

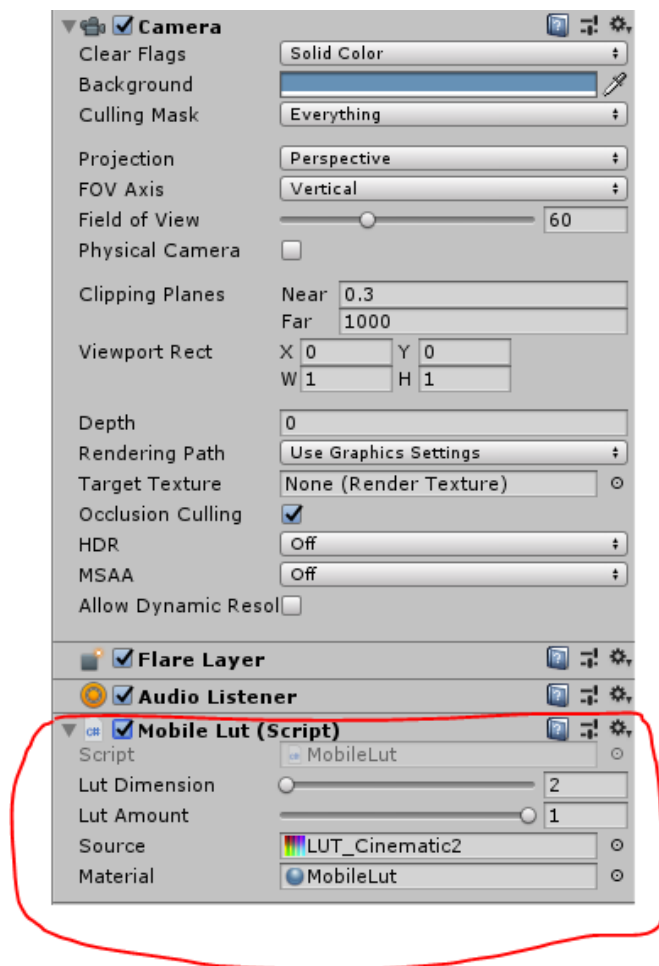
FAST MOBILE LUT

This package consists of shader for applying 2D LUT or 3D LUT on the screen. This solution is currently is the fastest approach in the market oriented significantly for mobile devices. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and FPS.

PLEASE SET THE QUALITY LEVEL TO MEDIUM OR HIGH, TO MAKE THE EFFECT WORK.

How to apply:

1. Add Mobile Lut script to Camera object



2. You need to attach to the Material property the MobileLut material from the package

PARAMETERS

- **LUT DIMENSION** – Pick the dimension of the LUT 2D or 3D. 2D approach is the faster option while it can be laggy for some
- **LUT AMOUNT** – Amount of lut applied to the scene
- **SOURCE** – Source LUT texture

SHADERS

- **MOBILE LUT- The fastest 2D and 3D LUT in the Asset Store.** Completely optimized. Runs at **48-58 fps** on low end mobile devices.

All the tests were conducted 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**