

Easy Chroma Key (URP & LWRP)

Introduction

This is a chroma key tool shader. If you want to make a webcam-based background removal effect. Or you want to remove a key color from the texture or video. Then this asset is perfect for you. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The graph shader file exposes multiple parameters for you to adjust. Allows you to select the color and depth to be rejected. Due to this effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)

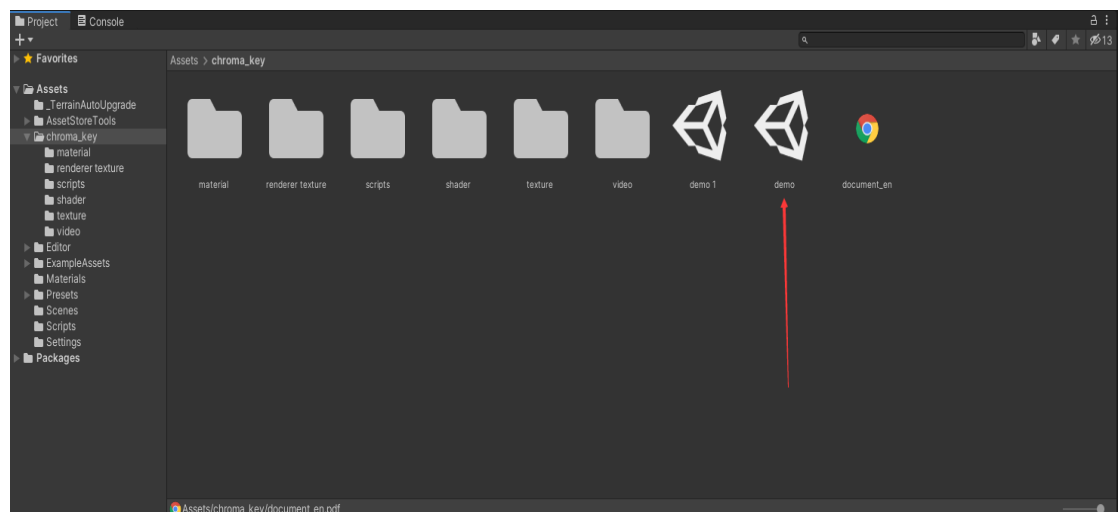
Main Feature:

1. Easy to integrate into your project, no need to write any shader and code
2. VideoPlayer, UGUI Image, Texture support
3. Webcam support
4. You can choose any key color
5. Support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)
6. You can modify the attributes exposed by the shader
7. Support Android, IOS, Windows and other platforms
8. Complete documentation, clear demo
9. Cheap

How To Use:

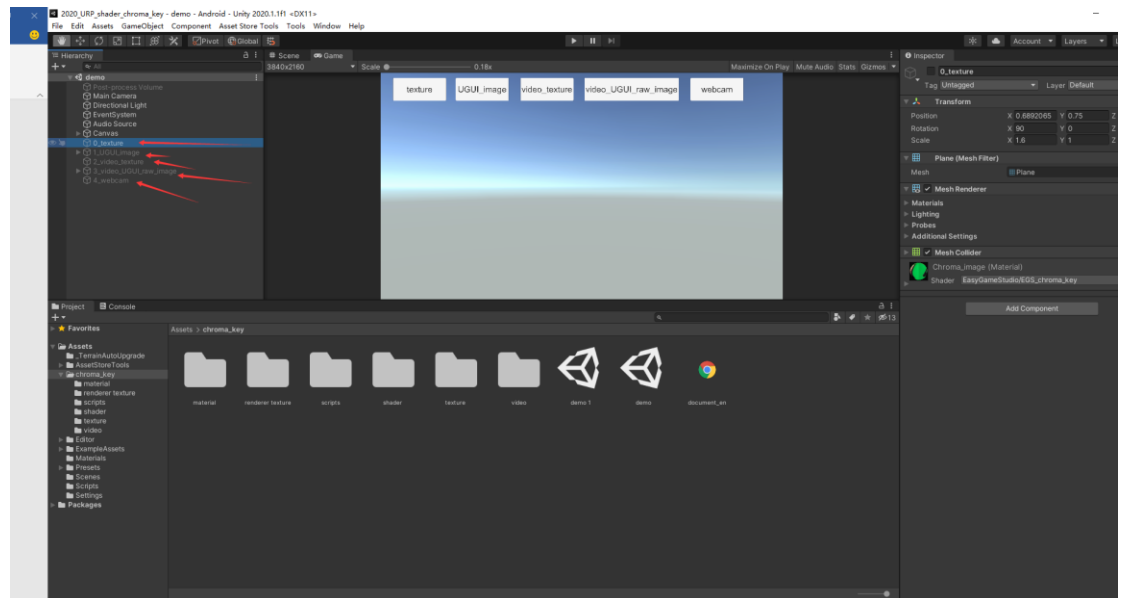
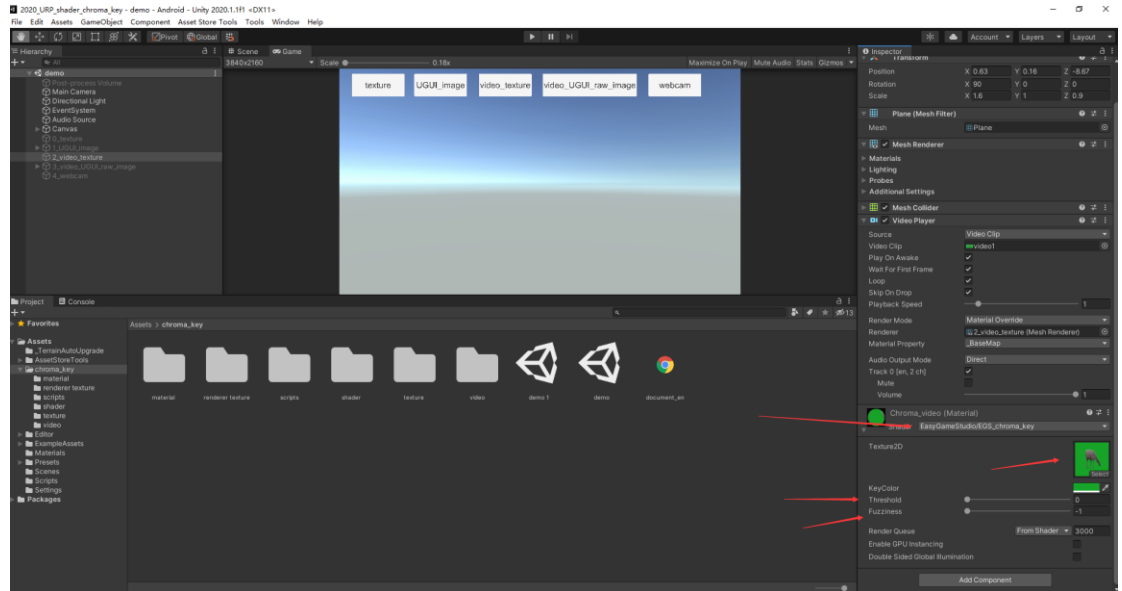
How To Run

Find demo.unity in the resource package and click Run. The path address is shown in the figure below:



How to apply to your own game objects

1. No matter you want to use it on texture, image, video, webcam, you need to find or create the corresponding material, then select the correct shader (EasyGameStudio/EGS_chroma_key) for the material, and then select the corresponding key color and threshold value.
2. All the application types mentioned above can be found in demo.unity, please refer to the modification to your application scene. It is really easy.
3. Some reference pictures are as follows:



Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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