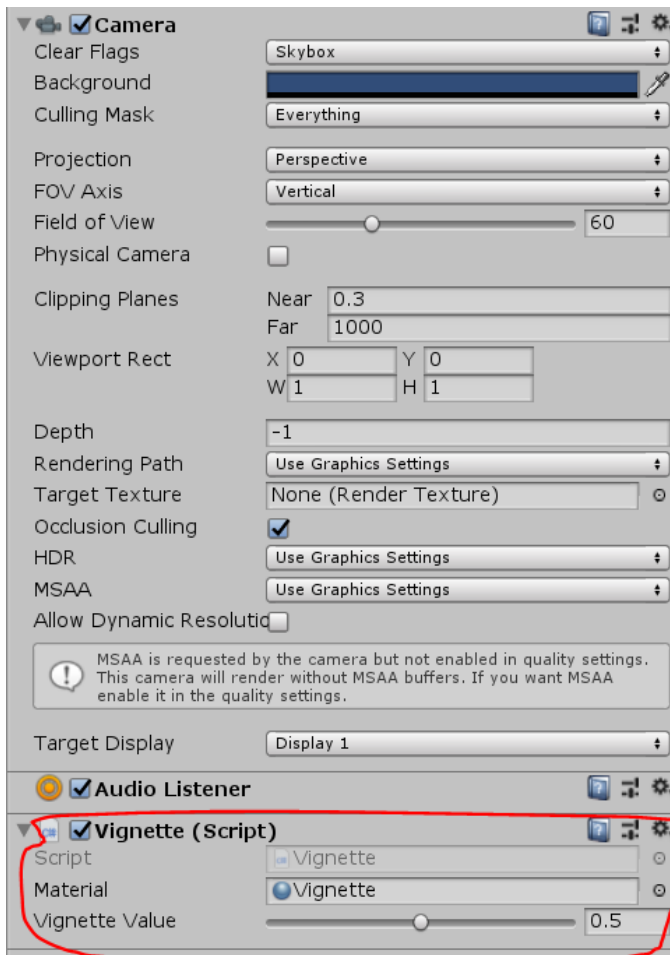


FAST VIGNETTE

This package consists of shader for applying the Vignette effect on the screen. This solution is currently the fastest in the market. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and fps.

How to apply:

1. Add Vignette.cs script to Camera object



2. You need to attach to the Material property, the Vignette material from the package

PARAMETERS

- **VIGNETTE VALUE** –the level of vignette applied to the image

SHADERS

- **VIGNETTE- The fastest vignette in the AssetStore.** Completely optimized vignette shader. Runs at **55-58FPS** on lowend mobile device(with proper settings).

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:

- 101 **different gameObjects,**
- 101 **different Materials,**
- 51 **different Textures,**
- 1 **Directional Light(realtime),**
- approximately 45k polygons**

