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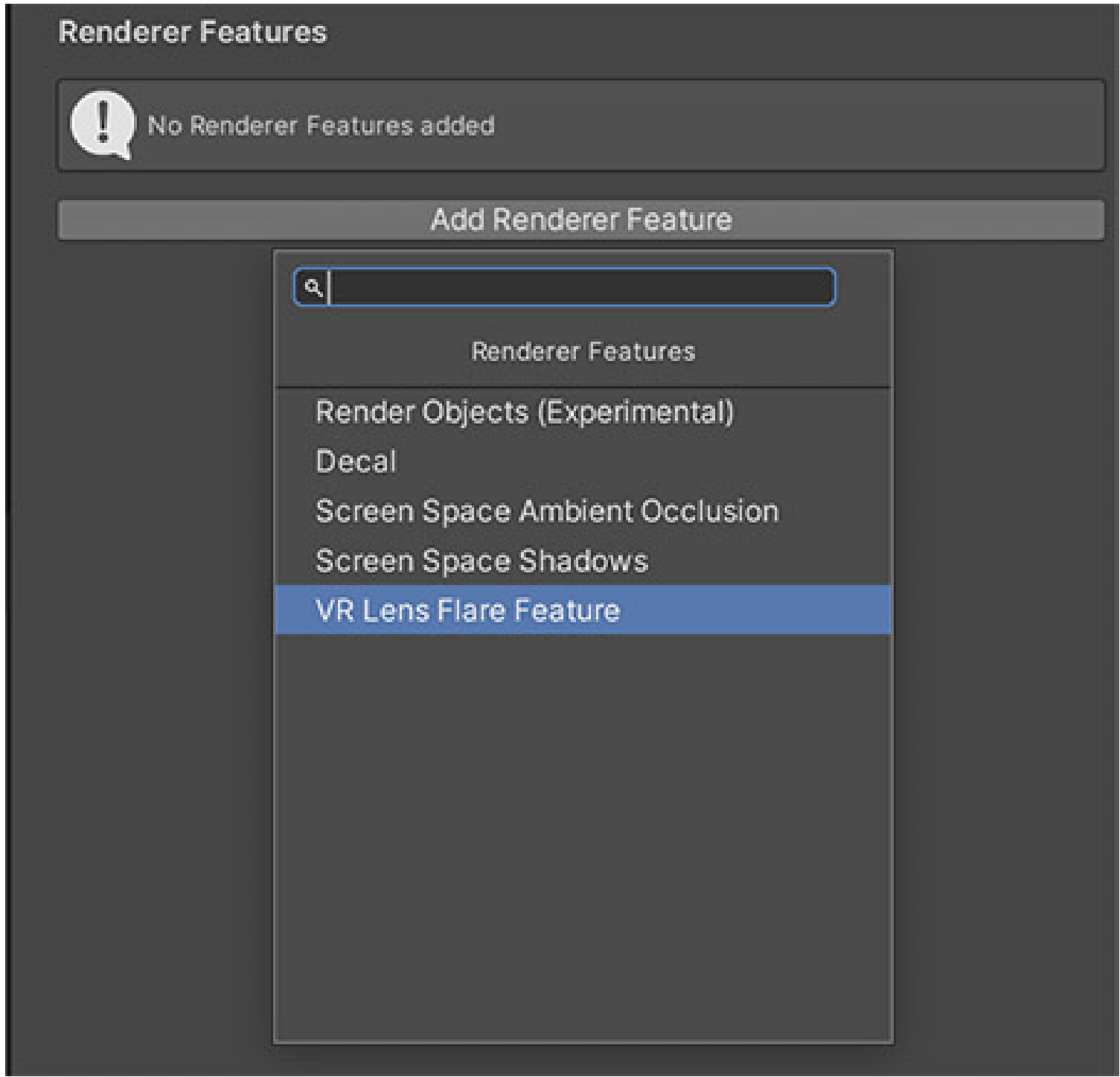
## VR Lens Flare

Unity URP implementation of Lens Flare optimized for mobile VR.

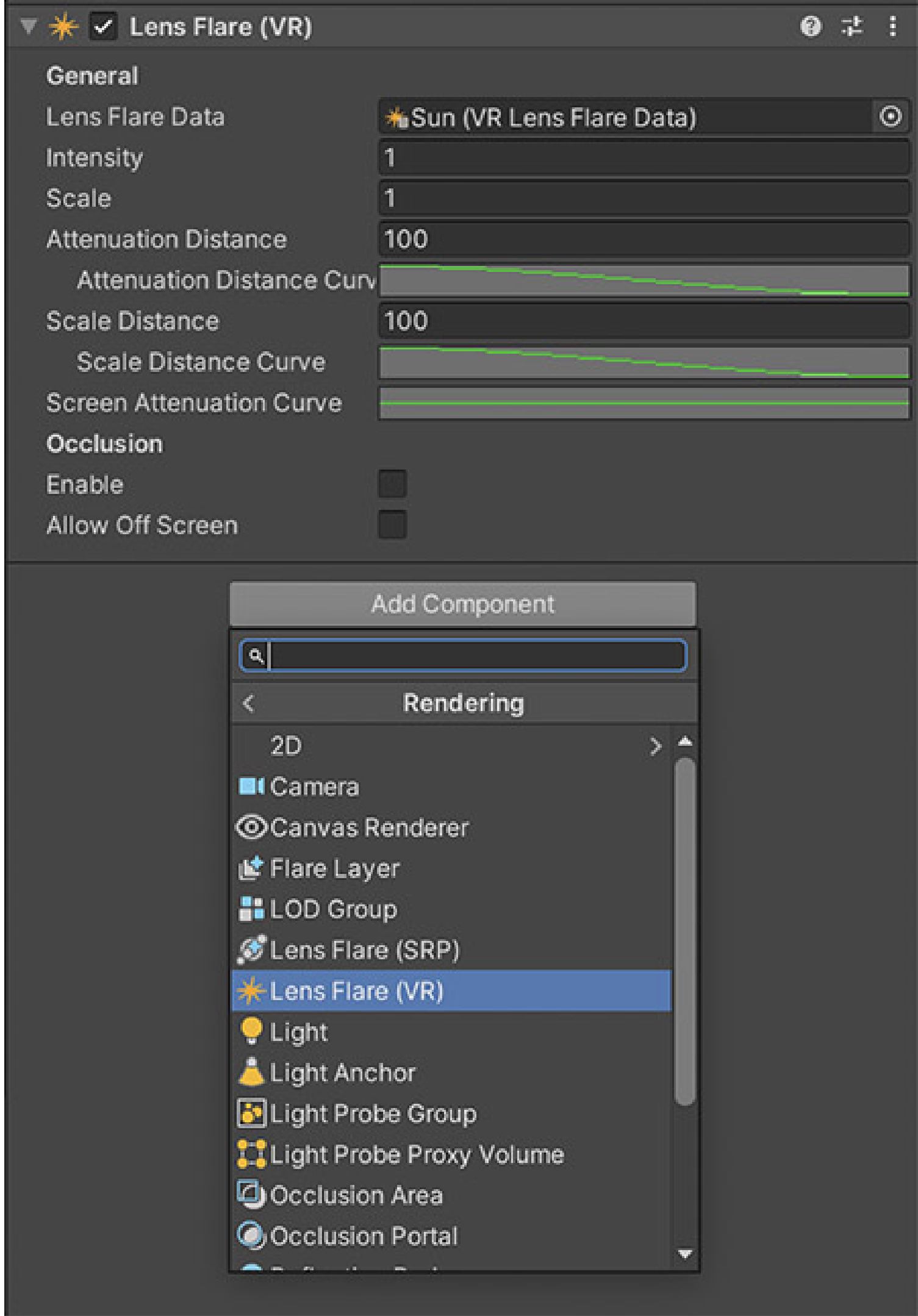
This pack allows you to use an optimized version of Lens Flares in mobile VR (URP only).

### How to use

- Add VR Lens Flare Render Feature to your URP Renderer.



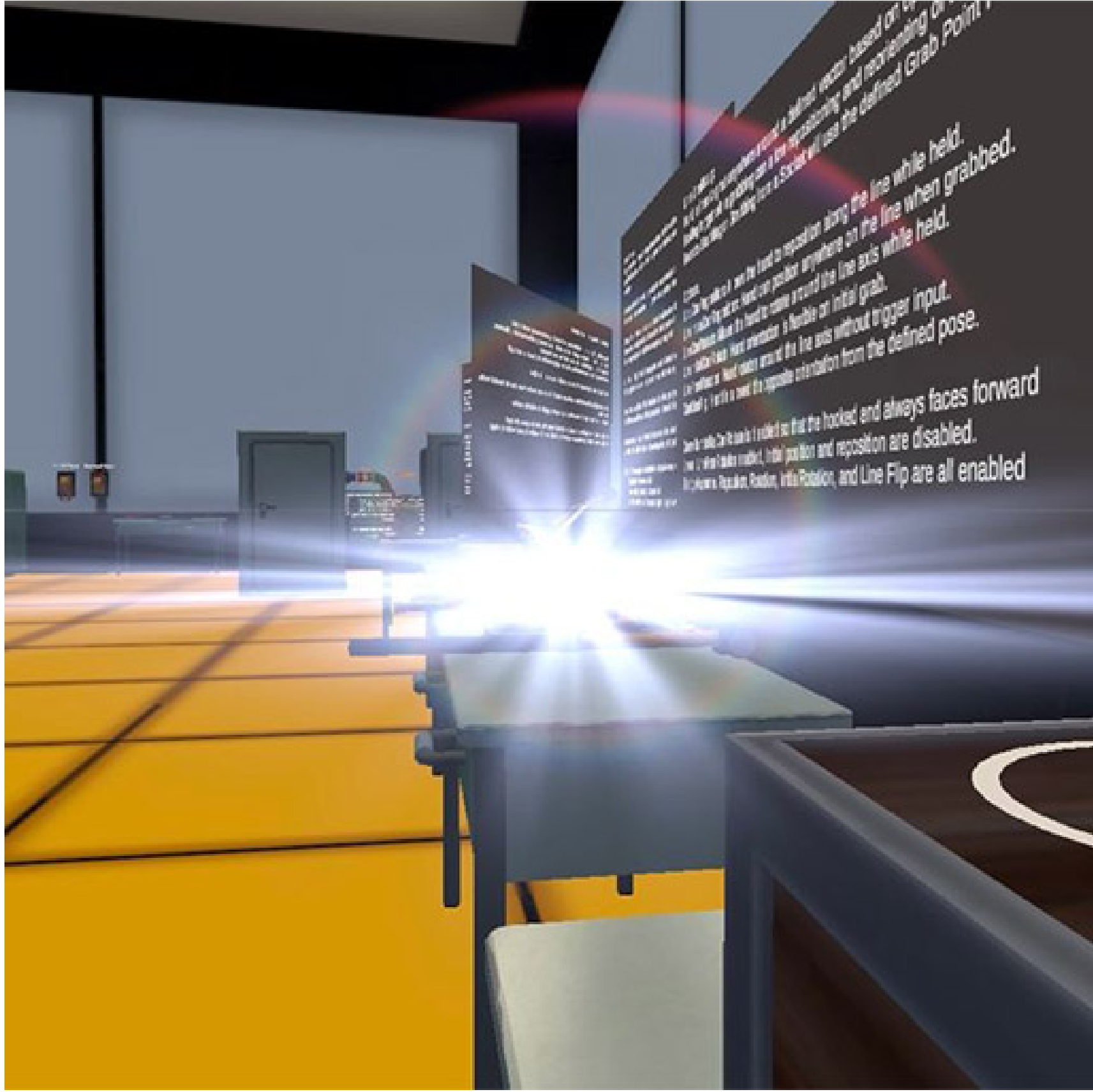
- Attach the Lens Flare (VR) component to your object or light source and add Lens Flare Data.




### Limitations

- This version supports only image lens flares data.
- This version doesn't work with camera occlusion. Instead, raycasts are used. You can configure the raycast mask in the your URP asset.

### Screenshots





#### About

🔥 Unity URP implementation of Lens Flare optimized for mobile VR.

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#### Releases 1

📦 1.0.0 Latest  
on Apr 26, 2023

#### Languages

