The tutorial can be found here:
https://www.youtube.com/watch?v=ojEVSNKJY5I

Pixel Perfect Camera is a powerful tool for making your sprites render pixel perfect on all standard resolutions.

Instructions:

1. Attach the PixelCamera component to your camera gameobject.
2. Set the camera to orthographic.
3. Attach the PixelRenderer component to your gameobjects with sprites on them.
4. Make sure all Sprites have the PixelSnap material attached to them.
5. Go through all the sprites in your project and make sure they all have the same Pixels Per Unit value.
6. Go through all the sprites in your project and make sure they all are set to Point filtering and uncheck the Generate Mip Maps.
7. Go to Edit > Project Settings > Pixel Settings and set your pixels per unit to match your sprites Pixels Per Unity value.
8. Go to Edit > Project Settings > Quality and disable Anti-Alising and Ansiotropic Textures
9. Play in any Standard Resolution and use the zoom float to adjust how close in and out you want to zoom.

Please note this only supports all standard resolutions. Resolutions with an odd pixel width 1680 x 945 are currently not supported. For one they are a very non-standard resolution. Less than .05% of your user base whether it be mobile, pc, or console will have a resolution that has an odd pixel width so we determined that it would not be worth supporting. On those resolutions there is an ever so slight pixel tearing but it is still better than not using the Pixel Perfect Camera utility. You will most likely see this pixel tearing in the editor though because if your game screen is not at full resolution it’s pretty easy to set it to odd width resolutions.

If you have questions send an email to michaelchugg@dietchugg.com