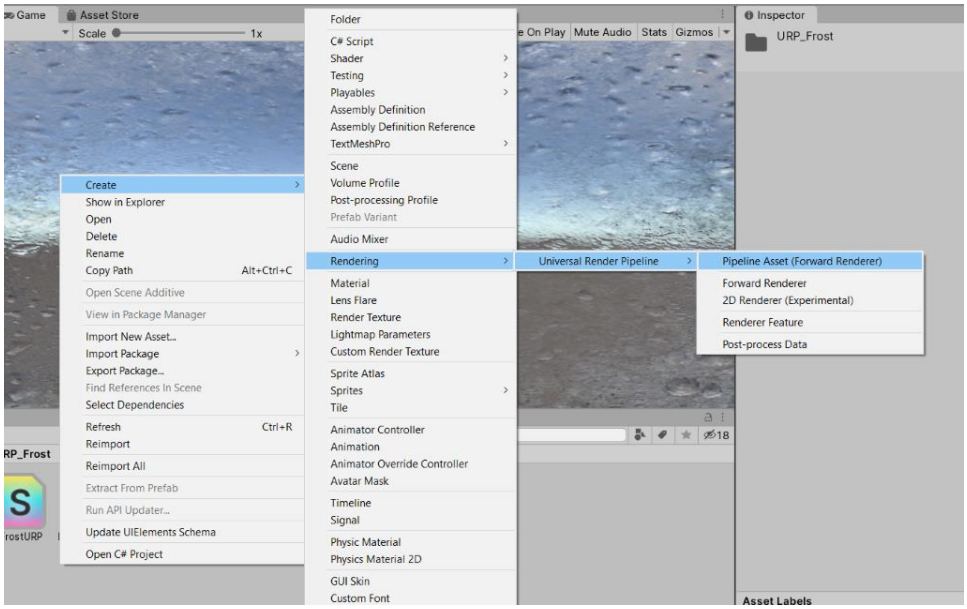
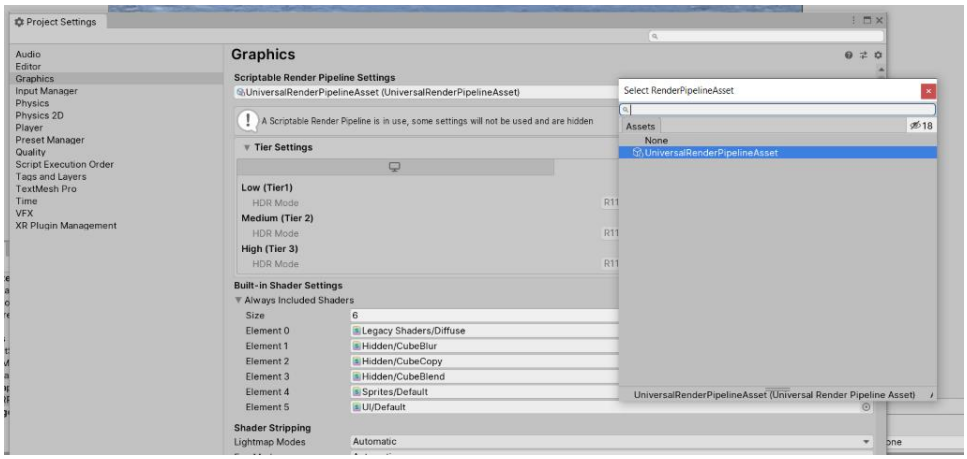
MOBILE COLOR GRADING URP

How to setup URP(if you have already configured URP for your scene skip this part):

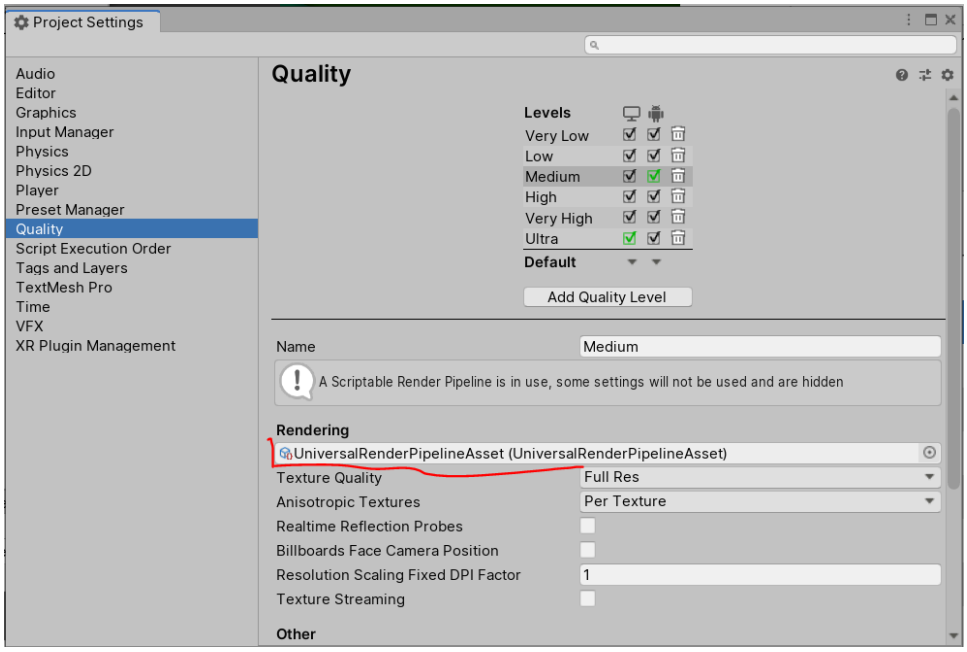
1. Firstly install the URP package to your project. Go to **Windows->Package Manager.** In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**



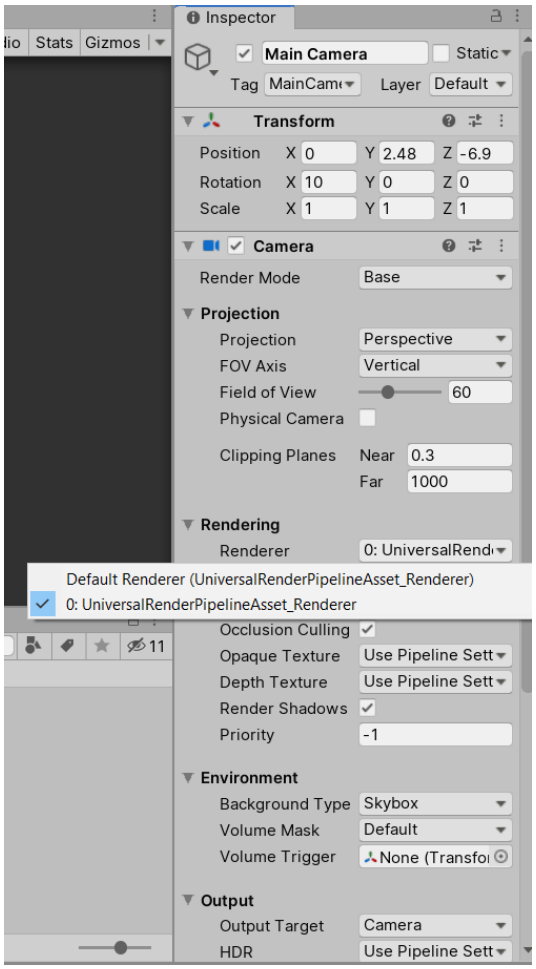
3. Go to **Edit->ProjectSettings->Graphics.** In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section



4. Go to **Edit->Project Settings->Quality.** In rendering section drag and drop the pipeline asset you created

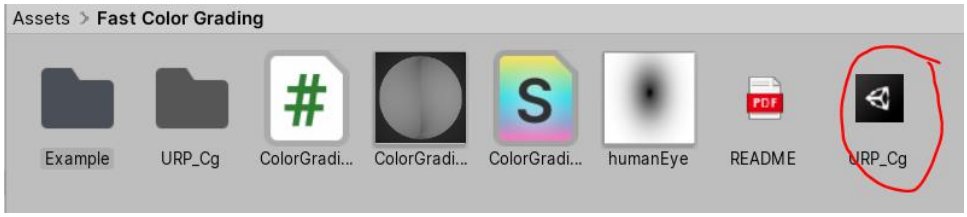


5. Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created

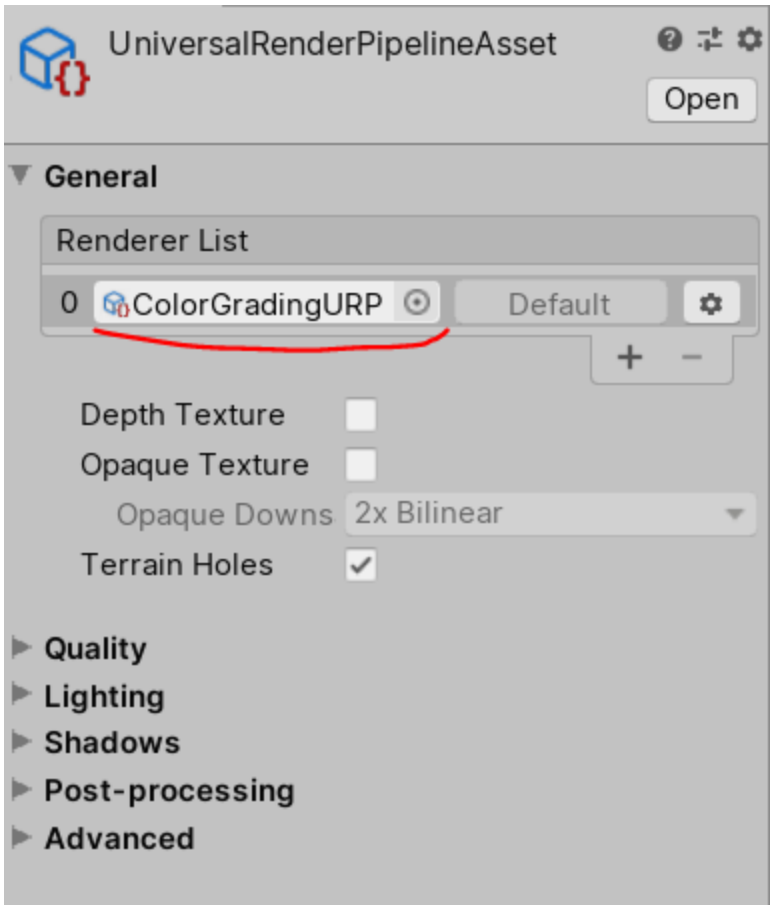

Inspector
Stats
Gizmos
Main Camera
Static
Tag
MainCam
Layer
Default
Transform
Position
X 0
Y 2.48
Z -6.9
Rotation
X 10
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Camera
Render Mode
Base
Projection
Projection
Perspective
FOV Axis
Vertical
Field of View
60
Physical Camera
Clipping Planes
Near 0.3
Far 1000
Rendering
Renderer
0: UniversalRend
Default Renderer (UniversalRenderPipelineAsset_Renderer)
0: UniversalRenderPipelineAsset_Renderer
Occlusion Culling
Opaque Texture
Use Pipeline Sett
Depth Texture
Use Pipeline Sett
Render Shadows
Priority
-1
Environment
Background Type
Skybox
Volume Mask
Default
Volume Trigger
None (Transfo
Output
Output Target
Camera
HDR
Use Pipeline Sett
11

How to apply URP Mobile Color Grading:

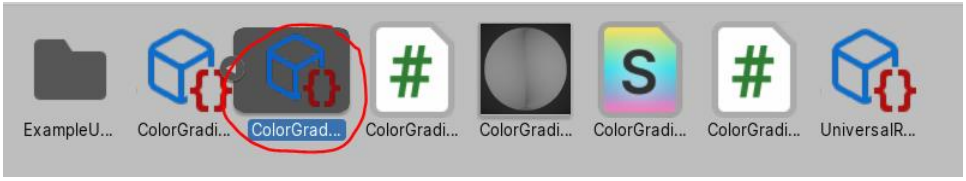
1. **Firstly import the package URP_Cg which is included in the asset**



2. **Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the ColorGradingUrp**



3. **That is pertty much it. To change the parameters go to the folder URP_Cg. Find ColorGradingUrp, extend it and select ColorGradingUrpPass. You will se in the inspector the parameters of it.**



4. **If you want to edit the values of the parameter's values in the update method from your game, check the sample script EditValues.cs attached to the camera in the example scene.**

PARAMETERS

- **COLOR –** color of the image
- **HUE –** change the hue

- **CONSTRAST –** change the constrast
- **BRIGHTNESS –** change the brightness
- **SATURATION –** change the saturation
- **EXPOSURE –** change the exposure
- **GAMMA –** change the gamma
- **SHARPNESS -** change the sharpness
- **BLUR –** level of blur on your scene
- **BLURMASK-** Mask texture is greyscaled texture, used by blur shader. Darker the area, less blur will be applied to that area in final image. Strongly advice for mobile to have at least some areas not blurred, to increase the performance.
- **VIGNETTE AMOUNT –** blacks out the edges of the image
- **VIGNETTE COLOR** – the color of the vignette effect
- **VIGNETTE SOFTNESS** – softness of the edges of the vignette
- **MATERIAL–** here just select the Color grading material

Tested in the 40k polugonal scene, with 68 materials applied to 50 gameobjects and one Directional light we have this results on Meizu M2 Note(Octa-core 1.3 GHZ ARM Cortex-A53, Mediatek MT6753, GPU Mali-T720MP3, RAM 2 GB)

Color Grading works approximately at 45-55 fps.