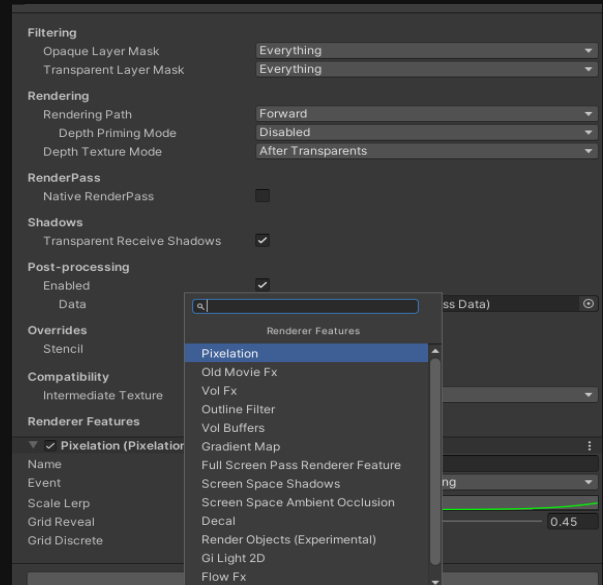


# PixelationFx

## Post Effect for Unity Urp Quick Guide

### Add **Pixelation** render feature to UrpRenderer

Render feature contains general settings like scale interpolation and grid reveal limit for configurable transition via volume weight.



### Configure Pixelation settings via VolumeProfile

