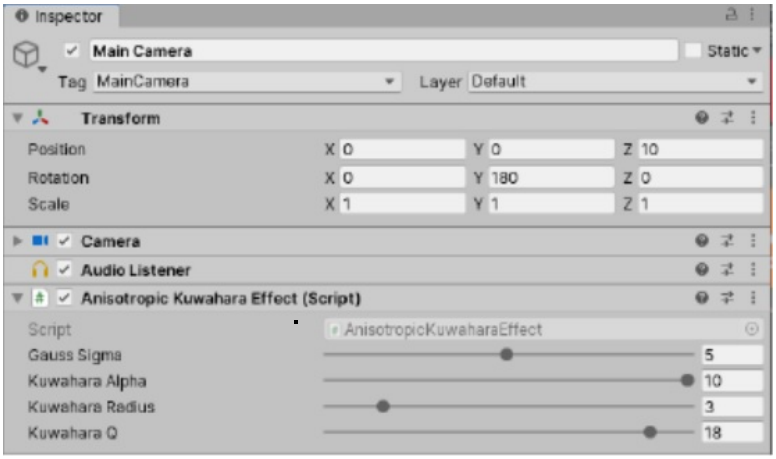
Documentation

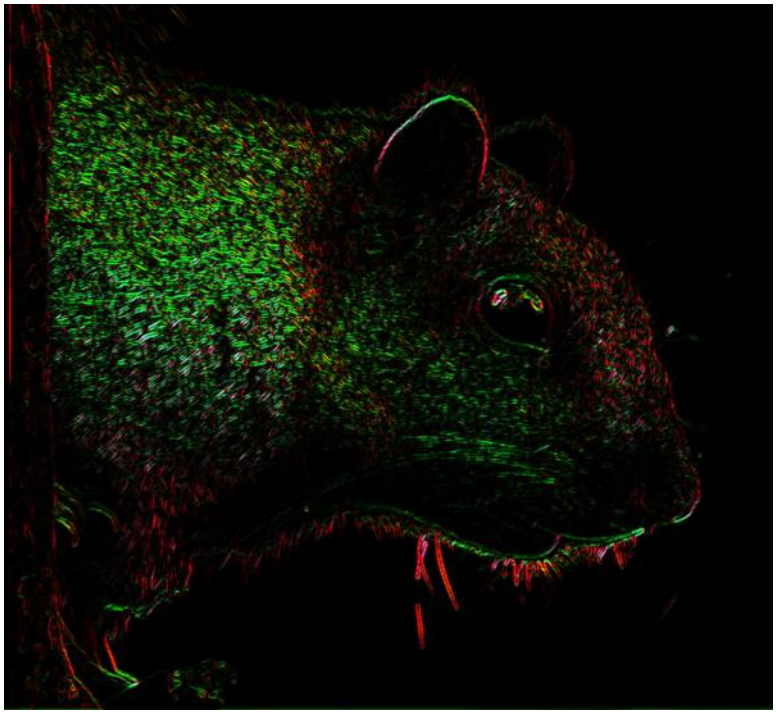
How to start

You need to add the script Assets->Kuwahara Filter->AnisotropicKuwaharaEffect.cs to MainCamera

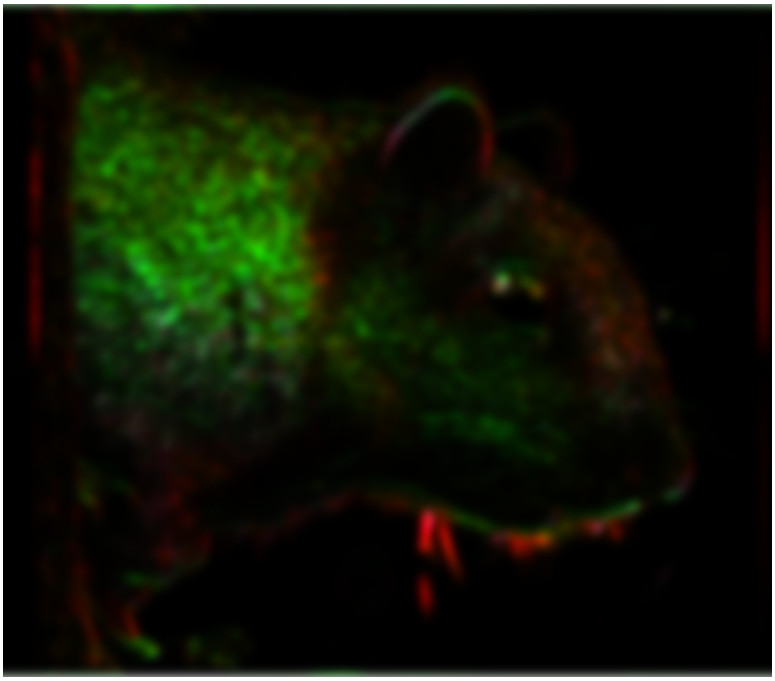


How it works

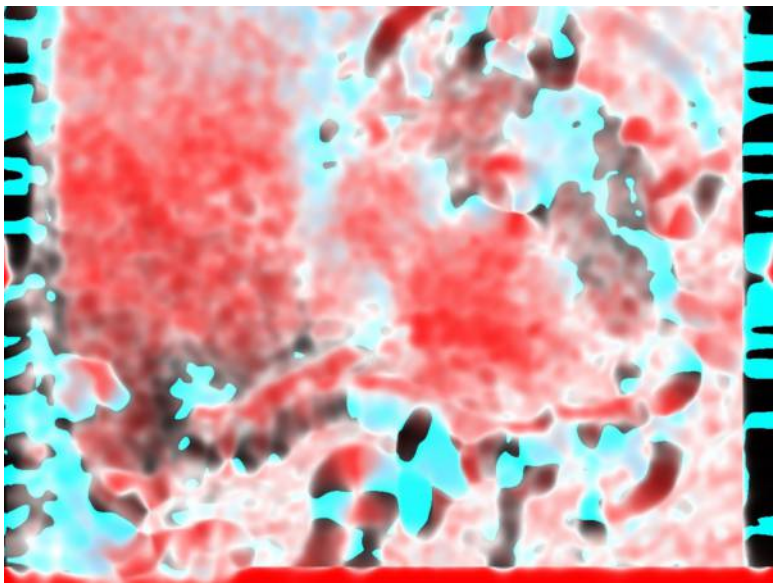
1) We calculate the structure tensor for the frame buffer



2) We apply a the Gaussian filter to a texture that contains a structural tensor



3) We calculate the eigenvectors for the tensor field to which the Gaussian filter is applied.



4) Based on the vector field and frame buffer, we calculate line integral convolution

5) After that we apply the anisotropic Kuvahara filter to the LIC