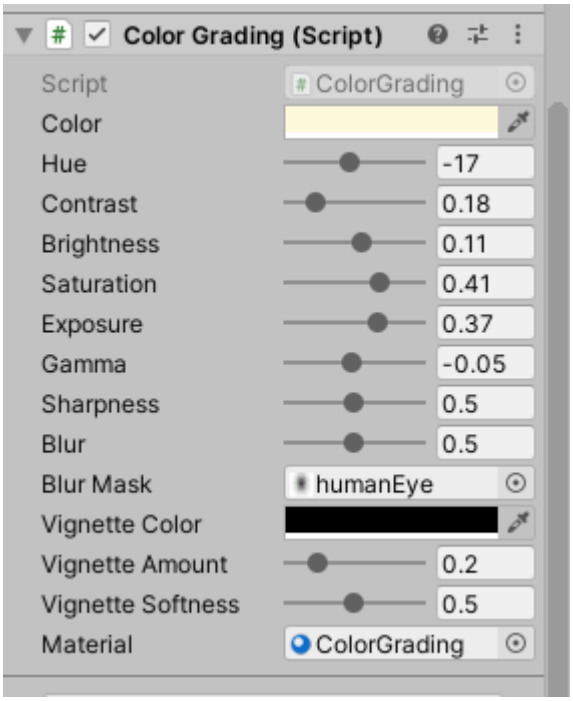
MOBILE COLOR GRADING

In this package color grading shader which can be whether applied for mobile or desktop applications. Most of the shaders were optimized to run smothly on mobile, with idea of keeping the proper quality.

How to apply:

1. **Add ColorGrading.cs to the Camera object**



2. Attach the **ColorGrading** material to the material

PARAMETERS

- **COLOR –** color of the image
- **HUE –** change the hue
- **CONSTRAST –** change the constrast
- **BRIGHTNESS –** change the brightness
- **SATURATION –** change the saturation
- **EXPOSURE –** change the exposure
- **GAMMA –** change the gamma

- **SHARPNESS -** change the sharpness
- **BLUR –** level of blur on your scene
- **BLURMASK-** Mask texture is greyscaled texture, used by blur shader. Darker the area, less blur will be applied to that area in final image. Strongly advice for mobile to have at least some areas not blurred, to increase the performance.
- **VIGNETTE AMOUNT –** blacks out the edges of the image
- **VIGNETTE COLOR** – the color of the vignette effect
- **VIGNETTE SOFTNESS** – softness of the edges of the vignette
- **MATERIAL–** here just select the PostProcessing material

Tested in the 40k polugonal scene, with 68 materials applied to 50 gameobjects and one Directional light we have this results on Meizu M2 Note(Octa-core 1.3 GHZ ARM Cortex-A53, Mediatek MT6753, GPU Mali-T720MP3, RAM 2 GB)

Color Grading works approximately at 45-55 fps.