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Thanks for using this tool pack! Below is a simple description for core scripts.

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# FM COLOR

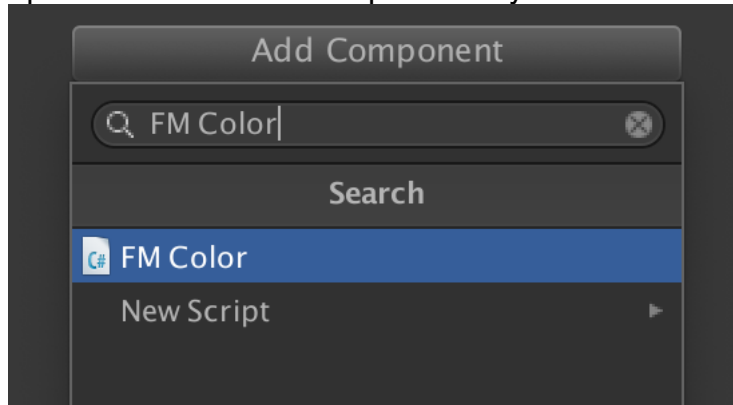
**FM COLOR** provides you an easy option to make your games look better & unique!

Tested platforms: iOS / Android / Mac / PC / VR Headset

Minimum Graphic API: OpenGL ES3(or above) / Metal

## How to use?

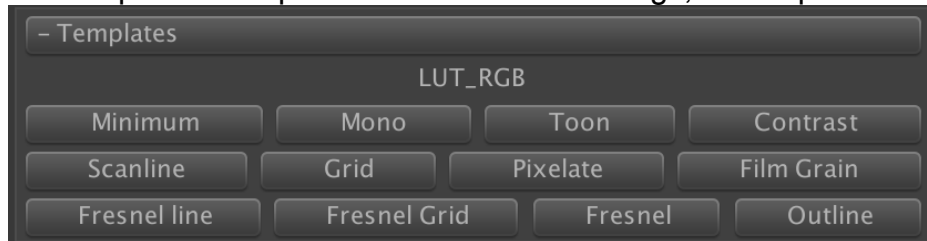
Step1: Add “FM Color” component in your Main Camera



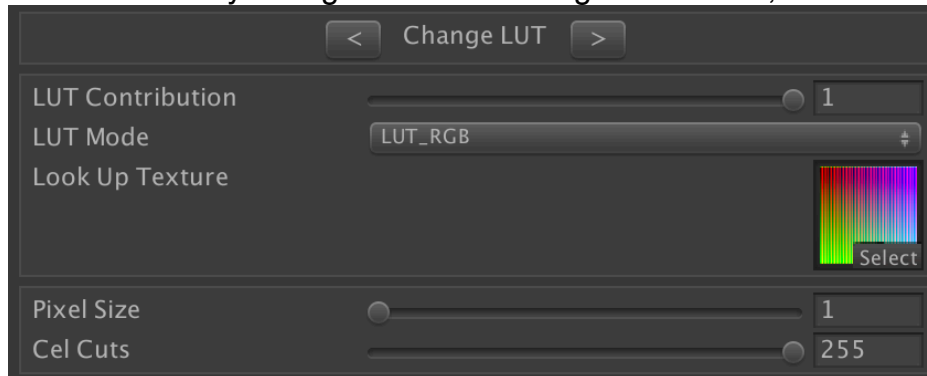
Step2: It's done! You can play around with different settings



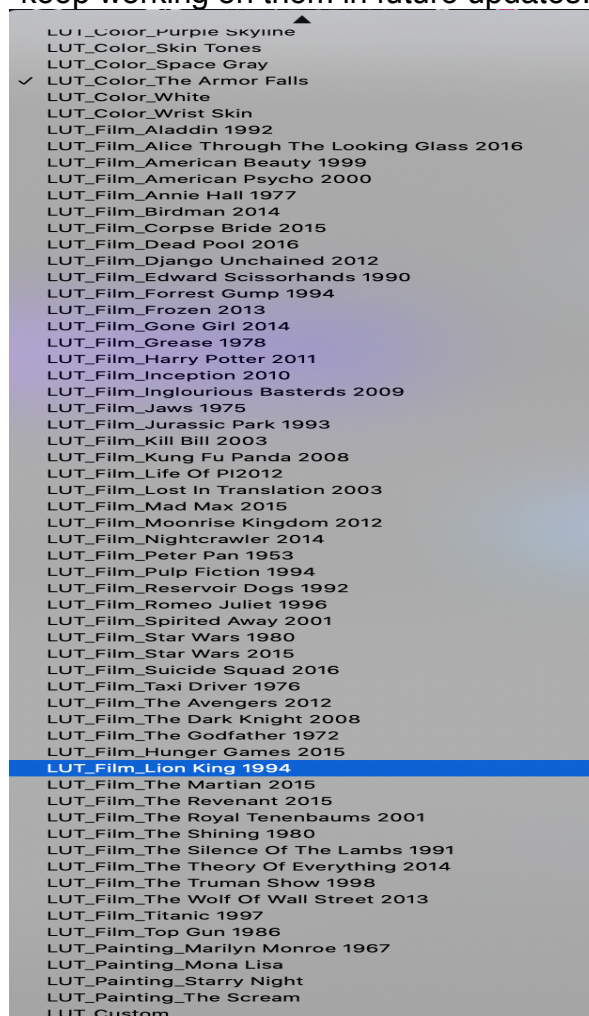
Templates: We provided few default settings, as templates.



LUT: You can easily change color tone using LUT texture, with shortcuts.



All LUT MAPs are selected from popular Color Tones & Film Scenes. And we will keep working on them in future updates!



## Overall Settings

- Basic Settings		
Tint Color	<input type="color"/>	
Hue	<input type="range"/>	0
Saturation	<input type="range"/>	0
Brightness	<input type="range"/>	0
Contrast	<input type="range"/>	0
Sharpness	<input type="range"/>	0
- Fresnel Settings		
Contribution	<input type="range"/>	0
Power	<input type="range"/>	1
Color	<input type="color"/>	
ScanlineX	<input type="range"/>	0
ScanlineY	<input type="range"/>	0
- Fog Settings		
Contribution	<input type="range"/>	0
Depth Level	<input type="range"/>	1
Depth Clipping Far	<input type="range"/>	1
Fog Color	<input type="color"/>	
Foreground Color	<input type="color"/>	
- Grain Settings		
Contribution	<input type="range"/>	0
Size	<input type="range"/>	1
- Vignette Settings		
Contribution	<input type="range"/>	0
Color	<input type="color"/>	
- Outline Settings		
Contribution	<input type="range"/>	0
Color	<input type="color"/>	
Normal Mult	<input type="range"/>	1
Normal Bias	<input type="range"/>	1
Depth Mult	<input type="range"/>	1
Depth Bias	<input type="range"/>	1
- Scanline Settings		
Contribution	<input type="range"/>	0
Color	<input type="color"/>	
Scanline X	<input type="range"/>	0
Scanline Y	<input type="range"/>	0
- FXAA Settings		
Enable	<input type="checkbox"/>	
Subpixel Blending	<input type="range"/>	1
Low Quality	<input checked="" type="checkbox"/>	
Debug Slider	<input type="range"/>	1
Touch Slide	<input checked="" type="checkbox"/>	