ColorMap

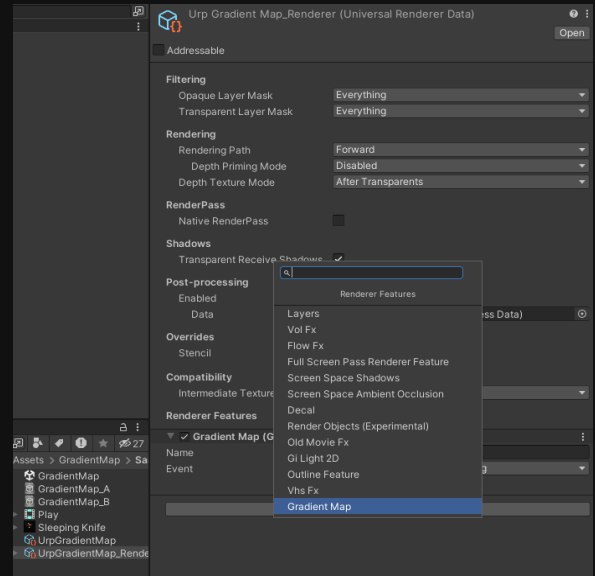### Visual Effect for Unity Urp and VolFx by NullTale + + ⚡
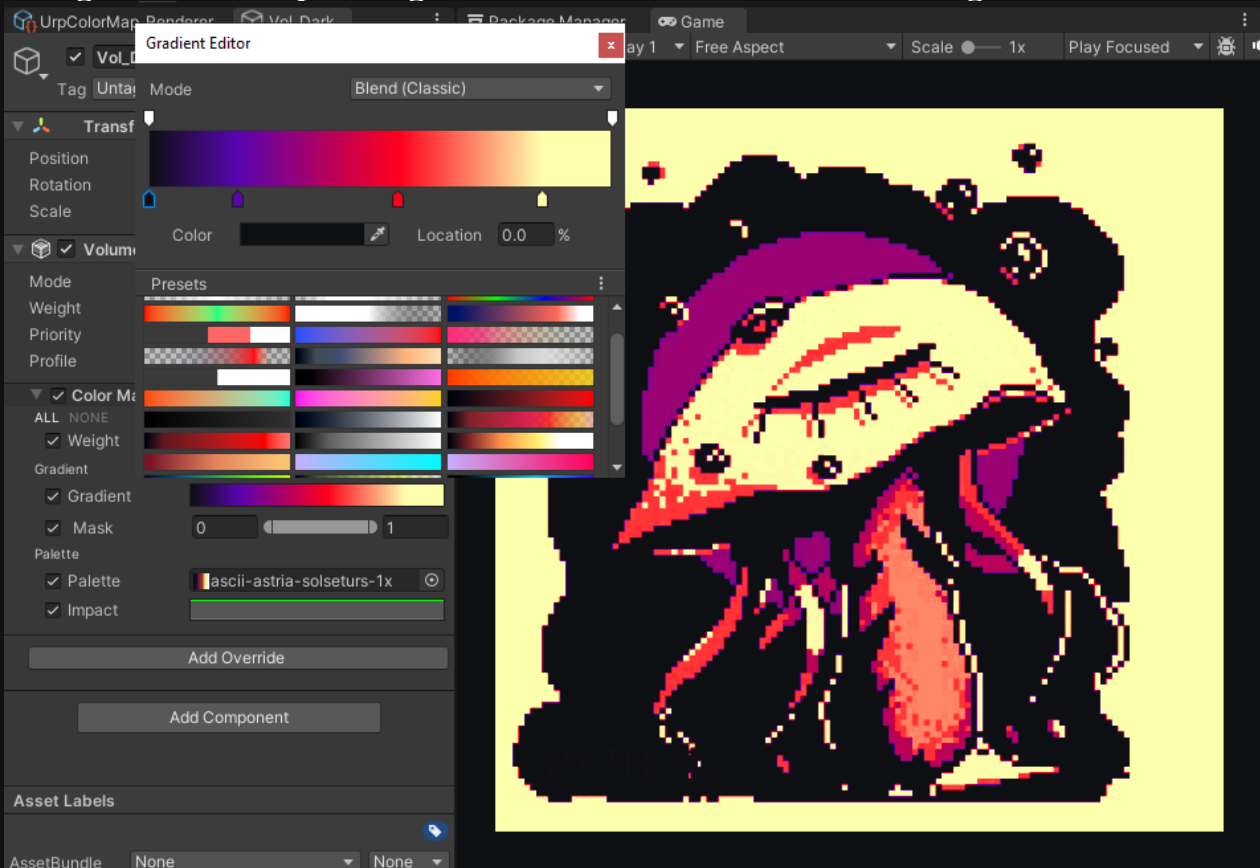### Quick Guide

Add **ColorMap** render feature to UrpRenderer

* note that UrpAsset can be overriden by Unity QualitySettings

The concept is taken from graphic editors when an image a colored
by gradient from their grayscale values (gradient map in photoshop)

Configure **ColorMap** settings via **VolumeProfile** to colorize image source

Gradients a support runtime blending and can be used for palette swapping, creating short fx events or static pulsing of light.

* rewrite this cringe :