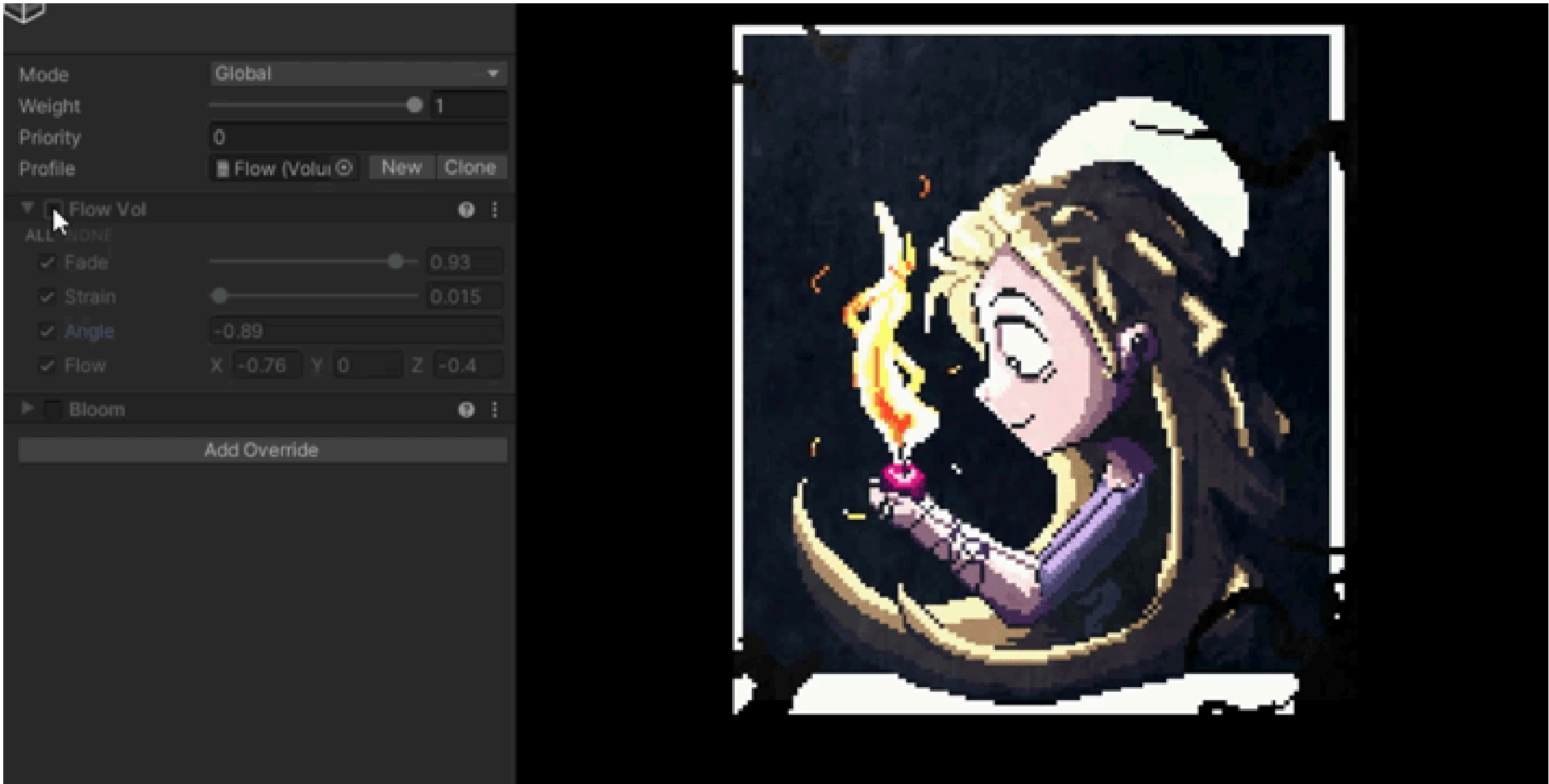
FlowFx

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Old school Image Flow Effect for Unity Urp, controlled via volume profile
Works as render feature or a pass for selective post processing [VolFx](#)



Part of Artwork Project

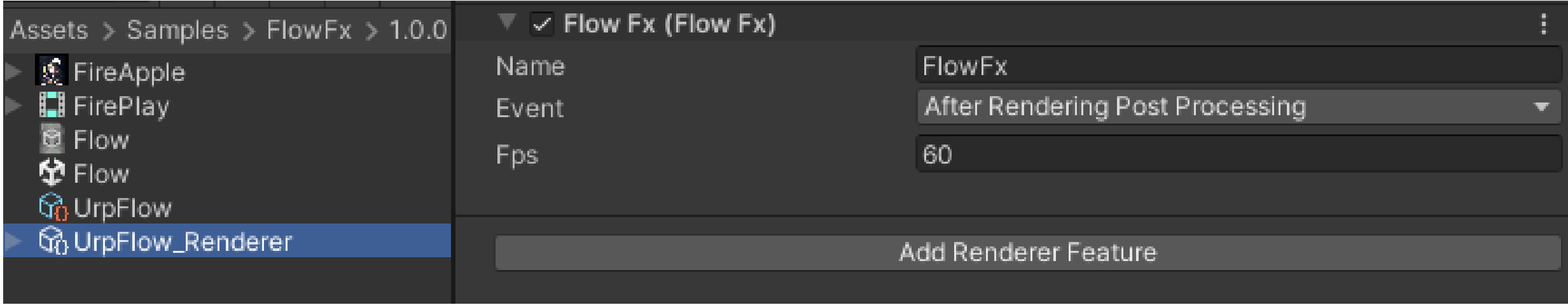
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Usage

Install via Unity [PackageManager](#)

https://github.com/NullTale/FlowFx.git

Works as a `RenderFeature` blending each new frame with the previous one by weight, adding displacement and rotation, can be combined with other post effects to create scenes of confusion or strange flow.



The feature is fps dependent and is rendered with target frame specified in the asset, this means that new frames for blending will be taken at the specified frame rate, if the frame rate is higher it does not affect the picture, otherwise the effect will look different.

Scene from the documentation can be found in project samples.

About

☐ Old school image flow effect for Unity Urp

flow

image

unity

shader

blur

volume

fx

vfx

post-processing

distortion

motion-blur

effect

urp

pixel-flow

post-effect

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Releases

No releases published

Packages

No packages published

Languages

