

DYNAMIC COLOR CORRECTION

Dynamic Color Correction, a component to manage and add more features to the Unity 5 Color Correction Curves image effect, found among the Standard Assets.

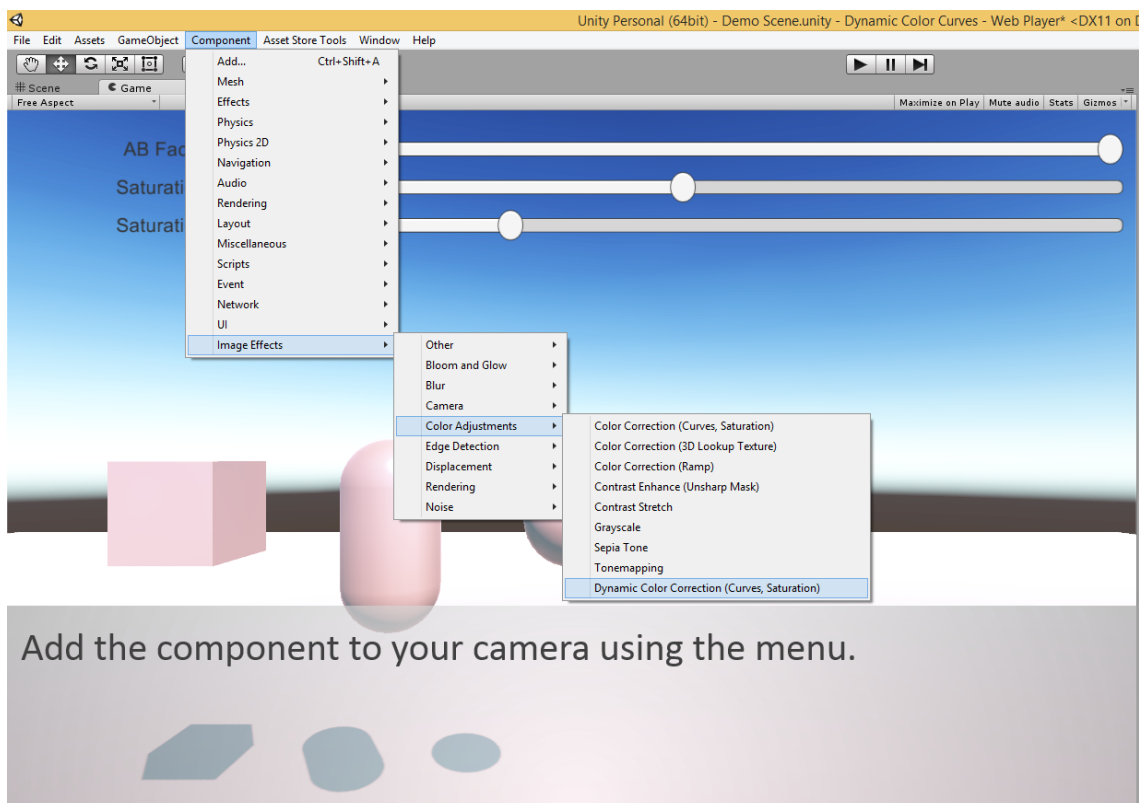
The Color Correction Curves script from Unity only let you set one set of curves, which you cannot change easily on runtime.

Dynamic Color Correction let you define **two different set of curves**, visually, using the editor. Then you can interpolate between those two curves dynamically, either **using the editor**, or at runtime **from your own scripts** or **GUI controls**.

This package also contains a demo scene showing an example of usage of the component.

USAGE

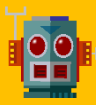
1. Add the component to your camera object using the menu: *Component/Image Effects/Color Adjustments/Dynamic Color Correction (Curves, Saturation)*



This will add the scripts *Color Curves Manager* and *Color Correction Curves* to your camera. The latter is part of Unity 5 Standard Assets. The former is a wrapper script that provide the extra functionality of this asset.

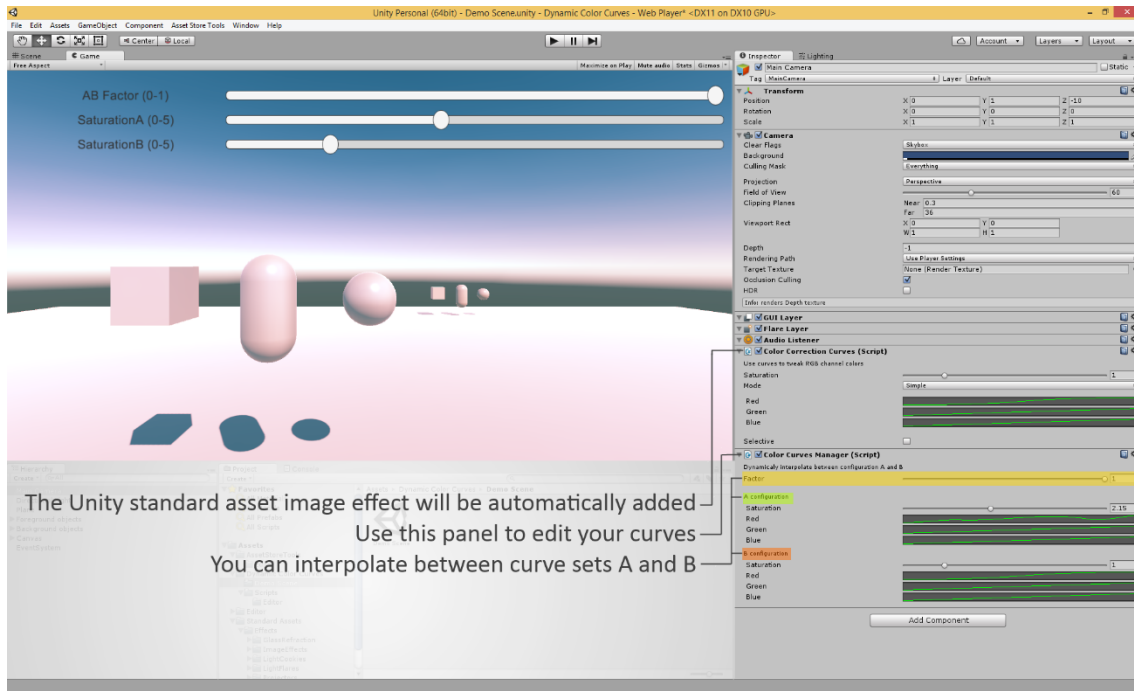
2. Edit the curves using the *Color Curves Manager* script and see how it affects the scene in real time.

You can change the parameters: Factor (degree of interpolation, from 0 - curves A- to 1 –curves B); SaturationA and SaturationB. Use the editor, your own script, or a GUI control.

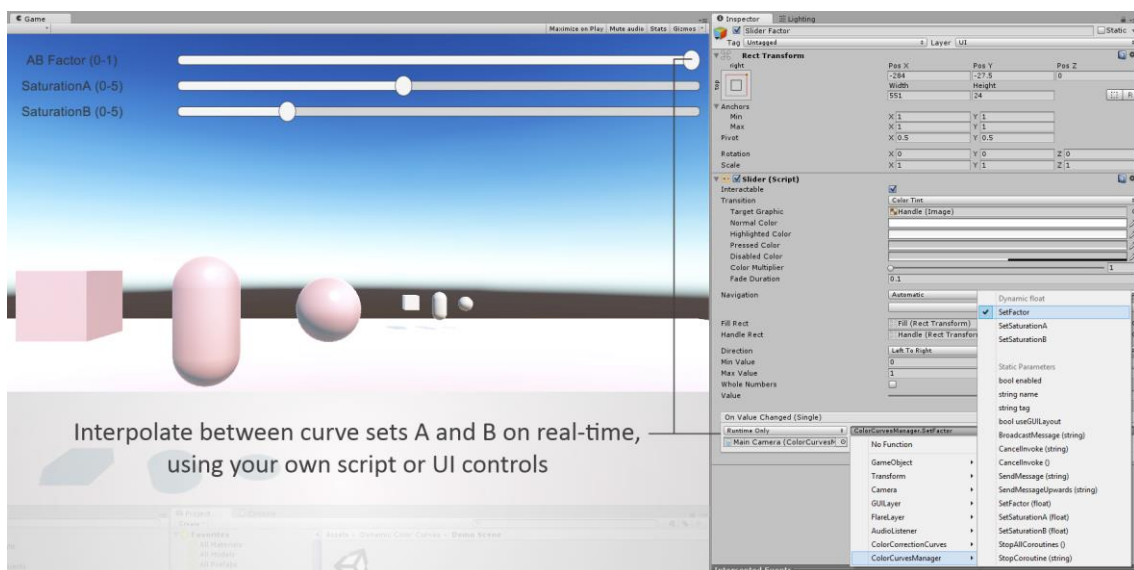


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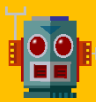
EXPERIMENTAL GAMES



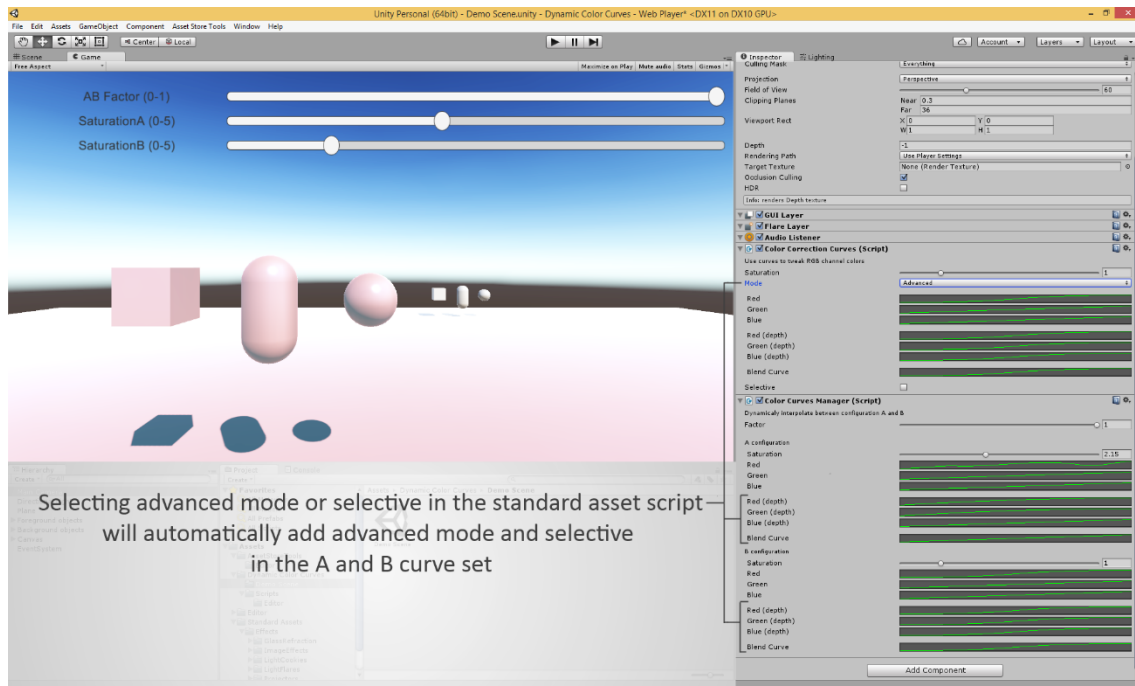
From your script, use the functions *SetFactor(float)*, *SetSaturationA(float)*, *SetSaturationB(float)*. Using a GUI control, you can set it up to use those functions with the editor.



To change to advance mode (a mode that let set another set of curves for the background), or selective mode, set the related variable in the Unity Standard Asset script, *Color Correction Curves* (automatically



added). The script *Color Correction Manager* will then show more curves and settings to use.



Selecting advanced mode or selective in the standard asset script will automatically add advanced mode and selective in the A and B curve set

VERSION HISTORY

2.0 - Unity has deprecated the Image Effects section from the Standard Assets, but let you use them downloading a separate package from the Unity Asset Store (Legacy Image Effects). I have included the necessary scripts from this separate asset, so it is no longer necessary to download any additional package to use Dynamic Color Correction.

1.0 - Initial version.

ABOUT

This asset is published under the account of Corta Studios, and developed by Salvador Romero, <http://www.salvadorjesus.com/>. You can learn more about Corta Studios here: <http://cortastudios.com>

If you run into any trouble or want to get support, please write to play@cortastudios.com

The asset is available for free, but if you like it, or consider that it has saved you some valuable time, you can help me back by:

- Rating the asset in the Asset Store, or write a review
- Invite me to a coffee, which I will gladly accept because it will boost my moral ☺ – and inspire me to share more code. Thank you!!
 - Paypal (<https://www.paypal.me/salvadorjesus>)
 - Bitcoin ([bitcoin:1NCra5L4yDZHarLarAuWfF5Fs9v6x4Acp1](https://bitco.in/1NCra5L4yDZHarLarAuWfF5Fs9v6x4Acp1))



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