



Thanks for installing the asset!

To blur the scene, set `UniversalRenderPipelineAsset.asset` in the Graphics Settings > Scriptable Render Pipeline Setting field, located in the Assets\Isle of Assets\Fast Mobile Blur\Demo\Settings directory. Or add the effect yourself using the Add Renderer Feature button as shown in the video (<https://youtu.be/39PRSy5H1xs>).

To access the blur parameters via a script, for example, the blur intensity, write `BlurURP.Settings.Intensity` or `BlurURP.BlurSettings.Instance.Intensity`. But before that, make sure that you have enabled the `FastMobileBlurURP2023` namespace by writing `"using FastMobileBlurURP2023;"` before the script class. If limit values of fields are needed, for example, the maximum value that the Intensity parameter can take, write `BlurURP.BlurSettings.INTENSITY_MAX_VALUE`.

All files are signed and placed in their respective folders, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)