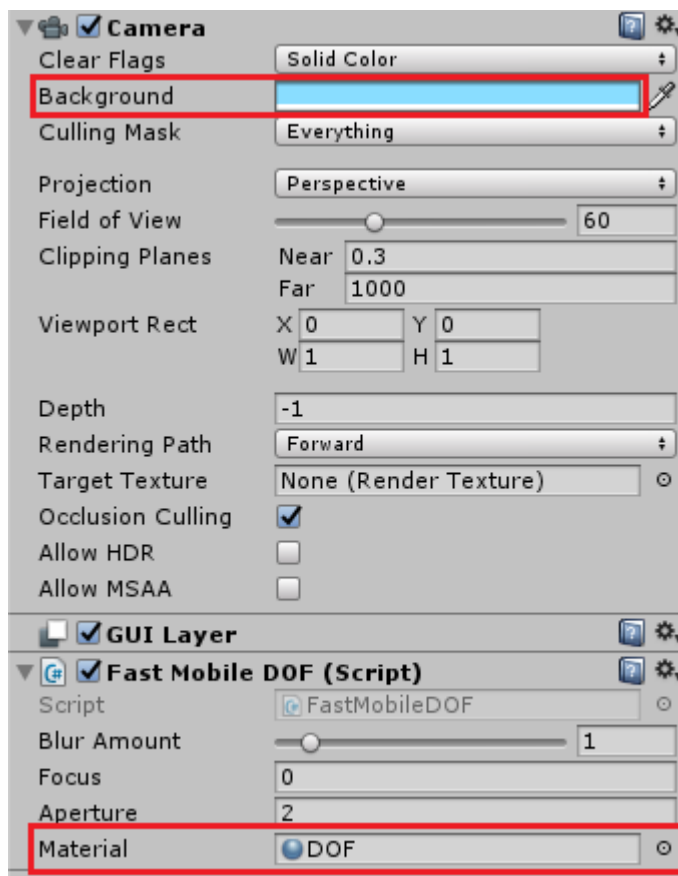


FAST MOBILE DEPTH OF FIELD

This asset consists of shaders for applying depth of field to the scene. During development the main goal was to aximally optimize the well-known toon shading technigue, keeping the quality of the final image. The shader was tested on the low-end mobile device in loaded scene.

How to apply:

1. All objects in your scene should have only materials from SupGames/DOF.
There are only 4 shaders yet:
 - a. Unlit
 - b. Diffuse
 - c. Specular
 - d. Transparent(Cutout)
2. Add FastMobileDOF.cs script to Camera object



3. Attach DOF material to Material property of the script

Note that if you pick Color option for the Background, do not forget to set its alpha value to max. By default it is zero.

PARAMETERS

- **BLUR AMOUNT** – level of blur on your scene
- **FOCUS** – focus distance of the camera. Zone where final image were not be blurred
- **APERTURE** – value which determines the level of DOF. Determines the area from the focus point which won't be blurred. Less the value of the aperture, more area would be focused.

SHADERS

- **DOF** – The fastest depth of field shader in the Asset Store. Runs at **46-55** fps on low-end device (Meizu M2 note)
- **UnlitDOF** – Modified and optimized version of standart mobile Unlit shader.
- **DiffuseDOF** - Modified and optimized version of standart mobile Diffuse shader.
- **SpecularDOF** - Modified and optimized version of standart mobile Specular shader.
- **TransparentDOF** - Modified and optimized version of standart Cutout shader.

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**