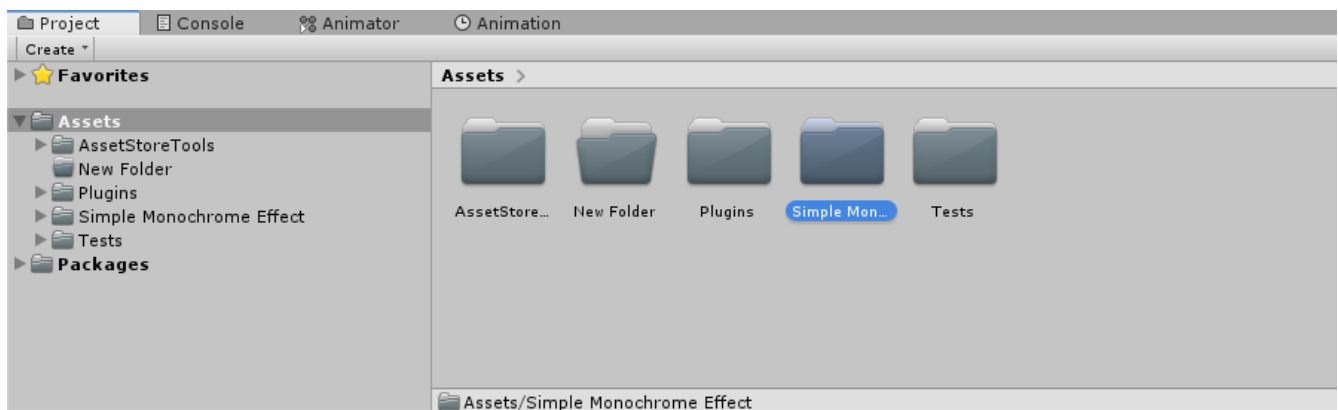


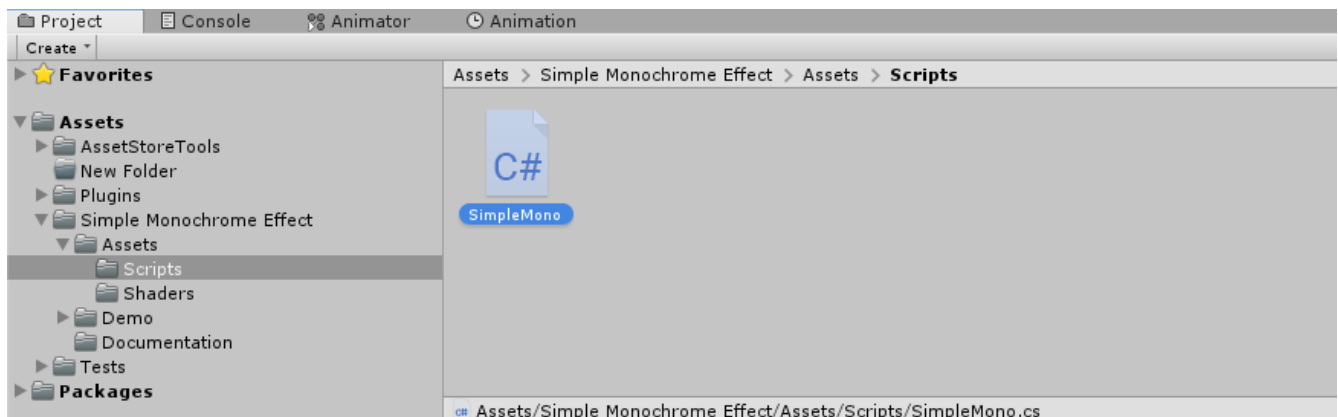
How to use “Simple Monochrome Shader”

Installation

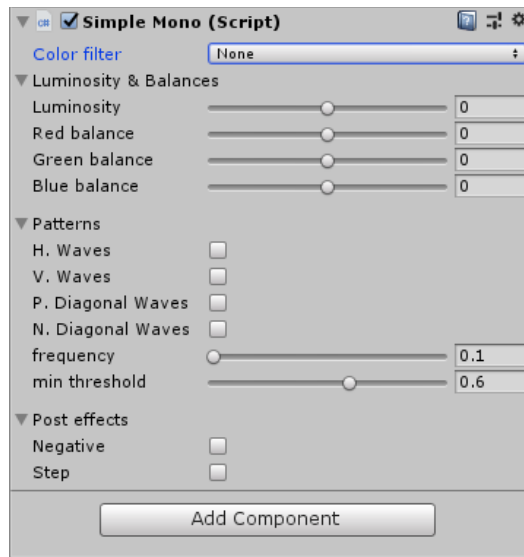
After uploading and importing this package, you should find a “Simple Monochrome Effect” directory.



1. Go to “Simple Monochrome Effect/Assets/Scripts” directory:



2. Drag & Drop the “SimpleMono” Script on any Camera component:



After Drag&Drop, when your camera is selected, you should see this menu on the Inspector panel. It's here that we can adjust the Shader parameters.

Parameters

This section describe all the parameters of the Shader and their effects on the camera view.

Color filter

The color filter change colors of the camera view, there is 12 filters. "Black & White" filter is the main filter of this Shader, you can adjust it with a specific color for doing awesome monochrome effects.

The other filters are not monochrome, this is a bonus for you, in order to making special vision effects.

List of color filters :

- Black & White
- Red Copper
- Cemetery
- Light Blue
- Dust
- Mars
- Livid
- Bones
- Sweet Night
- Sweet Dust

- Jupiter
- Zombie

For Black & White filter, there is two options, Channel and Color.

Channel

Channel is the selection of the color on which Black & White effect is based.

Color

The selection of a color allow you to do a monochrome effect, for example “Black & Blue”.

Luminosity & Balances

Luminosity

Luminosity slider allow us to change the luminosity of the camera view from -1 to 1 when -1 is darker and 1 is lighter.

Balances

Balances sliders allow us to change the color balance at three levels: Red, Green And Blue from -1 to 1.

Patterns

There are 4 patterns which can be accumulated.

- H.Wave: Horizontal Waves pattern is added to camera view
- V.Wave: Vertical Waves pattern is added to camera view
- P. Diagonal Waves: Positive Diagonal Waves (from Bottom Left to Top Right) pattern is added to camera view
- N. Diagonal Waves: Negative Diagonal Waves (from Top Left to Bottom Right) pattern is added to camera view.

When you check a box corresponding to a pattern, it is added to the camera view.

Frequency

Frequency slider change the number of waves on the camera view.

Min Threshold

Min Threshold slider change the visibility of the pattern from 0 where the pattern is particularly visible to 1 where the pattern is more attenuated.

Post Effects

Negative

Negative inverse all the color of the camera view.

Step

When step is checked, 2 sliders appears, Black and White sliders.

Black slider set the saturation of black colors on the camera view. Where 0 is normal and 1 is particularly underline.

White slider set the saturation of white colors on the camera view, where 1 is normal and 0 is particularly underline.

Support contact : dinosauria.silesaurus@gmail.com

Thank you for choosing Simple Monochrome Effect.