# GaussianBlur

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

# Contact

Questions, suggestions, help needed?

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# Description/Features

A GaussianBlur effect for UI Components.

- Adjust Blur and Lightness using C# or JS
- Add alpha mask for different shapes!
- Adjust Quality for mobile/low-end hardware
- Unity Free friendly.
- Fully commented C# code.
- Awesome demos!

# Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

please do not re-distribute.

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- Use Material
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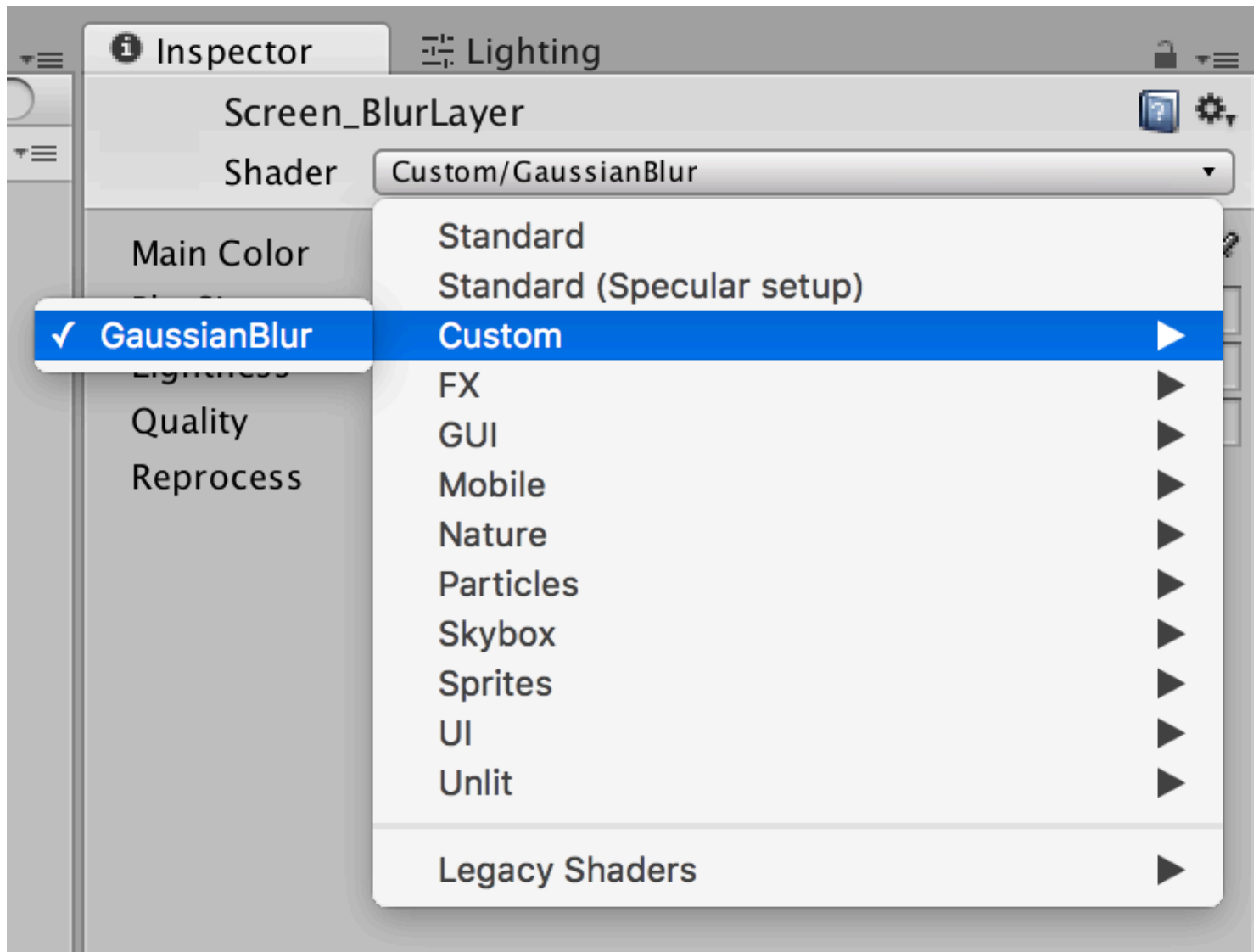
# How to Use

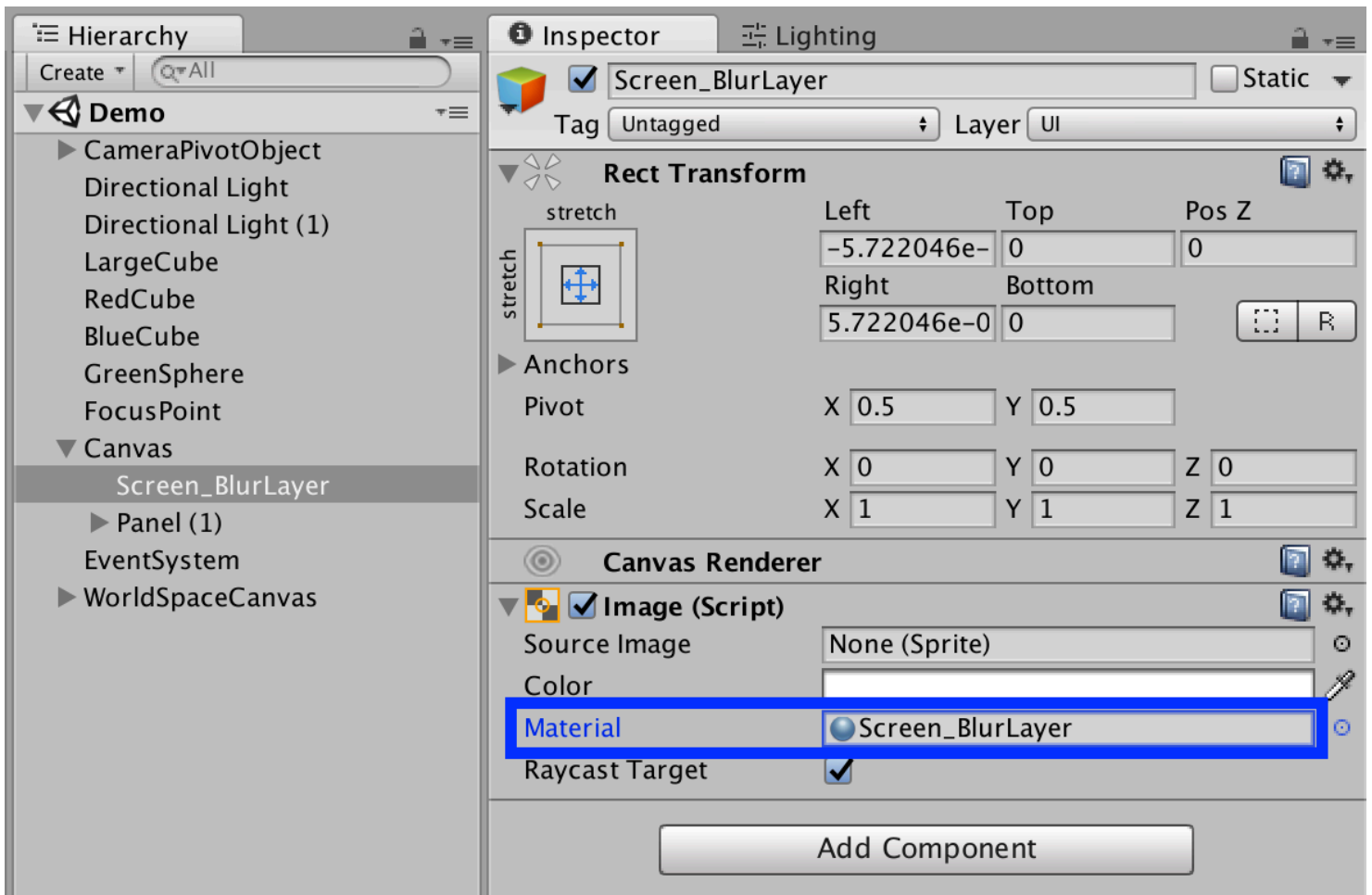## Create Material

Create a new material, name it as needed.
Assign the GaussianBlur shader to it.



## Use Material

Assign the new material to an image within your canvas.

## Change Material via Script

This Shader has 5 properties.

1. _Color

    - This is the Tint Color of the shader.
    - For best uses maintain a low alpha.

2. _BlurSize

    - Amount of Blur

3. _Lightness

    - How light/dark the material should be.

4. _Quality

    - the Quality of the blur.

- Use low number for mobile/low-end devices

5. _Reprocess
   - Reprocess the blur

**Examples:**

```csharp
//set the color
ScreenBlurLayer.SetColor("_Color",Color.red);

//set the BlurSize
ScreenBlurLayer.SetFloat("_BlurSize",30f);

//Set the Lightness
ScreenBlurLayer.SetFloat("_Lightness",0.2f);

//Set the Quality
ScreenBlurLayer.SetFloat("_Quality",4.0f);

//Reprocess the Blur...true/false
ScreenBlurLayer.SetFloat("_Reprocess",1f); //true
ScreenBlurLayer.SetFloat("_Reprocess",0f); //false
```

Please see the DemoSliderControl.cs script for more information.

For more information about materials please see https://docs.unity3d.com/ScriptReference/Material.html