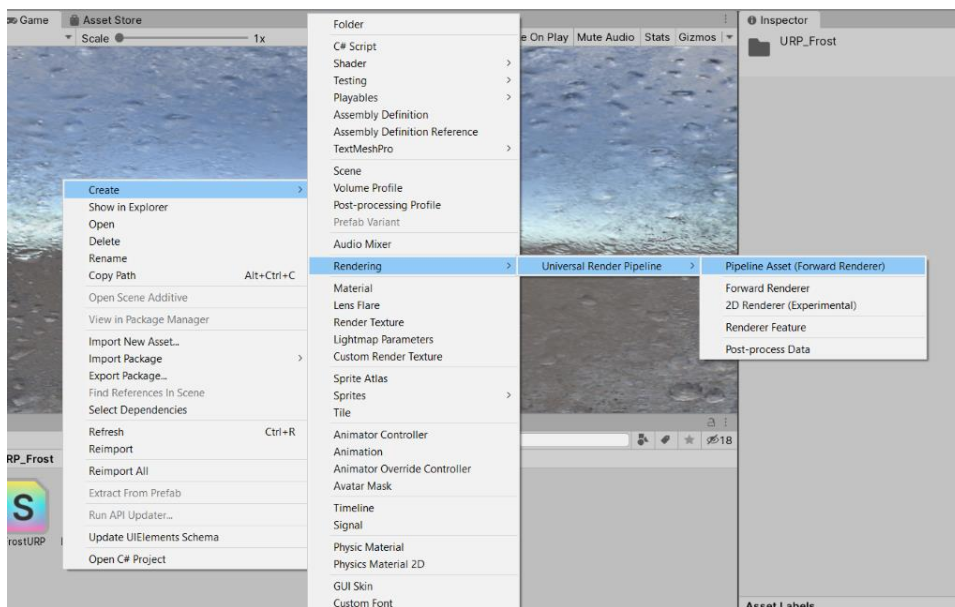


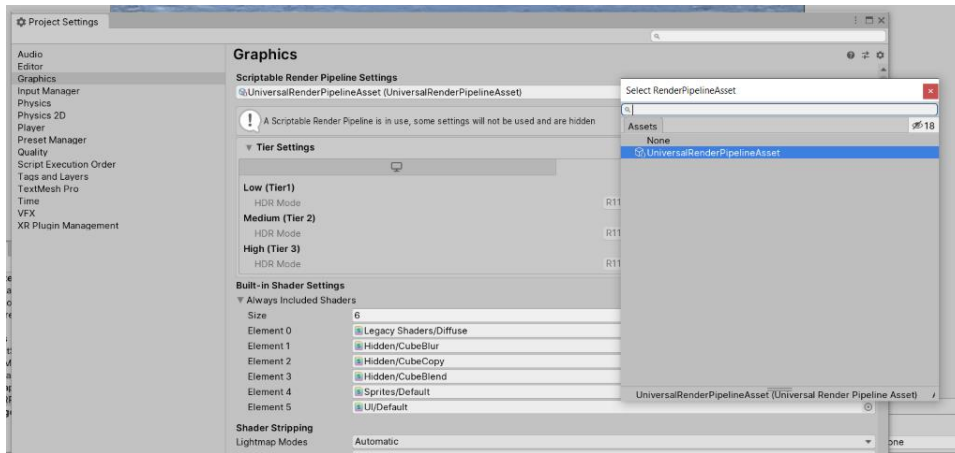
FAST CAMERA MOTION BLUR URP

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

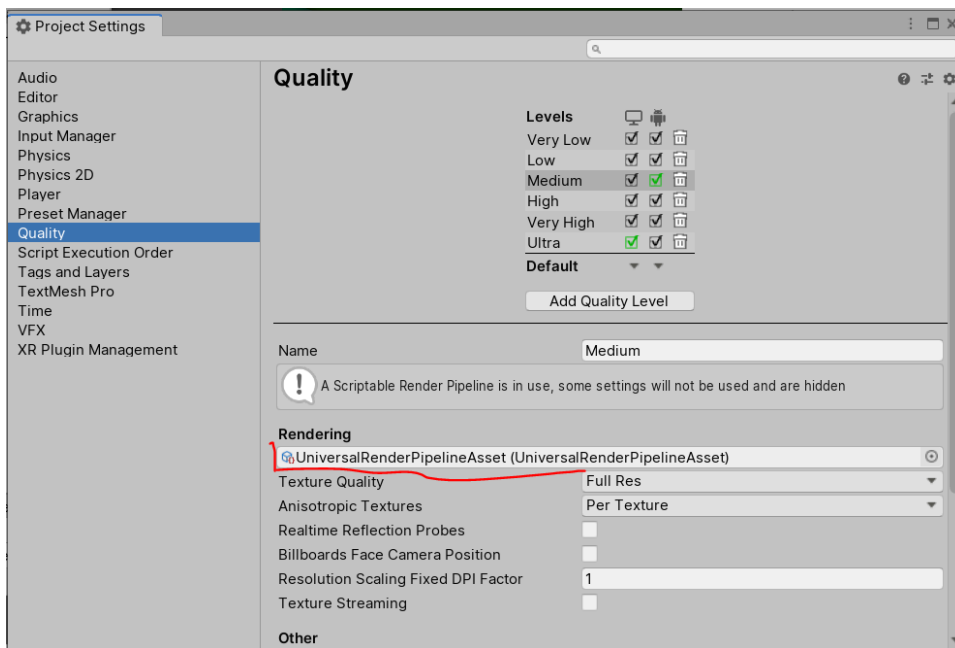
1. Firstly install the URP package to your project. Go to **Windows->Package Manager**. In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**



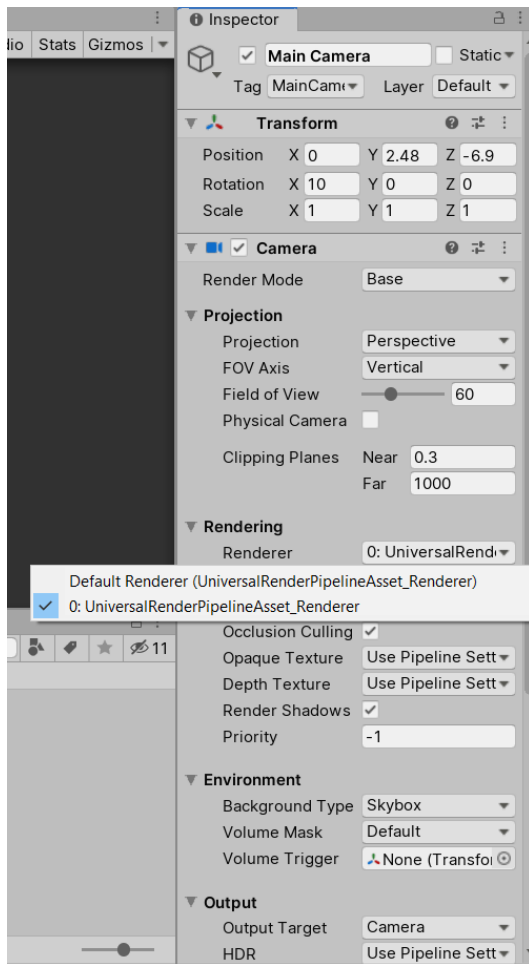
3. Go to **Edit->ProjectSettings->Graphics**. In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section



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

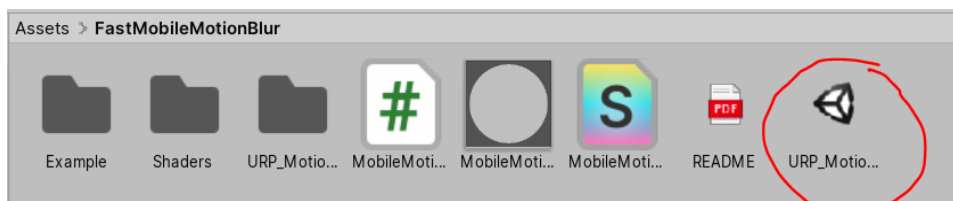


5. Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created

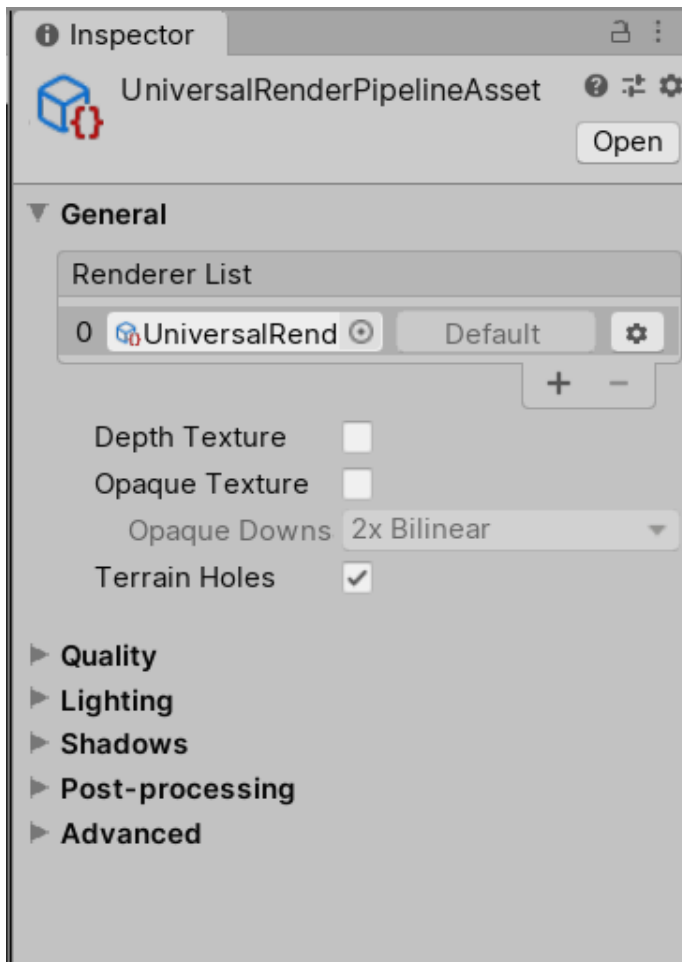


How to apply URP Mobile Motion Blur:

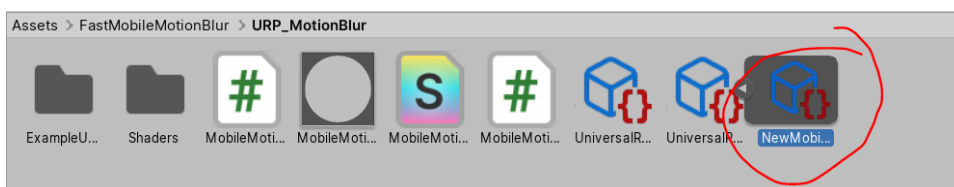
1. Firstly import the package `URP_MobileMotionBlur` which is included in the asset

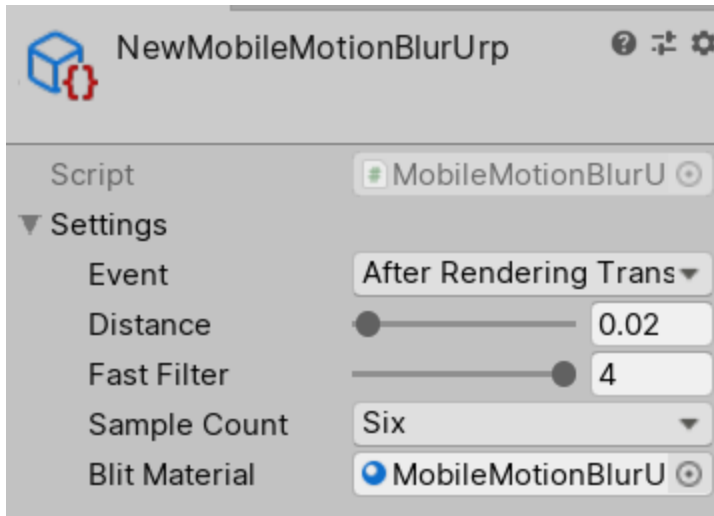


2. Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the `MobileMotionBlurUrpRenderer`



3. That is pretty much it. To change the parameters go to the **URPMobileMotionBlur** folder. Find **MobileMotionBlurUrpRenderer**, extend it and select **MobileMotionBlurUrpPass**. You will see in the inspector the parameters of it.





4. In order to exclude some objects to avoid motion blur, apply one of the included shaders to the object from SupGames/MotionUrp
- Bumped Diffuse Urp
 - Bumped Specular Urp
 - Diffuse Urp
 - Specular Urp
 - Transparent Urp
 - Unlit Urp

PARAMETERS

- **DISTANCE** – the value is proportional to speed of the camera. Try to decrease the distance between samples(they are only 6) in higher speeds to keep the quality.
- **FAST FILTERS** – how much the motion blur image applied to scene is scaled down. Recommended value for mobile devices 4
- **SAMPLE COUNT** – the number of samples used in effect. More samples more denced motion blur, less performance. **Recommended value for mobile 6**

SHADERS

- **FASTMOTIONBLUR - The fastest camera motion blur in the Asset Store.**
Completely optimized . Runs at **45-55 FPS** 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**