Chroma Key Shaders

ChromaKey Shaders is a set of background removal shaders with a wide range of color key options. Shaders are universal and also have ShaderGraph versions for customization.

USAGE

- remove the previous version if it has already been imported
- import the asset package into your project
- if you are using the Universal Render Pipeline (URP), you need to import:
  *Assets/Nexweron/ChromaKeyKit/**ChromaKeyShaders**/URP/Package/
  ChromaKeyShadersURP.unitypackage*

SHADERS

You can find shaders at:
  Assets/Nexweron/Common/Shaders/Builtin/ChromaKey
  Assets/Nexweron/Common/Shaders/URP/ChromaKey

ChromaKey_Alpha

KeyColor – color that will be transparent on the result
DChroma – chroma difference in Color between Key and Source
DChromaT – chroma tolerance
DLuma – luma difference in Color between Key and Source
DLumaT – luma tolerance

ChromaKey_Bg

KeyColor – color that will be transparent on the result
BgColor – color that will be placed instead of KeyColor
BgTex – texture that will be placed instead of KeyColor
DChroma – chroma difference in Color between Key and Source
DChromaT – chroma tolerance
Chroma – result chroma of color: closer to Source(0) -> closer to Bg(1)
Luma – result luma of color: closer to Source(0) -> closer to Bg(1)
Saturation – result saturation of color: 0(0) -> closer to result chroma(1)
Alpha – result alpha of BgColor

NOTE

If you use SRP - don't convert built-in shaders unnecessarily, use shaders for URP instead from *ChromaKeyShadersURP.unitypackage*

SUPPORT

If you have any comments, questions, or issues, please email me at **nexweron@gmail.com**