



Find the look you are looking for for your games with this collection of LUTs (*Look Up Table*). Don't forget to consult the [online help](#) for more updated and completed documentation.

♥ If you like this asset, write a review in the store ♥

Requirements

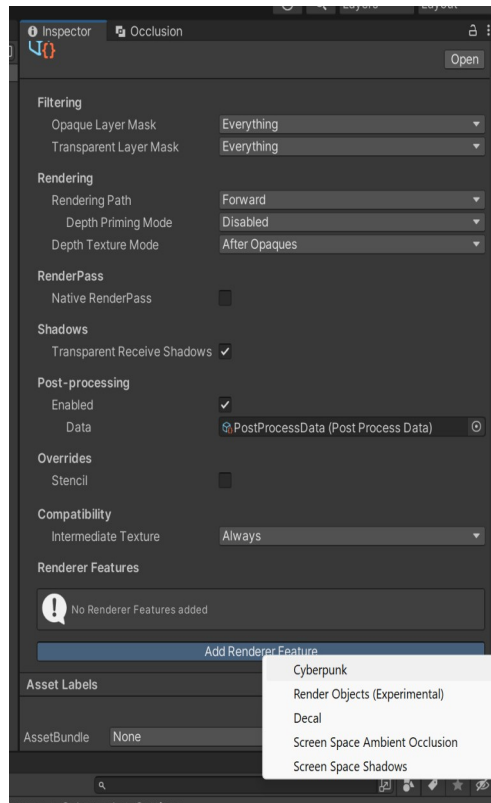
All '**LUTs**' effects are developed for '[Universal Render Pipeline](#)' (or URP)', which means they will **not work** with Built-In, or HDRP.

You will need to have URP version 12.1 or higher installed. If you don't know how to do it, I recommend you to follow this [official tutorial](#).

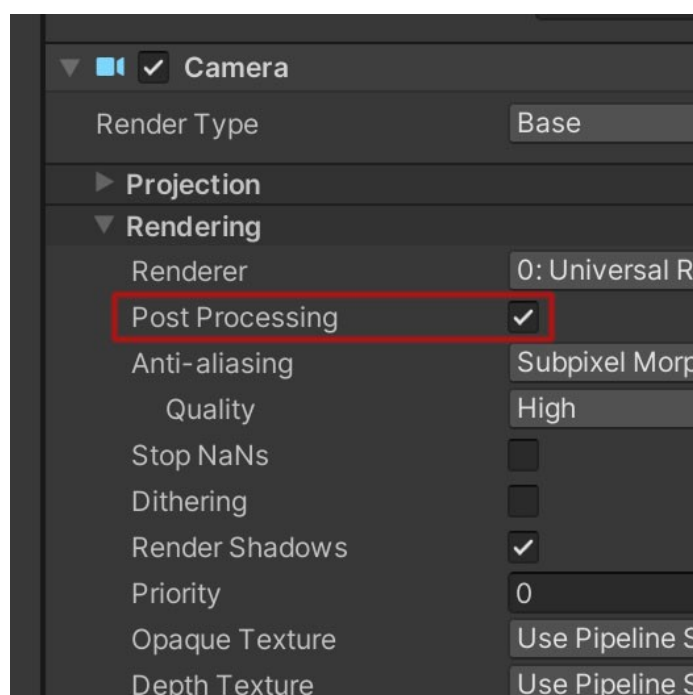
All LUTs are 3D textures, so the hardware must support it (+2014).

Using them in the Editor

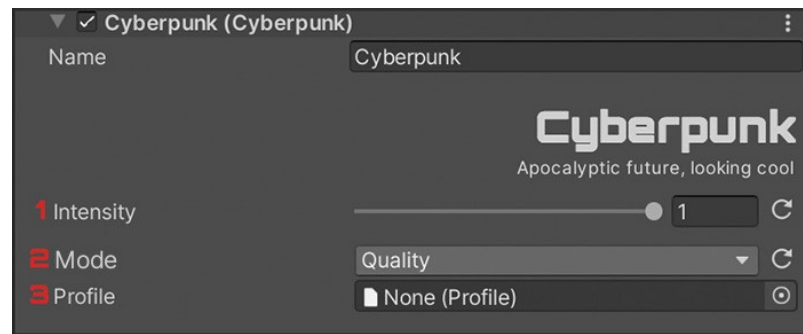
Once installed, you have to add the effect you want to use from '**LUTs**' as a '**Render Feature**'. This [official tutorial](#) tells how to do it.



Remember that the camera you are using must have the '*Post Processing*' option enabled.



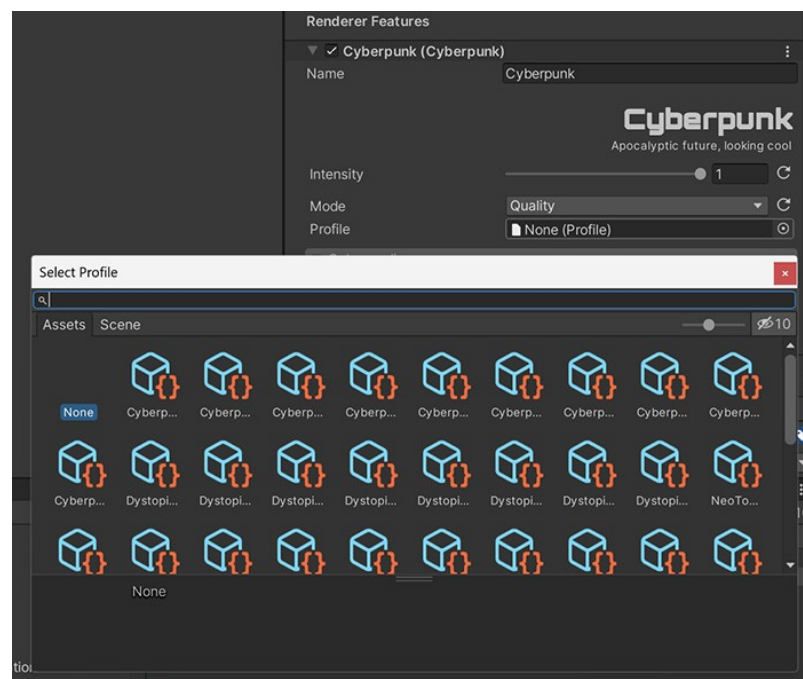
All '**LUTs**' have an inspector similar to this one:



With the intensity (1) set to 1.0 the effect is fully applied, with 0 it is deactivated and with the intermediate values you get a mix between the original and the final image.

There are two modes (2), the quality mode and the performance mode. The first one uses high resolution 3D textures, while the second one uses smaller versions. For VR and mobile I recommend the second mode.

Each lut is contained in a *profile* that you can find in the '*Profiles*' folder. By clicking on '**Profile**' (3) you will see all the available ones.



Using them in code

You can also handle '**LUTs**' effects by code. The first thing you will have to do is to add the namespace of the effect you want to use.

They are all of the style 'FronkonGames.LUTs.XXXX', where XXXX is the name of the effect. For example, if the effect you want to use '**Cyberpunk**' the code would be:

```
using FronkonGames.LUTs.Cyberpunk;
```

And with this code you could check if the effect is added, and if it is not, add it.

```
if (Cyberpunk.IsInRenderFeatures() == false)  
    Cyberpunk.AddRenderFeature();
```

To modify any of the effect parameters, you must first request its **settings**. In the following example we change the intensity of the effect by half.

```
Cyberpunk.Settings settings = Cyberpunk.GetSettings();  
  
settings.intensity = 0.5f;
```

If you are using an effect other than '**Cyberpunk**' just change it to its name. Check the source code comments for more information.

Support

Consult the [online documentation](#) to access a more updated and complete version of this help.

Do you have any problem or any suggestions? Click on "**support**" or send me an email to fronkongames@gmail.com and I'll be happy to help you.

Remember that if you want to inform me of an error, it would help me if you sent to me the [log file](#).

Thanks for your interest in my asset!