Lens Effects – Dirt and Bloom

Description

Lens Effects – Dirt and Bloom is a simple but effective Post Process Image Effect pack for Unity that stimulates onscreen Dirt, Bloom and Chromatic Aberration effects in your game, with a customizable editor.

Features

- Single or combined Lens Effects using Dirt, Bloom and Chromatic Aberration.
- Includes Diffraction Effect to stimulate sun light glare on lens.
- Creates 128 + 15 unique Lens Effects.
- Multi Lens type option – Blur or Chromatic
- 16 + 15 Dirt Lens Textures and 8 Diffraction Lens textures.
- Scalable options to control various parameters like type of Lens effect, Lens and Diffraction textures, Intensity levels, Tint, Threshold, DownSample rate among others.

How it Works

To create the effect, simply select the Main camera in the Hierarchy window. Go to Components >> Image Effects >> Lens Effects >> Dirt and Bloom. Clicking on Dirt and Bloom will add the effect to the camera.

Quick Start

To customize, simply go to Inspector window of Main camera. Here you can adjust how the lens effect is rendered by altering the textures and intensities in the chosen lens effect's settings menu.

Setting Paramaters

Settings are broadly defined into Lens Effect Settings, Diffraction Settings and Advance Settings. To begin with, first select the type of Lens Effect.

Bloom Only

Bloom Intensity – Use this to vary the bloom intensity in the scene.

BloomTint – The color shade you want to add to the bloom effect. Default should be kept as white.

Chromatic Aberration Only

Chromatic Intensity – Use this to vary the chromatic aberration intensity in the scene.

Dirt Only

Dirt Texture – Use to add the dirt effect to the camera in the scene. Use plain textures that are for dirt effect only or textures from 'UseWithDiffraction' folder, which should be used when using diffraction effect as well.

Lens Saturation – Adjust lens saturation.

Lens Intensity – Use to vary lens effect intensity in the scene.

Lens Bloom – Use to add bloom effect to the Lens. (Different from Bloom Intensity, which adds bloom to the scene as a whole)

Diffraction Texture – Use to add the diffraction texture to the camera in the scene. Use textures from 'Diffraction' folder under Textures.

Diffraction Intensity – Use to vary diffraction effect intensity in the scene.

Diffraction Tint – Use to add color shade to the diffraction effect. Default color value should be kept as white.

Lens Type – Use to select lens type i.e., blur or chromatic aberration.

Threshold – Use to control threshold of the lens effect.

Downsample – Use this to change downsample rate.

Halo Intensity – Use to control halo reflection on the lens. Best use with diffraction textures.

Blur Intensity – Use to control blur reflection on the lens.

Dirt And Bloom

Dirt + Bloom settings.

Dirt And Chromatic Aberration

Dirt + Chromatic Aberration settings.

Please note - In the package under Textures, there are two different folders Diffraction and Lens which have textures for use with Diffraction and Lens effect. Lens folder further has folders Plain and

UseWithDiffraction. Here textures are categorized plain, which doesn't require diffraction and the others to be used while using diffraction. It is arranged such purely to create the best lens effects.