

 **PixelationFx** Public

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master


1 Branch

0 Tags

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Code

 NullTale Update README.md	8a61ade · last week	33 Commits
Editor	VolFx compatibility	last week
Runtime	Assets naming	last week
Samples~	Initial commit	4 months ago
.gitattributes	Initial commit	4 months ago
.gitignore	Add Roundness and Crisp options	3 months ago
Editor.meta	Initial commit	4 months ago
LICENSE.md	Initial commit	4 months ago
LICENSE.md.meta	Initial commit	4 months ago
README.md	Update README.md	last week
README.md.meta	Initial commit	4 months ago
Runtime.meta	Initial commit	4 months ago
Samples.meta	Initial commit	4 months ago
package.json	Update package.json	2 months ago
package.json.meta	Initial commit	4 months ago

About

☐ Pixelation post effect for Unity Urp

- unity pixel retro shader screen
- vfx pixelization postprocessing urp
- post-effect pixelation

- Readme
- MIT license
- Activity
- 50 stars
- 1 watching
- 2 forks

Report repository

Releases

No releases published

Packages

No packages published

Languages



README

MIT license

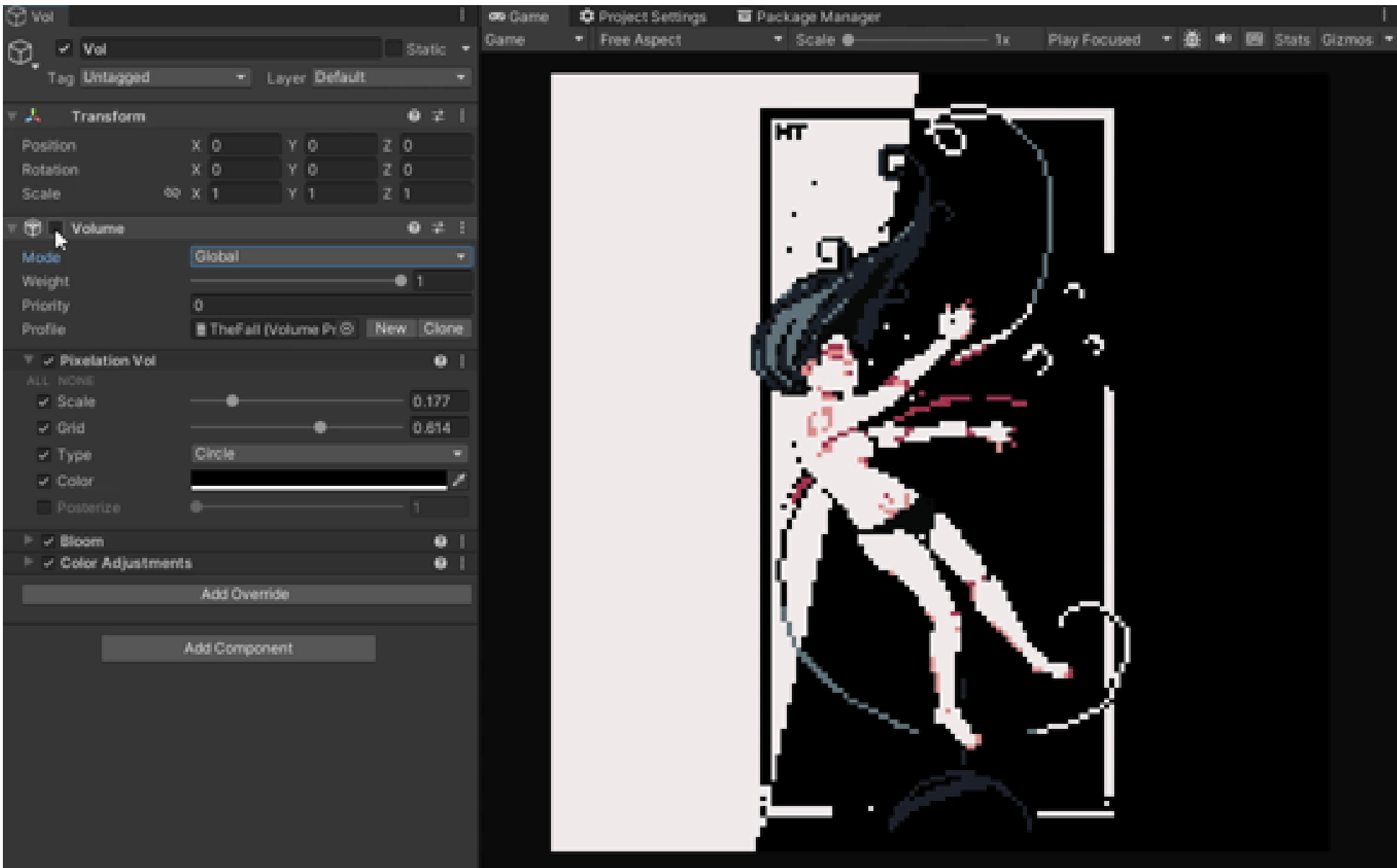
PixelationFx

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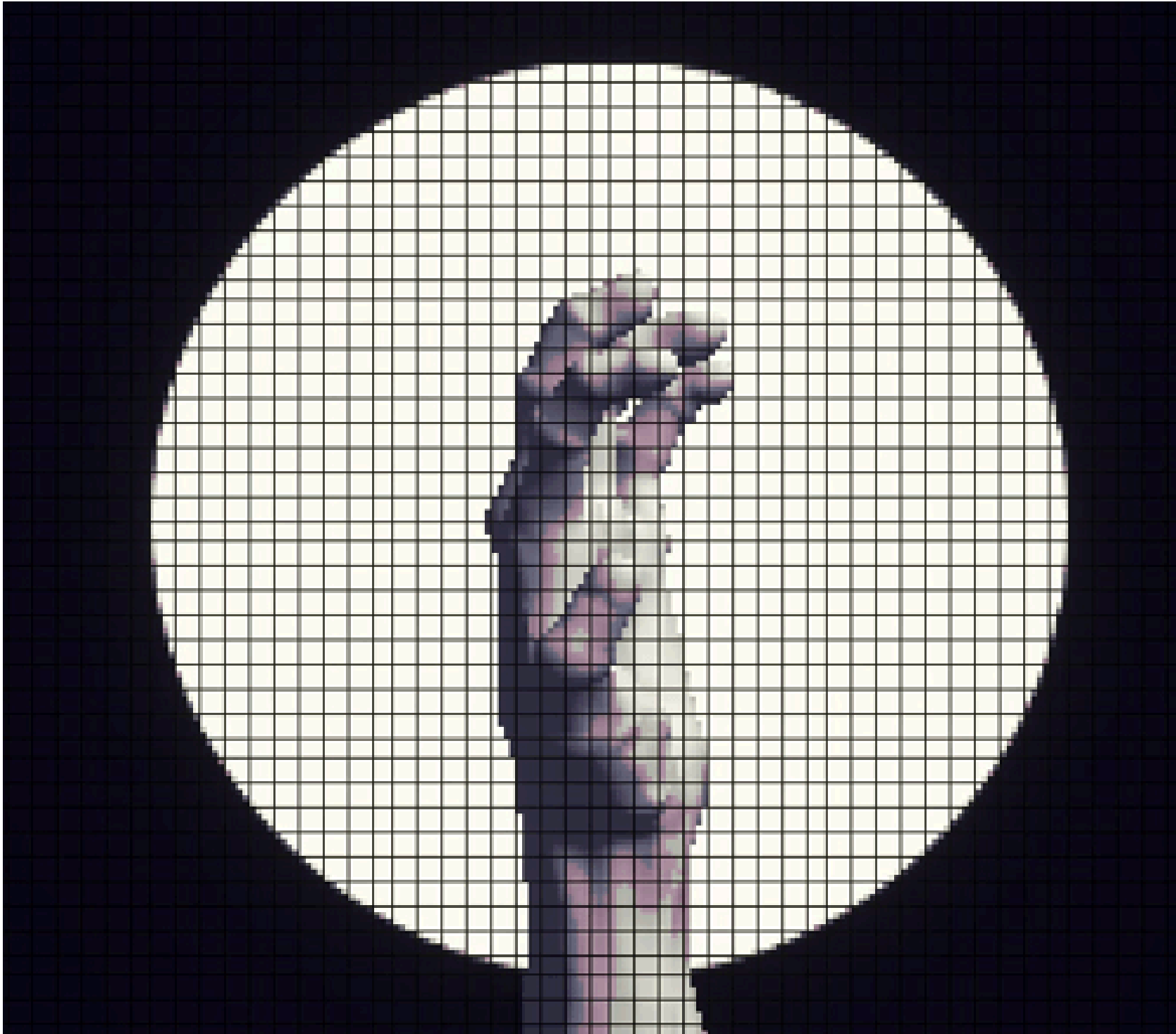
Discord

Support

Pixelation post effect for Unity Urp, controlled via volume profile
Works as render feature or a pass for selective post processing [VolFx](#)



3D pixelation with palettes (more pixelart palettes at [lospec](#))



Part of Artwork Project

- [Vhs](#)
- [OldMovie](#)
- [GradientMap](#)
- [ScreenOutline](#)
- [ImageFlow](#)
- [Pixelation]
- [Ascii](#)
- [Dither](#)
- ...

Usage

Install via Unity [PackageManager](#)
Add `Pixelation` feature to the UrpRenderer, control via volume profile

https://github.com/NullTale/PixelationFx.git

Render feature contains a few global parameters to control interpolation behavior and some settings

