

Sleek Render

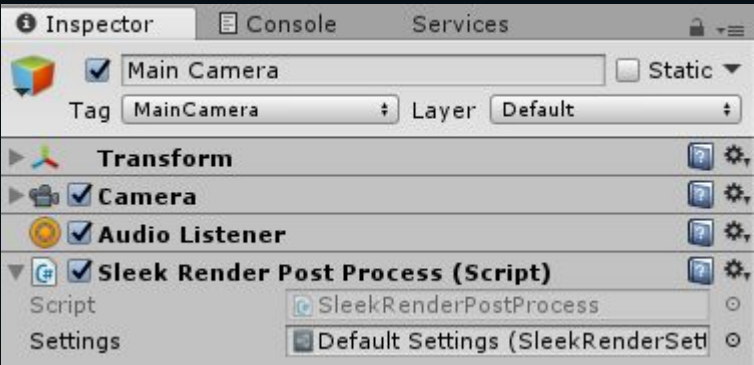
v 0.2 Beta

Thanks for using Sleek Render.
Please read the setup and usage part carefully.

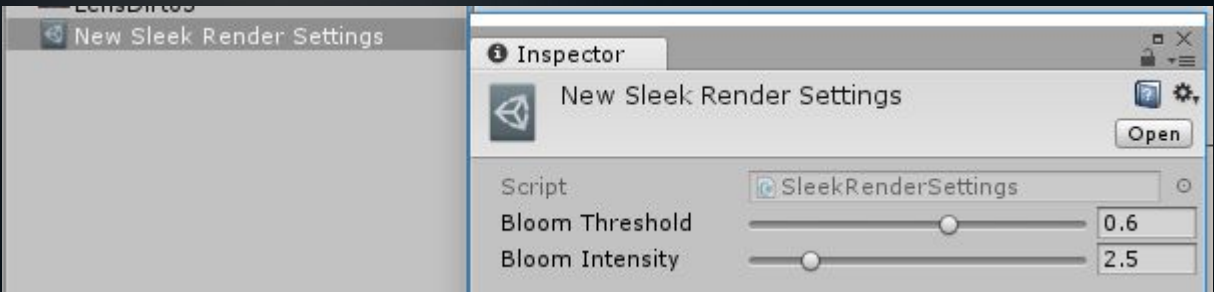
1. Setup

Steps are simple:

- 1. Add “*SleekRenderPostProcess*” component to your scene camera.



- 2. Create a Sleek Render Settings asset in the Project View. To do it, right click anywhere inside the Project View in Unity, and choose Create -> Sleek Render Settings. This will create a settings asset where you can tweak the post process rendering parameters.



- 3. Link this newly created asset to a “*SleekRenderPostProcess*” component “*Settings*” field.



- 4. Done. You’re awesome. Now let’s tweak our bloom and color grading parameters

2. Bloom

Bloom settings include:

1. Bloom Threshold
2. Bloom Intensity

Bloom Threshold sets the brightpass parameters. It shows how bright or dim should be the light to be picked up by the bloom effect. Bright pass is not binary, that is - it's not just black-or-white after the step, it gradually decreases the bloom brightness based on the pixel brightness

Bloom Intensity sets the additive strength of the bloom. The higher the value, the more bright the bloom will appear.

3. Color overlay

Sleek render has a very useful and versatile color grading tool which is essentially free to calculate. It's not based on LUT usage, so color overlay will appear uniform over the whole image.

The Colorize parameter sets the Color Overlay (RGB) and it's Intensity (Alpha). The more alpha the color has, the more apparent the colorize effect becomes. Zero alpha means no color grading will be visible.

Common usage patterns are:

1. **Desaturate.** Set color to WHITE and set Alpha to 1 (fully desaturated grayscale image) or somewhere in between (less alpha - more saturation).
2. **Colorize.** Set color to desired value and tweak Alpha to make it more or less apparent.
3. **Fade In / Fade Out.** Color Overlay effect can be used to greatly reduce common fillrate wasted on Fade Out - Fade In effects. Rather than making a fullscreen black UI Texture and tweening it's alpha, you can set color to BLACK and tweak or tween Alpha from 0 to 1 to Fade Out or from 1 to 0 to fade out. It will create the same fade effect at virtually zero cost without any wasting any additional fillrate.

3. Script control

To edit post process parameters via scripts, add "*using SleekRender*" line at the top of your script, create a "*SleekRenderSettings*" public field. Then, link the same settings asset that is used to control the effects on your main camera. After that, changing parameters is done simply by accessing and changing public fields of the settings asset.

4. Support

For any questions related to this package, feel free to write to:

- Unity forum thread <https://goo.gl/pzgt3p>
- support e-mail support@nadezhdin.org