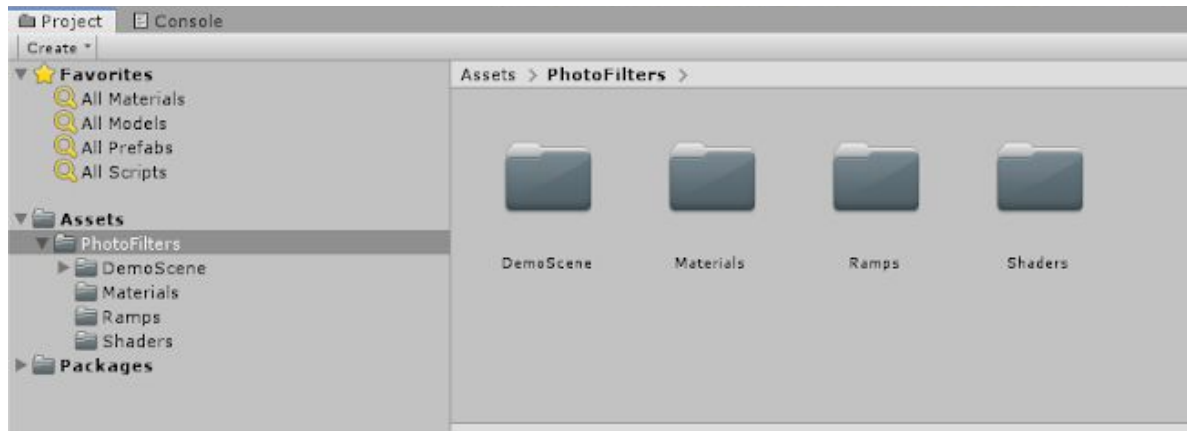


Photo Filters Mega Pack

Photo Filters Mega Pack is pack of 40 different photo filter materials. You can use this materials as post process effects or just independent material on object (photo frame or TV)

Asset structure



DemoScene - Just demo scene and related files (*could be deleted*)

Materials - all photo filter materials

Ramps - folder with volumetric textures where stored photo filter actions

Shaders - folder with shaders

How to use



Select any material in folder **Materials** and apply it into object.

Or you can use it in **Graphics.Blit(src, dst, mat)** as mat parameter for post processing. You can find example in **\\PhotoFilters\\DemoScene\\Script\\PostEffectController.cs**

Photo filters Examples

