

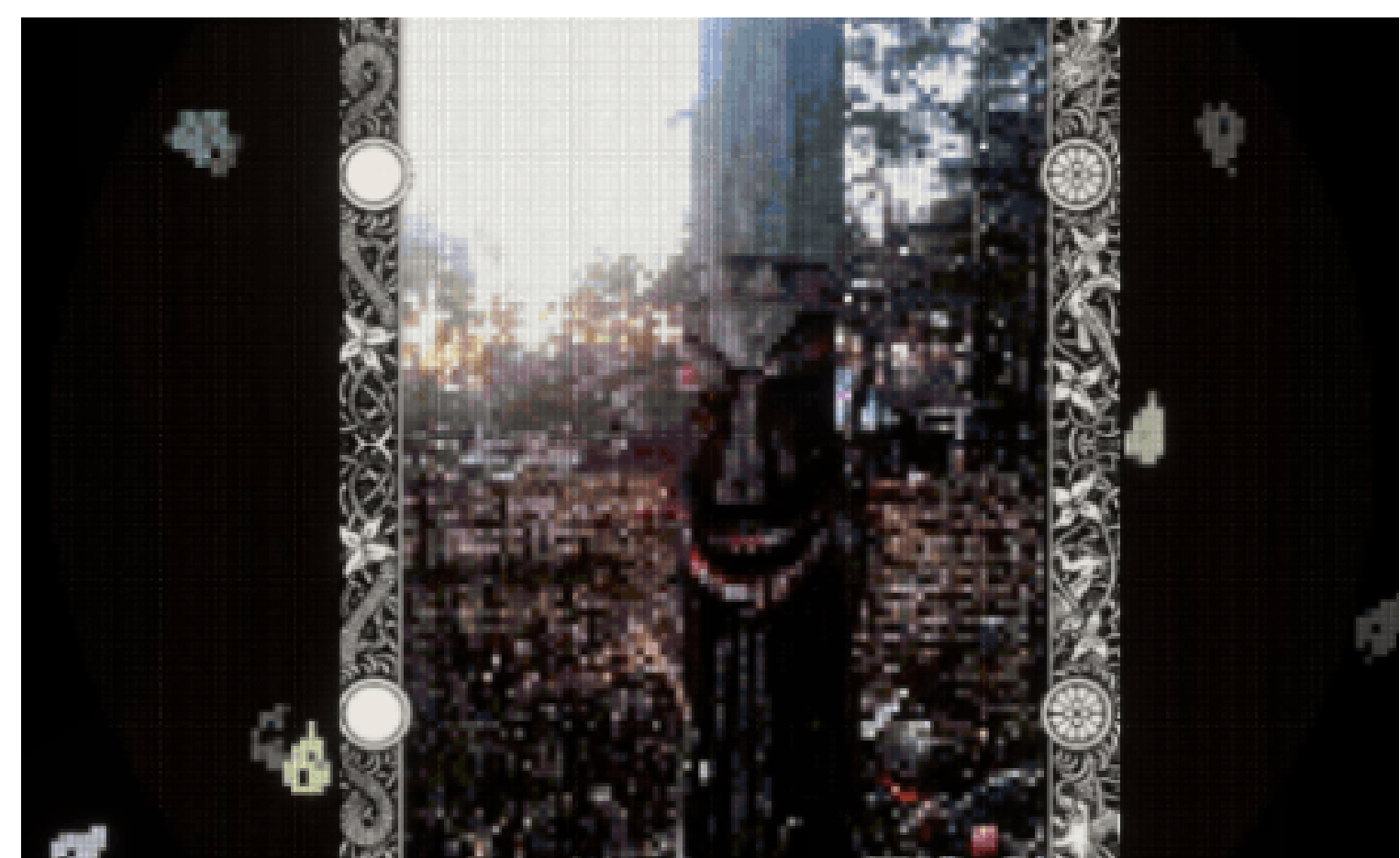
☆ Star 9

months ago

AsciiFx

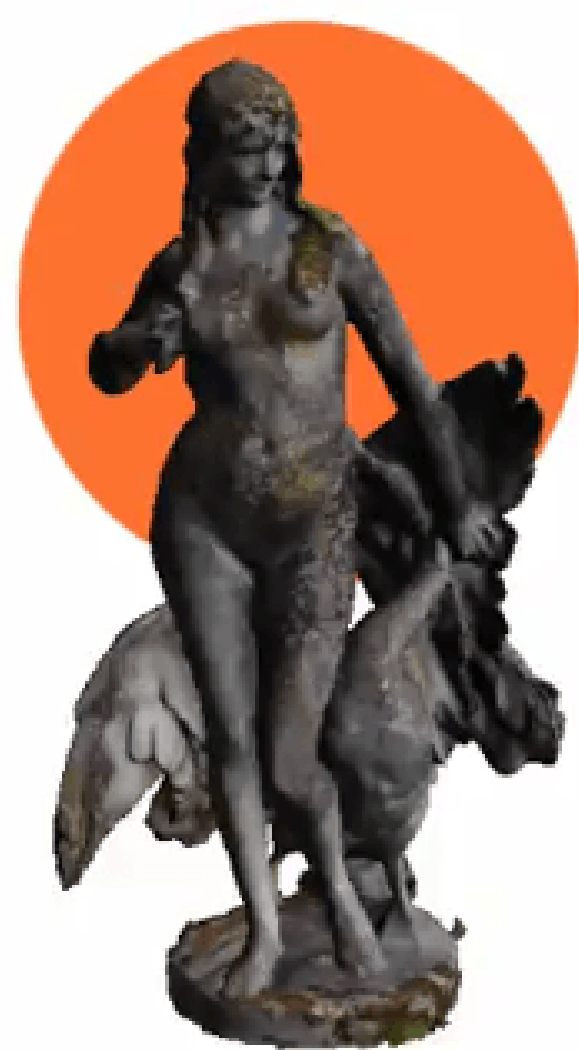
 Support

Works as render feature or a pass for selective post processing [VolFX](#)



Features

- Animated signs
- Smooth interpolation
- Variable background and signs colorization
- Custom palettes



Part of Artwork Project

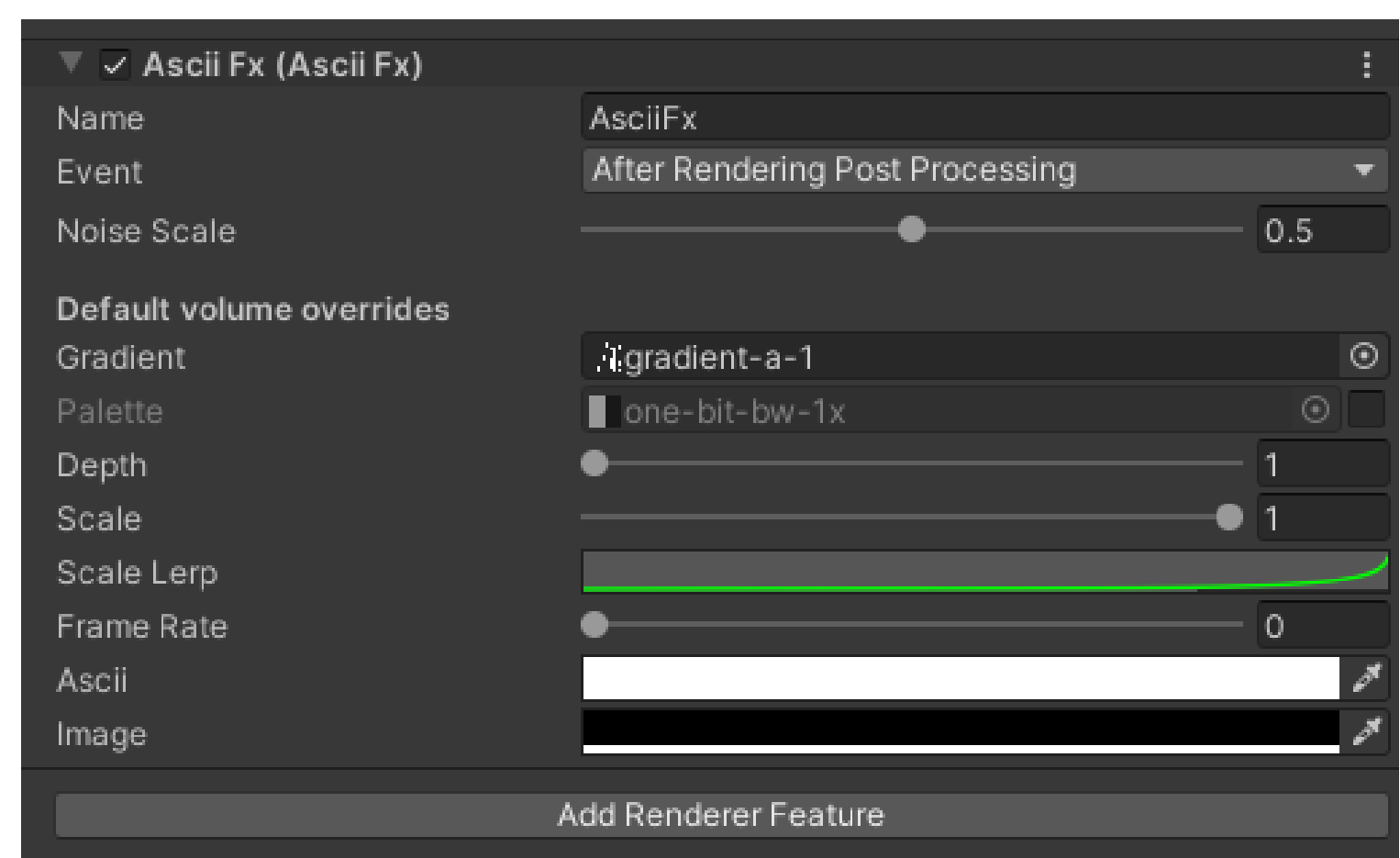
- [Vhs](#)
- [OldMovie](#)
- [GradientMap](#)
- [ScreenOutline](#)
- [ImageFlow](#)
- [Pixelation](#)
- [Ascii]
- [Dither](#)
- ...

Usage

Add `AsciiFx` feature to the `UrpRenderer`, control via volume profile

<https://github.com/NullTale/AsciiFx.git>

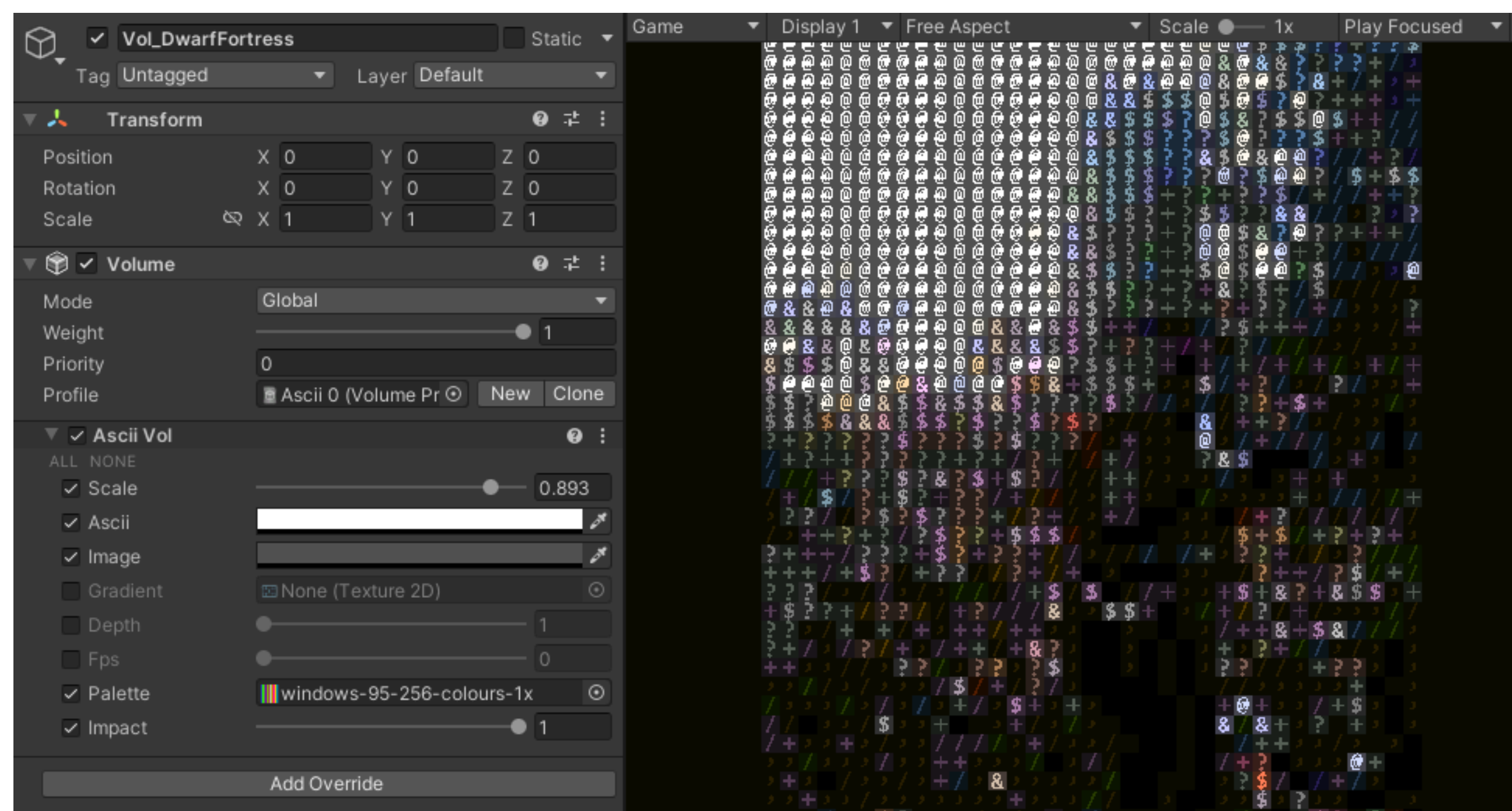
to control default settings and animation noise resolution



Volume settings:

- Ascii color - signs color multiplier interpolated by alpha between original image color and defined in settings
- Image color - cell color multiplier
- Gradient - custom signs gradient
- Depth - gradient height in case if used atimated signs atlas or for glitch effect
- Fps - animation frame rate, applied via screen space noise defined in render feature
- Platte - custom pallet for color replacement
- Impact - impact of the custom palette, interpolation between original image color and graded via palette

One of the volumes from PackageManager Samples



● C# 91.6% ● ShaderLab 8.4%