

GradientMapFilter

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Code

NullTale Update README.md66e52e0 · last week26 Commits

Editor	VolFx compatibility	last week
Runtime	VolFx compatibility	last week
Samples~	Update Samples	5 months ago
.gitignore	Create .gitignore	3 months ago
Editor.meta	Initial commit	5 months ago
LICENSE.md	Initial commit	5 months ago
LICENSE.md.meta	Initial commit	5 months ago
README.md	Update README.md	last week
README.md.meta	Initial commit	5 months ago
Runtime.meta	Initial commit	5 months ago
package.json	VolFx compatibility	3 months ago
package.json.meta	Initial commit	5 months ago

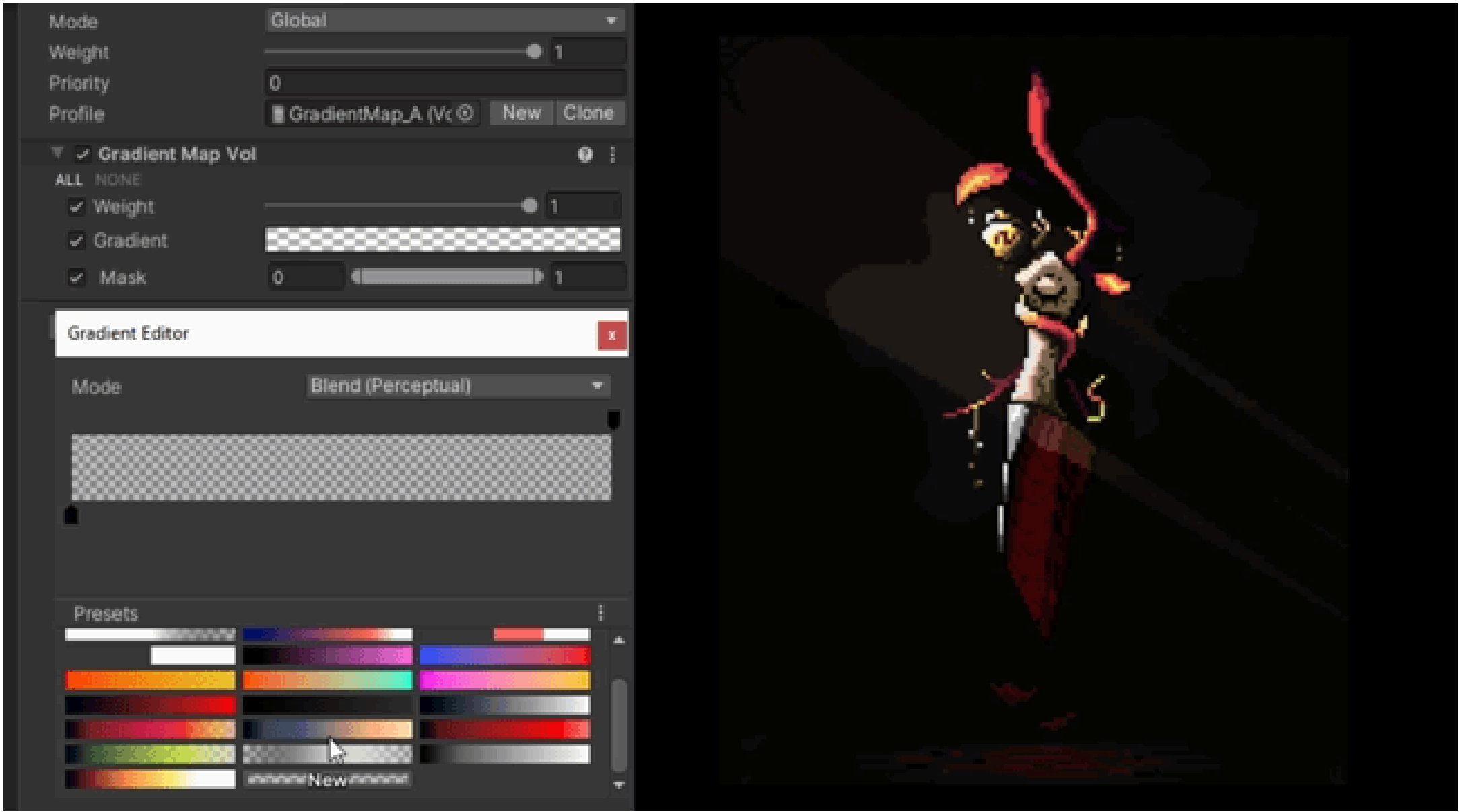
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Gradient Map

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GradientMap post effect for Unity Urp, controlled via volume profile
Works as render feature or a pass for selective post processing [VolFx](#)

The concept is taken from graphic editors when an image a colored
by gradient from their grayscale values ([gradietn map](#) in photoshop)



gradietn alpha - color of the original image

Part of Artwork Project

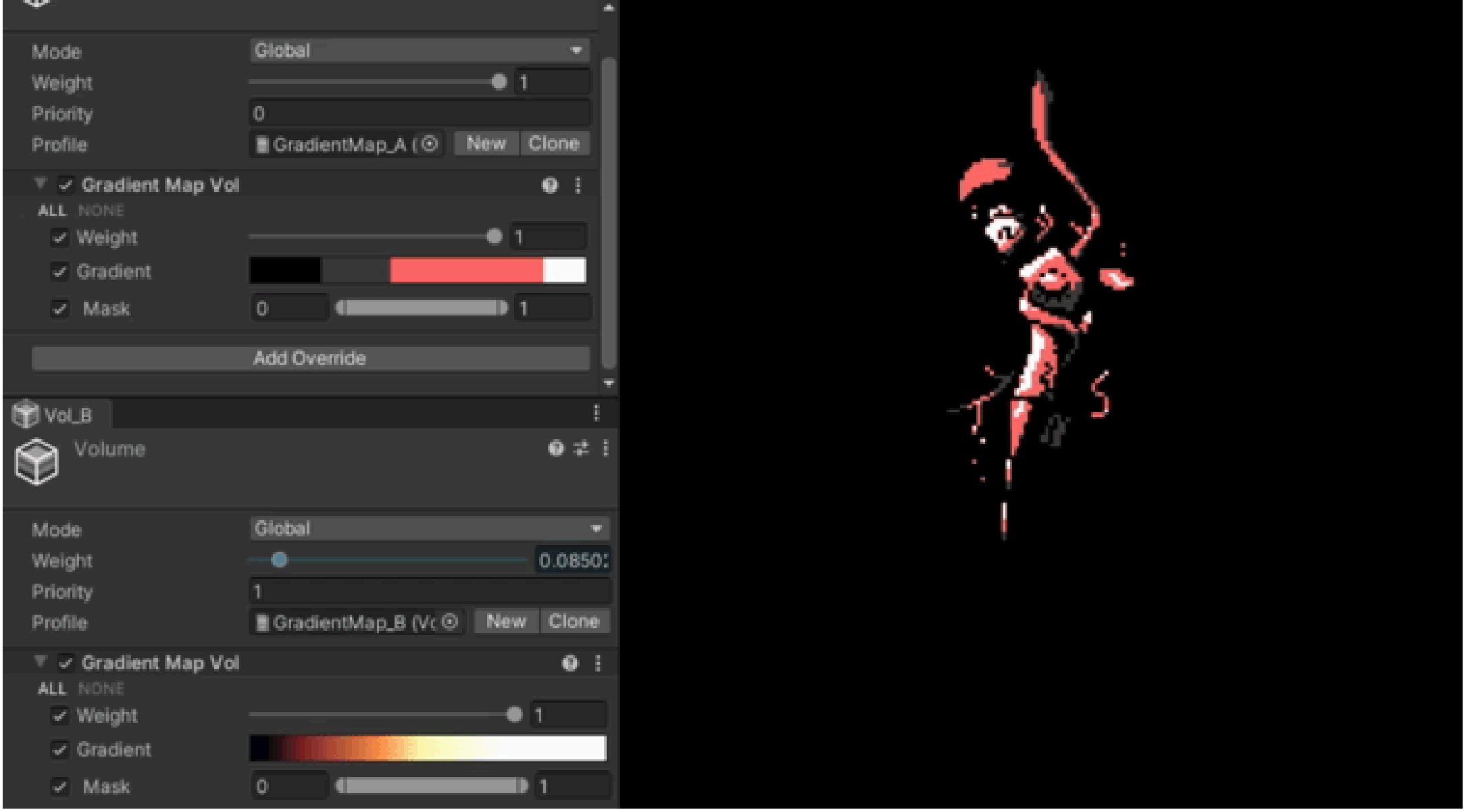
- [Vhs](#)
- [OldMovie](#)
- [\[GradientMap\]](#)
- [ScreenOutline](#)
- [ImageFlow](#)
- [Pixelation](#)
- [Ascii](#)
- [Dither](#)
- ...

Usage

Install via Unity [PackageManager](#)
Add GradientMap RenderFeature to the UrpRenderer

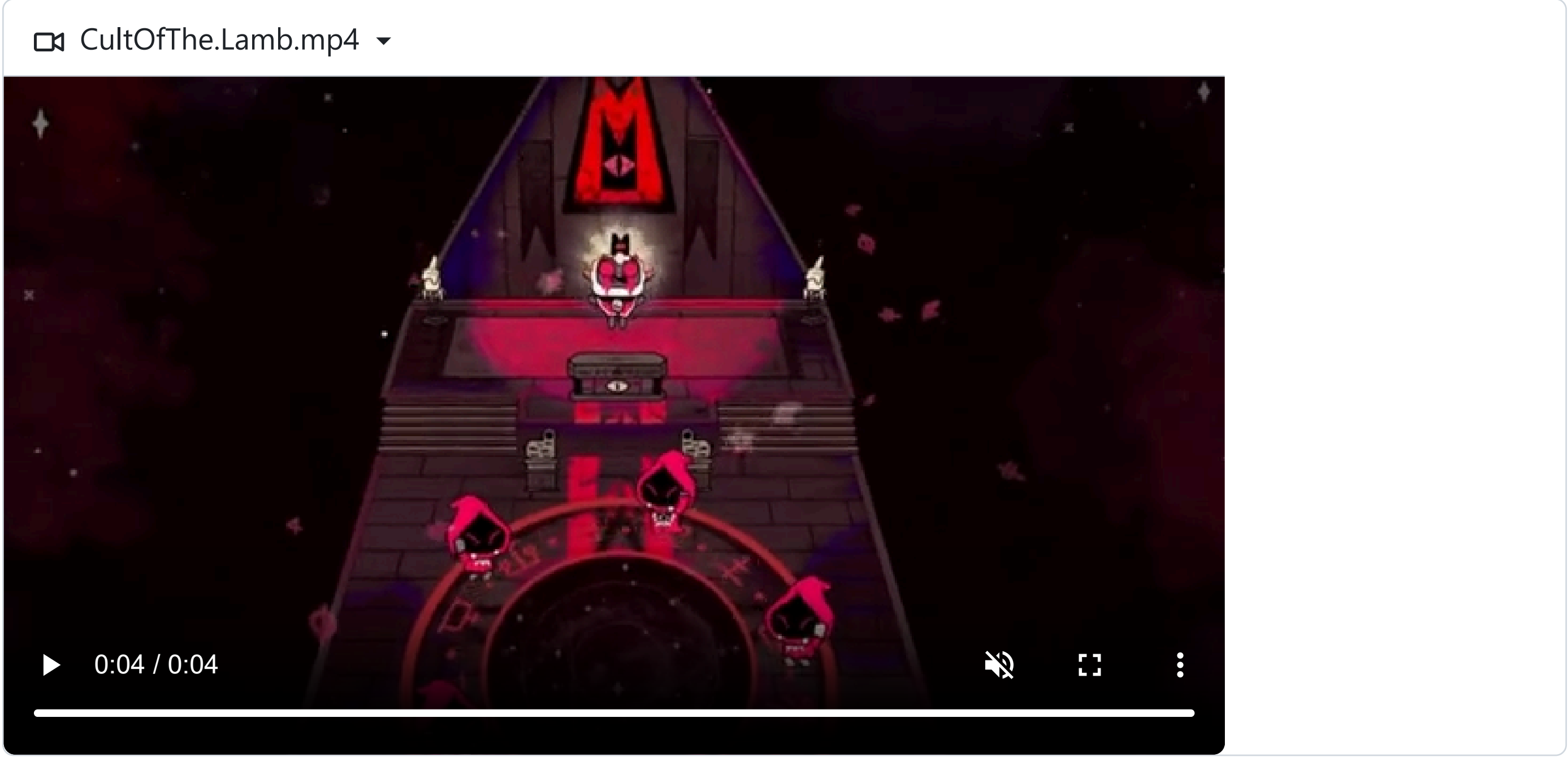
https://github.com/NullTale/GradientMapFilter.git

Gradients a support runtime blending and can be used for palette swapping,
creating short fx events or static pulsing of light as in the example.



example can be found in the project samples

GradientMap like effect from Cult of the Lamb



About

☐ Gradient Map post effect for Unity Urp

colorshadergradientvfxeffect

palette-swappostprocessing

color-replacementposteffectpallette

utinycolorgradinggradientmap

render-feature

Readme

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Activity

14 stars

1 watching

3 forks

Report repository

Releases

No releases published

Packages

No packages published

Languages

C# 95.4%ShaderLab 4.6%