

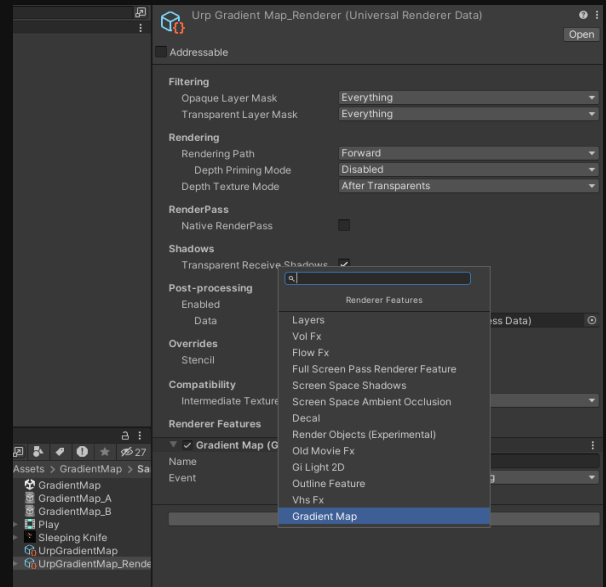
GradientMap

Post Effect for Unity Urp and VolFx by **NullTale** + ✨
Quick Guide

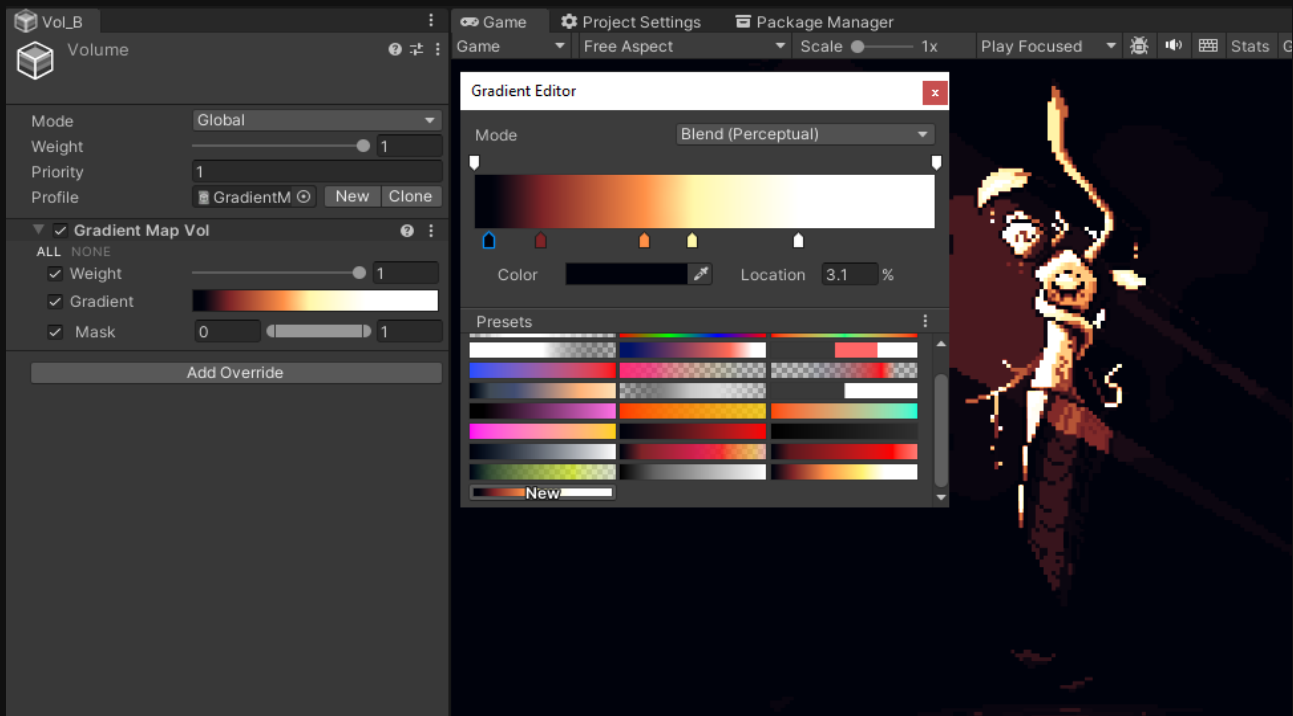
Add **GradientMap** render feature to
UrpRenderer

* note that UrpAsset can be overridden by
Unity **QualitySettings**

The concept is taken from graphic editors when an
image a colored
by gradient from their grayscale values (gradient
map in photoshop)



Configure **GradientMap** settings via VolumeProfile to colorize image source



Gradients a support runtime blending and can be used for palette swapping,
creating short fx events or static pulsing of light.