

Color Correction Pro

beta version 0.9.8

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"Color Correction Pro" is designed for more professional adjustment of camera effects in your projects; for Computer, Console, Mobile Games; and easy to use.

"Color Correction Pro" compatible with Cinemachine.

"Color Correction Pro" compatible with "Post Processing Stack": First, add the script

"PostProcessingBehavior" to the camera, second add the script "ColorCorrectionPro" to the camera.

"Color Correction Pro" allows you to customize:

- Hue, saturation, lightness, brightness, contrast, gamma
- Sharpness, temperature, threshold
- Color balance
- RGB channels, in the form of curves
- Input and output levels
- Photo filter
- LUT filter
- Ramp filter

In the "LUTs" and "Ramps" directories, there are textures for the LUT and Ramp filters.
28 LUT textures and 20 Ramp textures.

LUT's includes:

- Autumn, Winter, Spring, Summer
- Arctic, Ice, Tropical, Green Field
- Sunny Day, Sunrise, Sunset, Moon Night
- Cyber, Modern, Dream, Nostalgic, Serenity, Lemon, Swamp
- Post War, Red Zone, Sci Fi, Wild West
- Pencil, Grayscale, Black And White
- Old Photo, Retro

To use "Color Correction Pro", drag and drop "ColorCorrectionPro.cs" script to a camera or click "Add Component" -> "Image Effects" -> "Color Adjustments" -> "Color Correction Pro".

Version history

0.9.8 beta (Apr 27, 2020):

- fixed bug in the LUT filter interface
- added 4 LUT textures for LUT filter

0.9.7 beta (Oct 17, 2019):

- updated script interface
- optimized script code, enhanced performance
- mobile ready

0.9.6 beta (Oct 3, 2018):

- fixed a bug that caused regular performance spikes and to a frequent run of the garbage collector

0.9.5 beta (Jul 27, 2018):

- fixed bug in the photo filter interface
- added presets for LUT and ramp filters

0.7 beta (Aug 23, 2017):

- first beta version

Asset url: <http://u3d.as/DGV>

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