



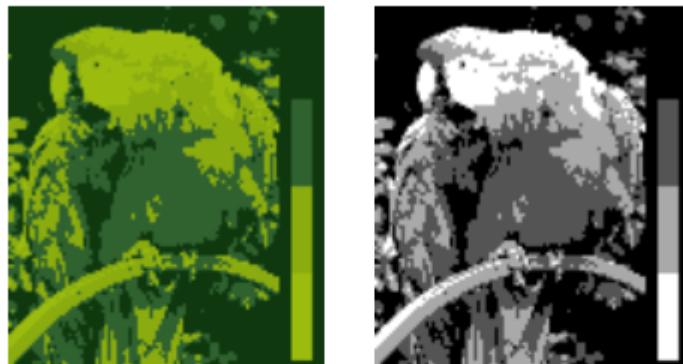
# GameBoy Effects for Unity Documentation

## What is it?

- GameBoy Effects for Unity allows you to add a GameBoy Filter effect to your 3D game in a seconds.
  - We **made 8 different 4-shade palettes but you can also create your own easily.**
- This product is **not intended** for 2D games. **Only 3D Games using 3D Pipeline.**

GameBoy Effects for Unity is based on how the original GameBoy works, it uses a monochrome 4-shade palette.

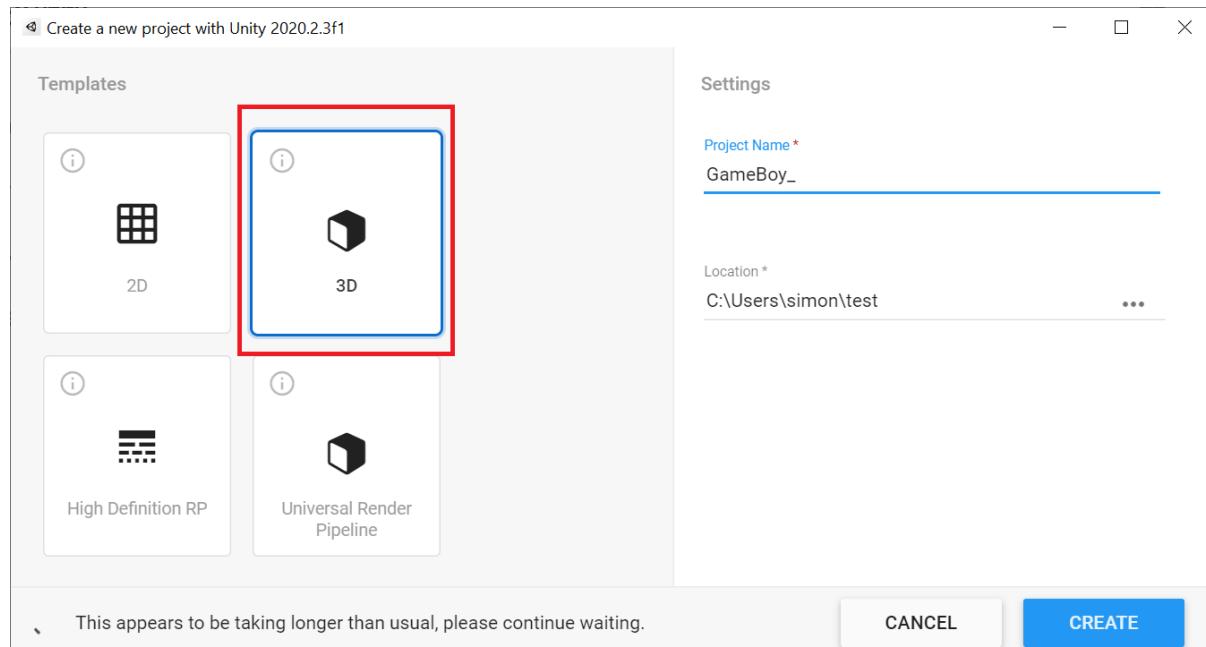
## Original Game Boy Game Boy Pocket



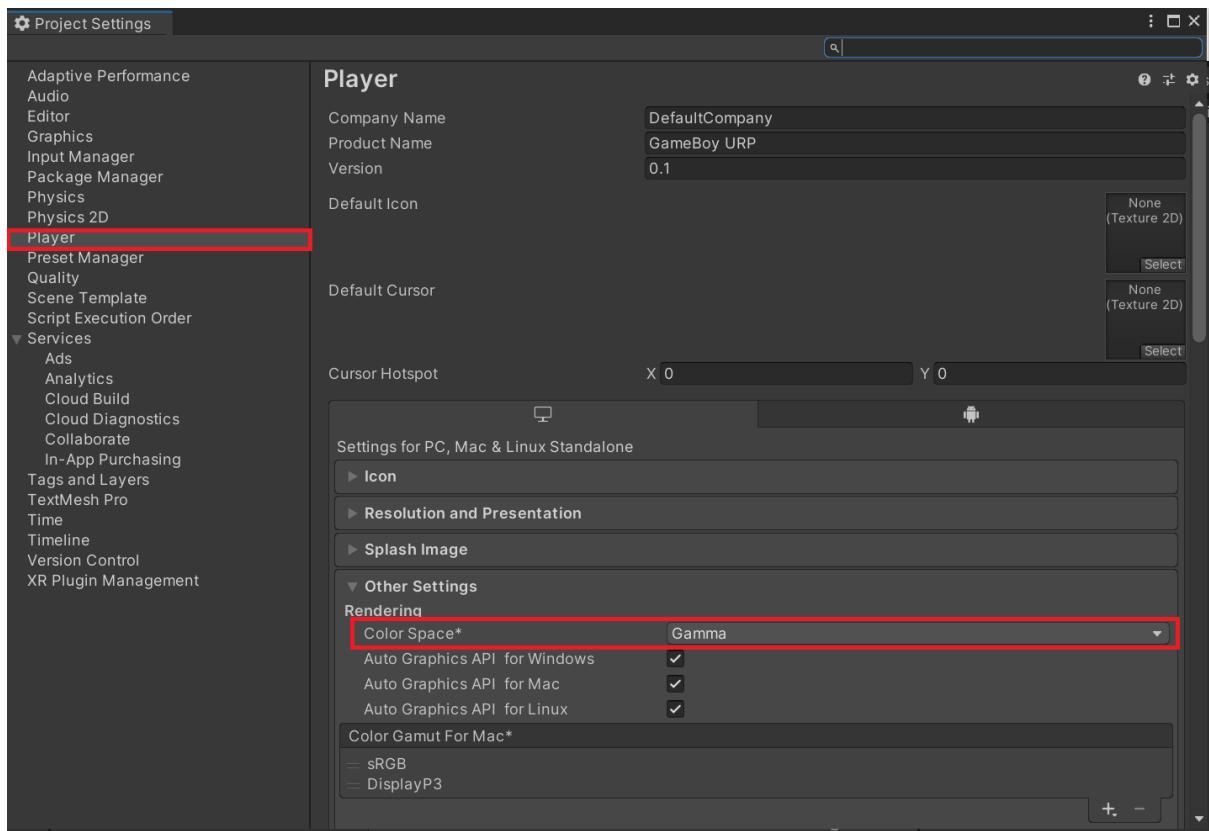
<b>Original Game Boy Hex / Binary</b>	0x0 00	0x1 01	0x2 10	0x3 11
<b>Game Boy Pocket Hex / Binary</b>	0x0 00	0x1 01	0x2 10	0x3 11

## How to use it?

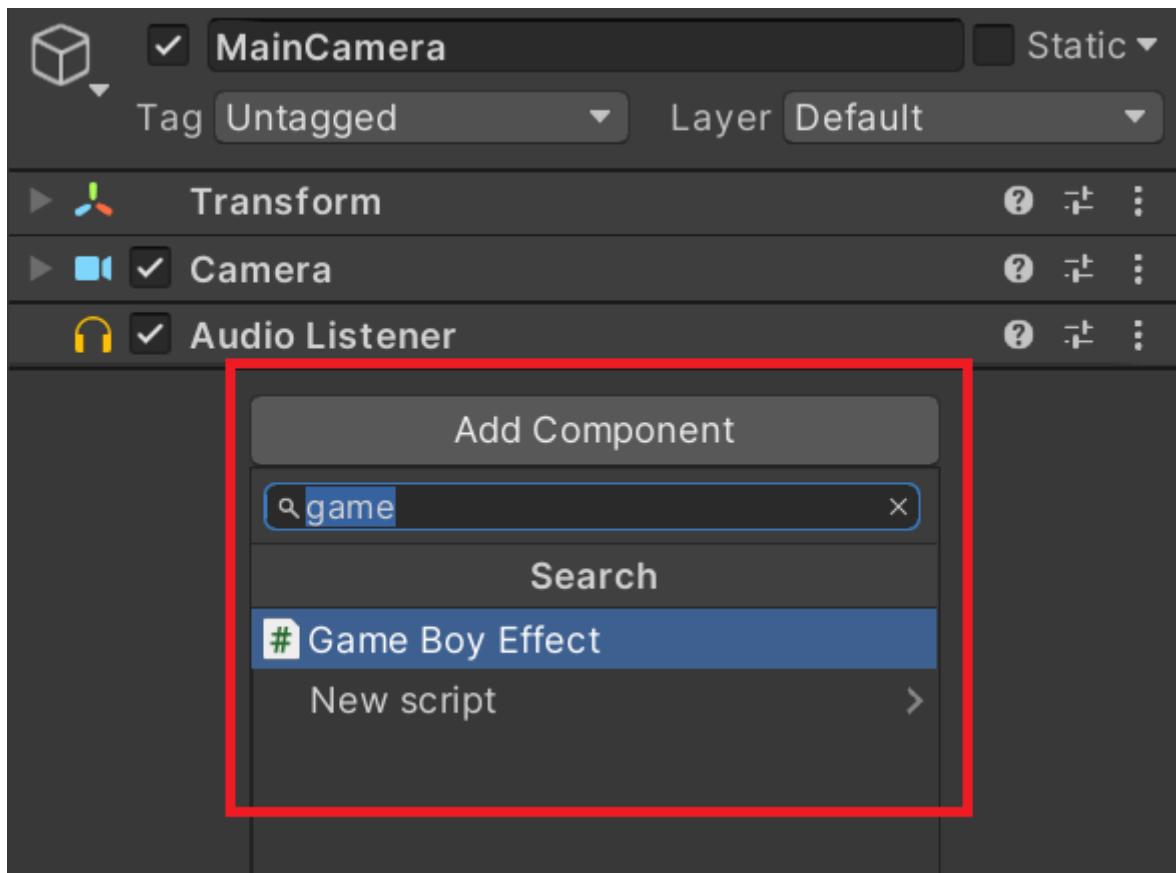
- Create or open your Unity Project (3D Pipeline only).



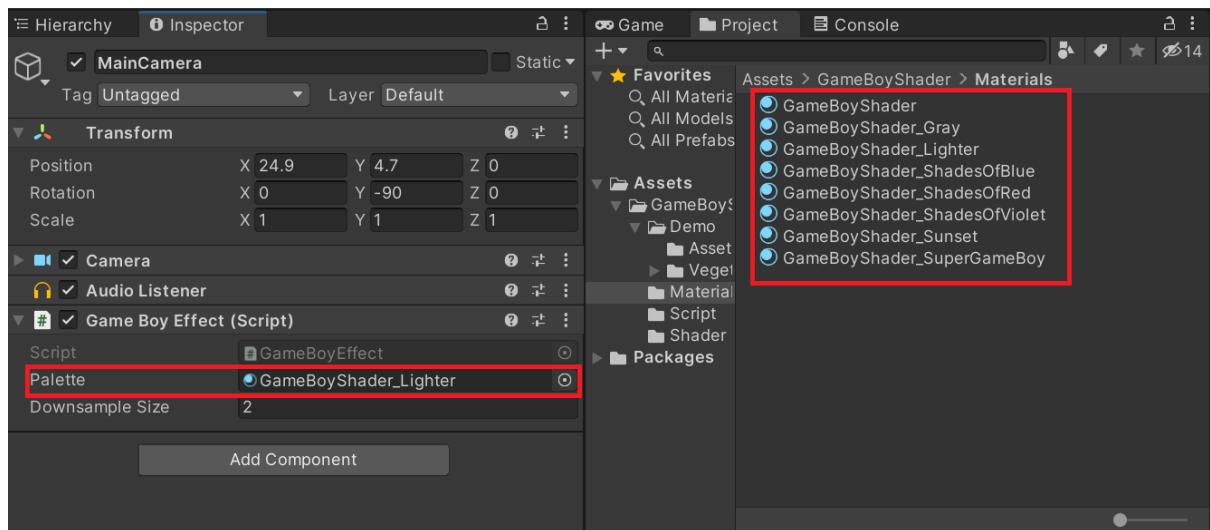
- Import the Package file to your Unity Project.
- In *Edit>Project Settings>Player*: Change Color Space to Gamma.

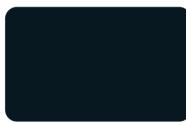
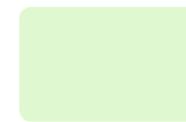
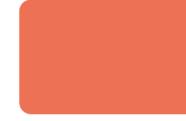


- In your Scene, select your Camera and **Add component "GameBoy Effect" script.**

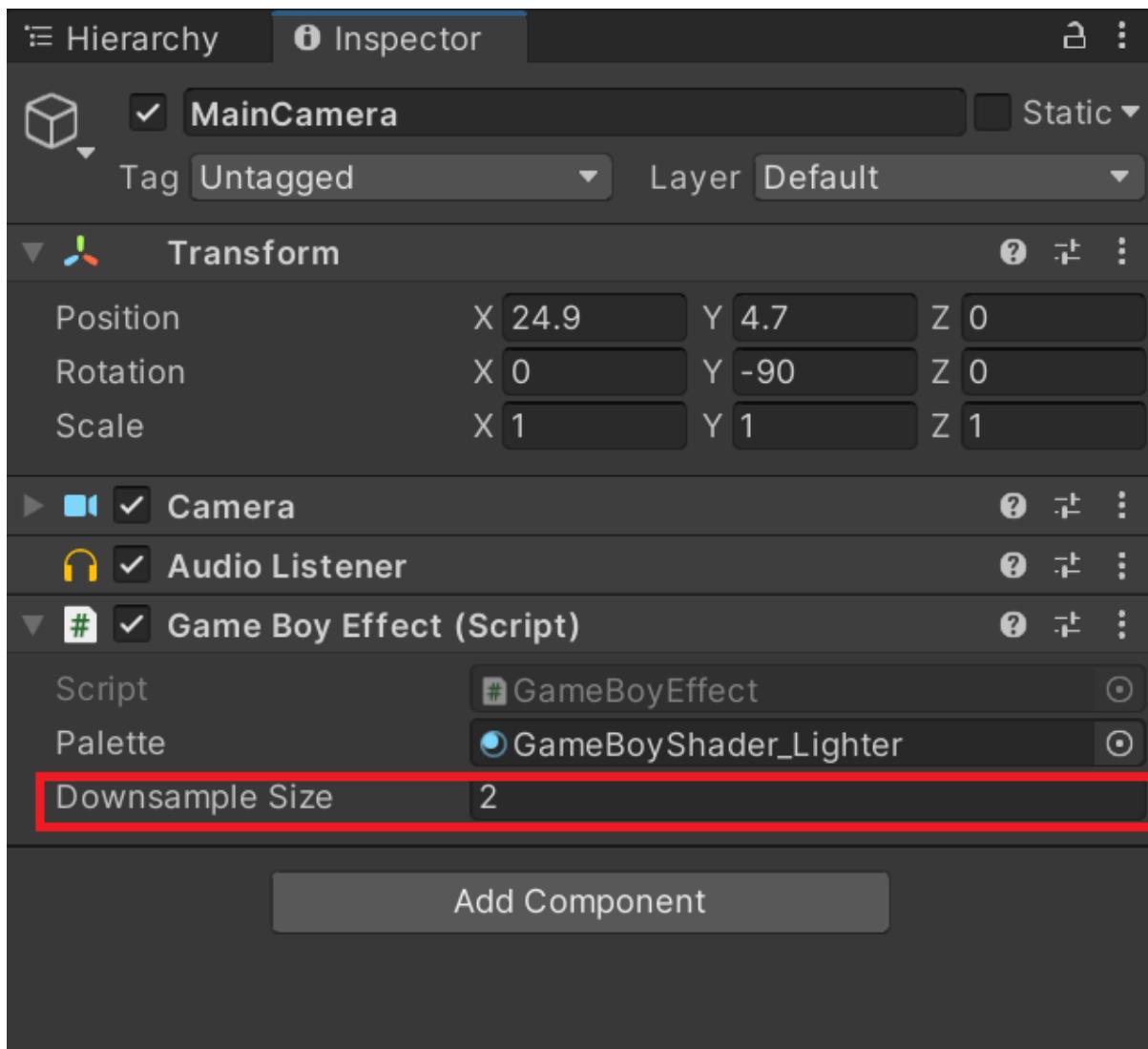


- Select the palette you want to use and drag and drop to Palette:
- GameBoyShader>Materials>

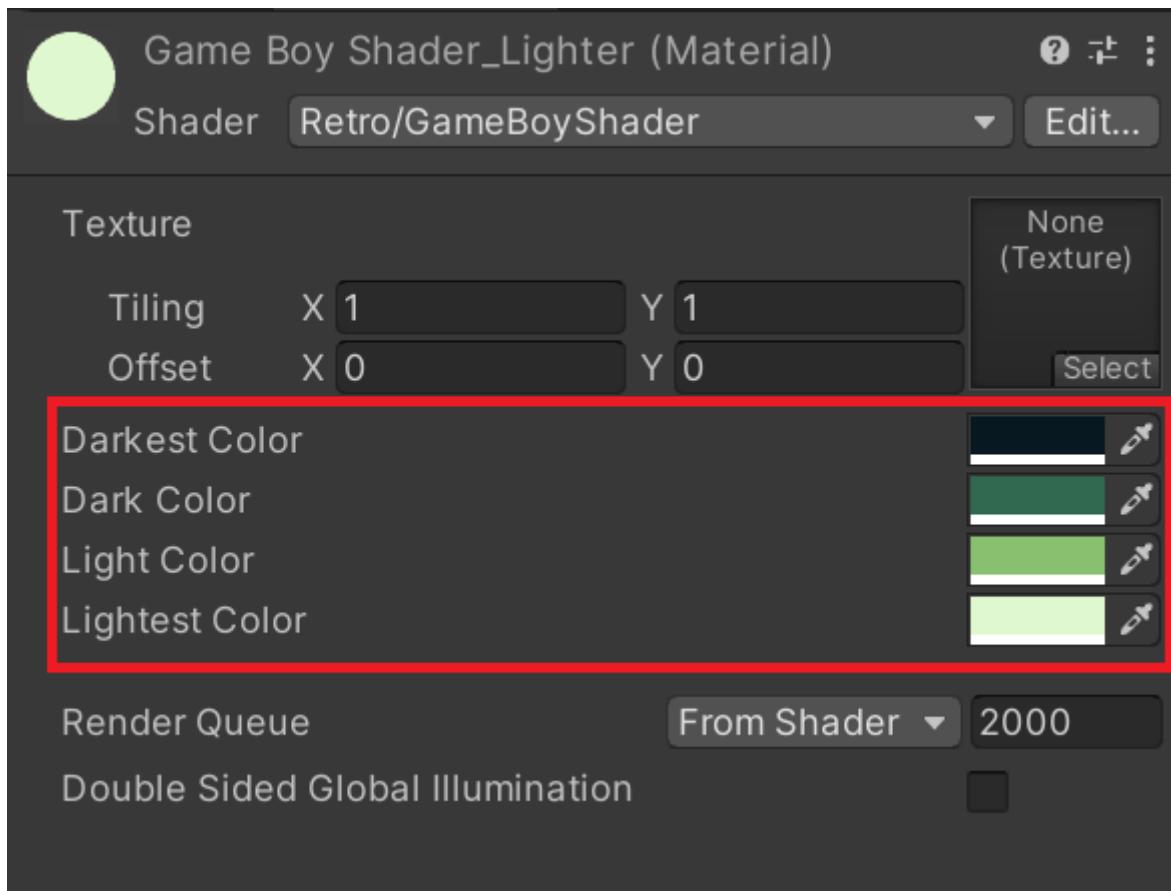


GameBoy				
	#0F380F	#306230	#8BAC0F	#9BBC0F
GameBoy Lighter				
	#081820	#306850	#88C070	#E0F8D0
GameBoy Gray				
	#202020	#929292	#AEAEAE	#D8D8D8
Super GameBoy				
	#15017A	#F50A83	#FD9584	#E0D9C6
Shades of Blue				
	#511A68	#6752CB	#6DA0DD	#9BEBEB
Shades of Red				
	#6B1806	#B52A0B	#E8360E	#EC7155
Shades of Violet				
	#380000	#8000A0	#D880D8	#B8D0D0
Sunset				
	#501800	#F80000	#C08048	#F8F8A8

- **Select the level of pixelization** you want by tuning *Downsample Size* (2 by default). The higher *Downsample Size* → the more pixelated.



- If you want to create your palette, **just duplicate one of the GameBoyShader material and modify the colors.**



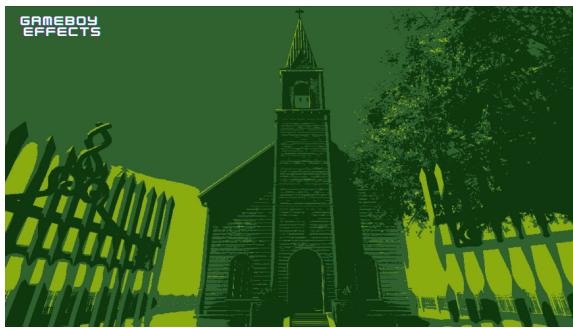
- Just hit play and see the results.

- **Experiment and have fun!**

## Best Practices and advice

- Use a directional light as the main source of light and **add point light where you think it's too dark.**
- If you want to find good palette color (we provide 8 different ones) **you can check these 2 websites:**
  - <https://wildleoknight.itch.io/super-game-boy-palettes>: lists the original Super GameBoy color palettes.
  - <https://color.adobe.com/create>: to find good color combinations.

## Examples



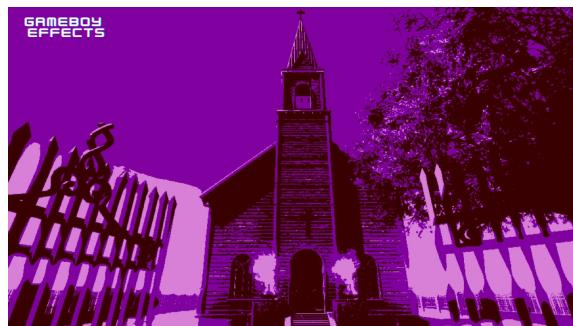
GameBoy Palette



GameBoy Lighter Palette



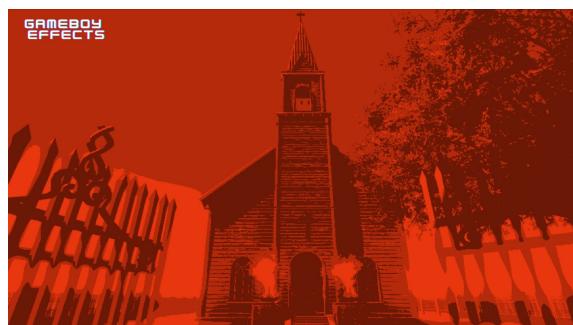
GameBoy Grey Palette



Shade of violets Palette



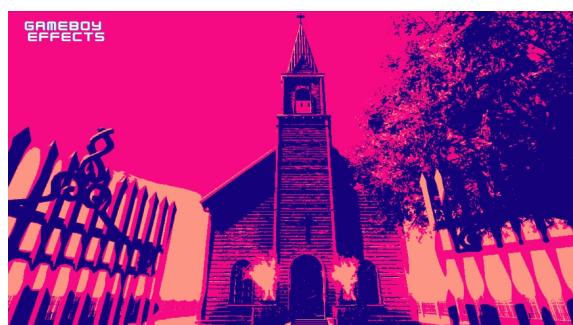
Shade of blues Palette



Shade of reds Palette



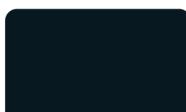
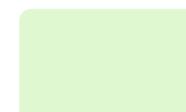
Sunset Palette



SuperGameBoy Palette

## The palette

- The different palettes are accessible in:
  - GameBoyShader > Materials:

GameBoy				
	#0F380F	#306230	#8BAC0F	#9BBC0F
GameBoy Lighter				
	#081820	#306850	#88C070	#E0F8D0
GameBoy Gray				
	#202020	#929292	#AEAEAE	#D8D8D8
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	#6B1806	#B52A0B	#E8360E	#EC7155
Shades of Violet				
	#380000	#8000A0	#D880D8	#B8D0D0
Sunset				
	#501800	#F80000	#C08048	#F8F8A8

## License

Demo assets:

- Old Oaks: Simonini Thomas, Made with MTree is licensed under Creative Commons Attribution (<http://creativecommons.org/licenses/by/4.0/>).
- Cabin: from Flooded Grounds in Unity Asset Store.

**If you have questions or feedback you can send me a mail at [help@simoninitomas.com](mailto:help@simoninitomas.com)**

**Keep Learning, Stay Awesome!**