

# RETRO SHADER **HORROR STYLE**



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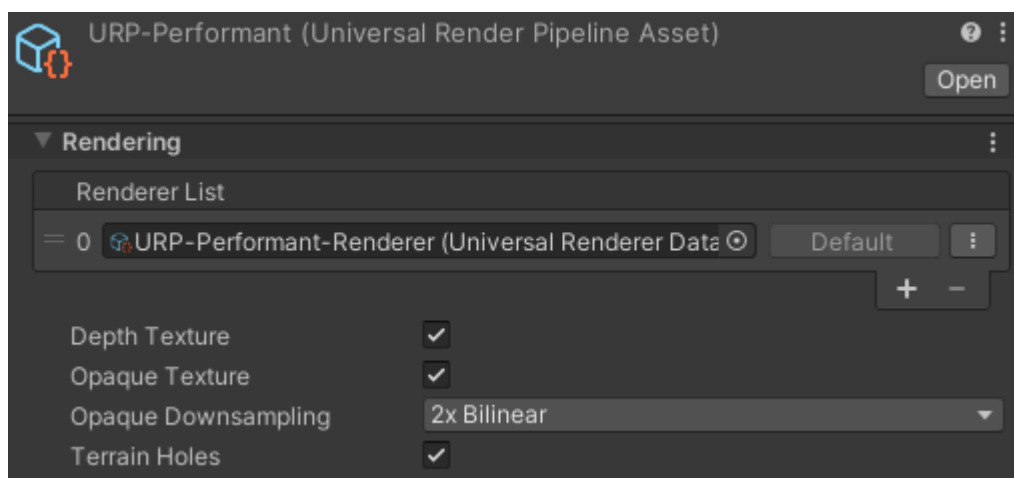
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**System requirements:**

Unity version 2022 onwards, Universal Render Pipeline only.

## **Prerequisites:**

For all shaders to work correctly, it is important to enable the Depth texture and opaque texture option in your active rendering channel. If you don't know how to do it, you can see the following tutorial that explains everything in detail.



## **Components:**

The package is composed of a series of shaders for the active rendering channel feature in the scene and a shader for the objects in the scene.

**Retro Shader:** Shader for the objects in the scene.

**Albedo:** The base color and texture.

**Noise:** Random patterns for retro Swedish effect on textures.

**Mask:** Texture that hides or shows specific parts of an object.

**Pixelate:** Produces a Reduce Resolution effect of an image

to simulate large pixels.

**Smoothness:** The appearance of smoothness.

**Dithering:** Technique to simulate additional colors by mixing pixels in an object.

**Screen Retro Shader:** Base shader for the feature with the essential effects.

**Pixelation:** Produces a Reduce Resolution effect on the screen to simulate large pixels.

**Color Resolution:** simulates a reduction in the palette of colors available on the screen, similar to the restrictions of a limited color palette.

**Foggy:** Refers to the fog or haze effect that can be applied to a scene to simulate dense atmosphere or distance.

**Dither:** Technique to simulate additional colors by mixing pixels in a scene.

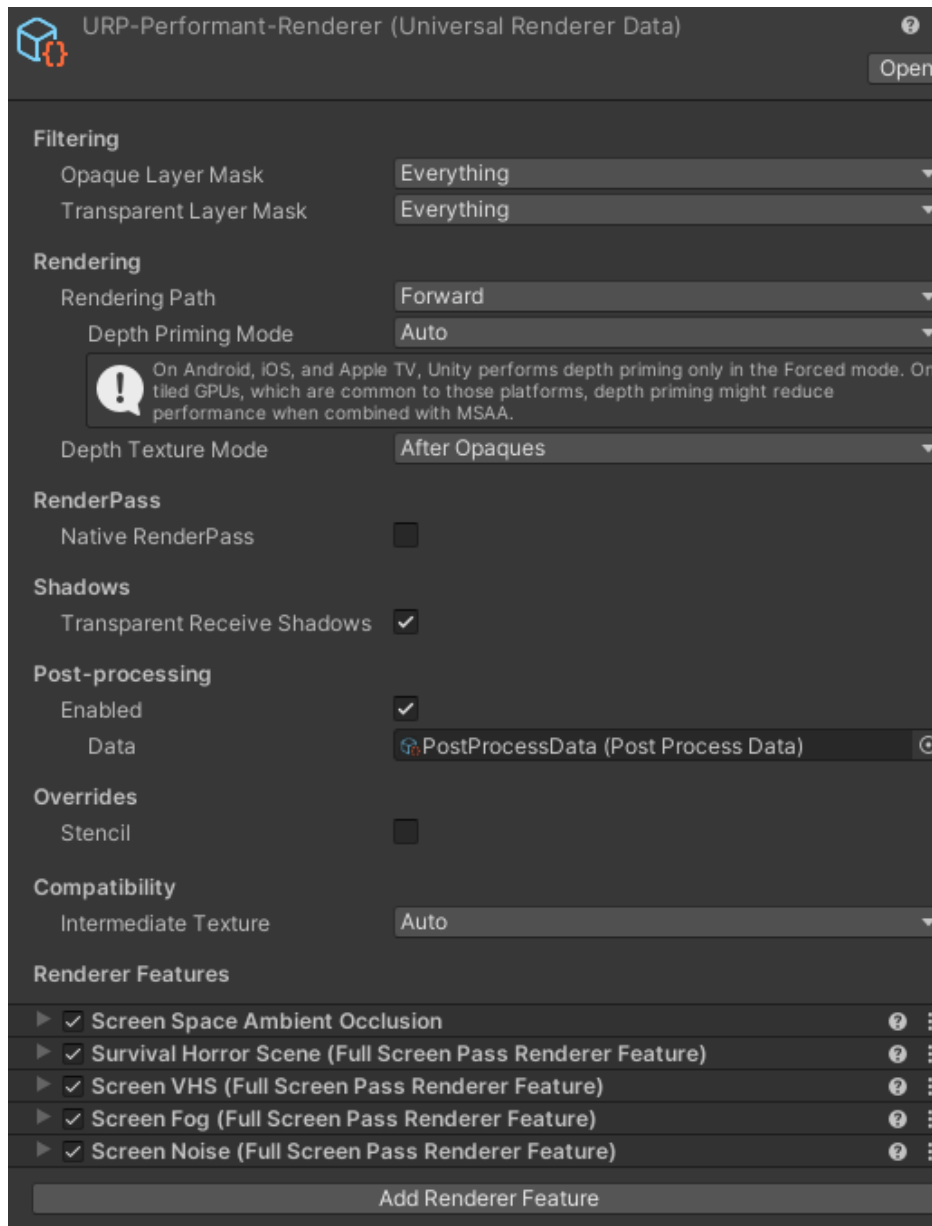
**Fog:** Static fog effect.

**VHS:** Old television effect

## **Quick-start:**

The package has several camera-focused shaders, and a shader for scene objects, all shaders starting with "Screen" must be assigned through a feature in your active render channel. If you

don't know how to do it, you can see the step by step in the tutorial at the end.



**Tutorial:**

<https://youtu.be/qvhKw0d6FC4>