

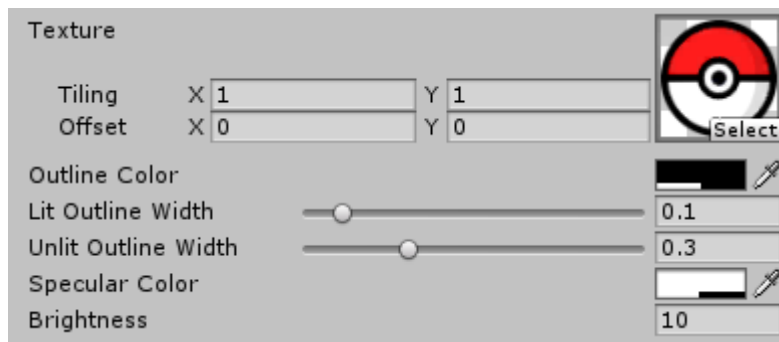
FAST CAMERA MOTION BLUR

This package consists of two cartoon shaders. These shaders are among the fastest in the market. During development the main goal was to aximally optimize the well-known toon shading technigue, keeping the quality of the final image. The shader was tested on the low-end mobile device in loaded scene.

Shaders:

- **CartoonPixel** – toon shader where the most of the computation made in fragment shader. Runs at **48-56 fps** on low-end device(Meizu M2 Note)
- **CartoonVertex** – toon shader where the most of the computation made in vetex shader. Runs at **55-59 fps** on low-end device(Meizu M2 Note)

PARAMETERS



- **OUTLINE COLOR** – The color of the outline on the object
- **LIT OUTLINE WIDTH** – The width of the outline in lightened part of the object. **Note that the values in the CartoonPixel and CatroonVertex may have different values for this parameter.**
- **UNLIT OUTLINE WIDTH** – The width of the outline in unlightened part of the object. **Note that the values in the CartoonPixel and CatroonVertex may have different values for this parameter.**
- **SPECULAR COLOR** – The color of the light. **Note that to make it look more realistic you should decrease the alpha.**
- **BRIGHTNESS** – The glossiness of the object

All the testing was made on low-end mobile device Meizu M2 Note in the scene with:

- 101 **different gameObjects**,
- 101 **different Materials**,
- 51 **different Textures**,
- 1 **Directional Light(realtime)**,
- **approximately 45k polygons**