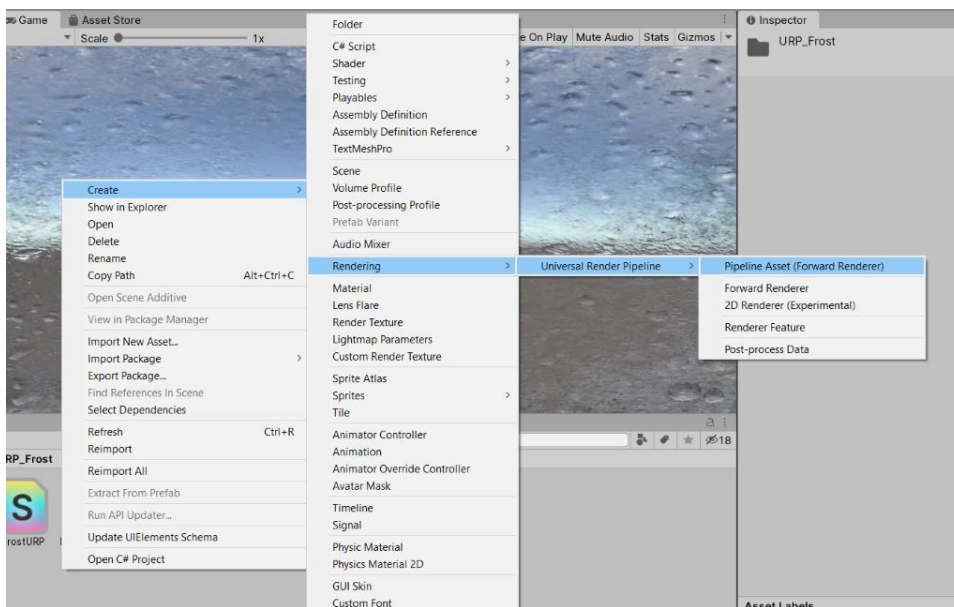


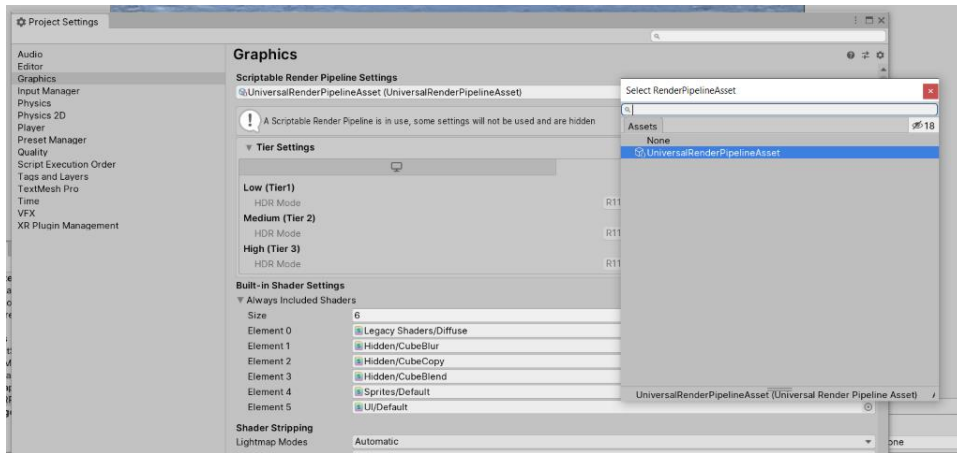
MOBILE FXAA URP

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

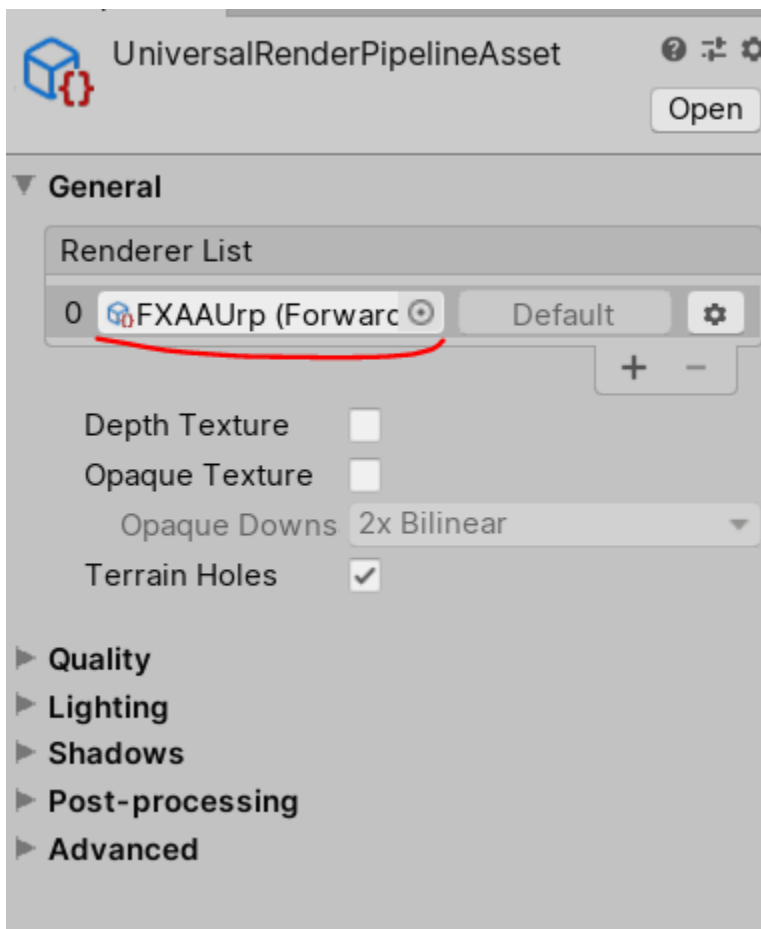


How to apply URP Mobile FXAA:

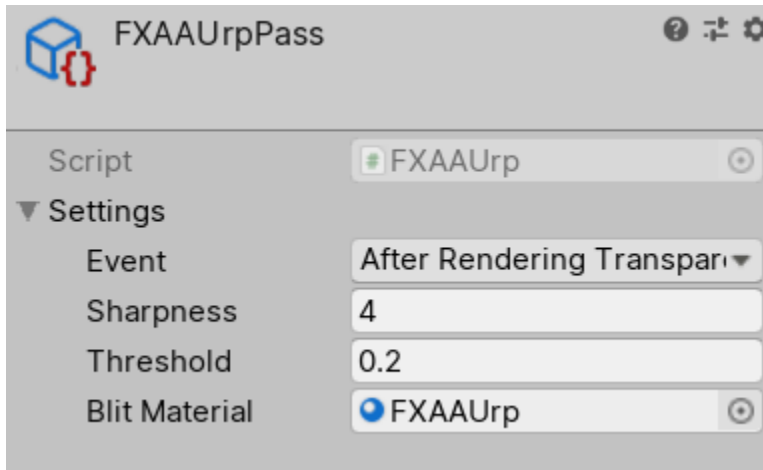
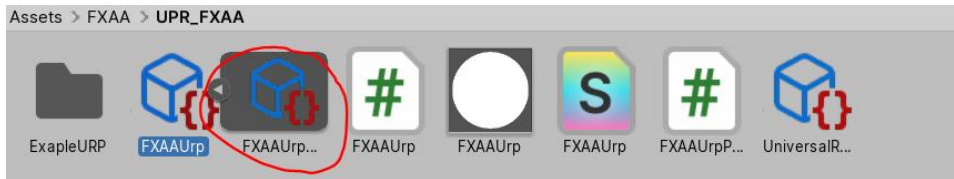
1. Firstly import the package URP_FXAA which is included in the asset



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



3. That is pretty much it. To change the parameters go to the folder URP_FXAA. Find FxaaUrp, extend it and select FxaaUrpPass. You will see in the inspector the parameters of it.



PARAMETERS

- **EVENT** – set the rendering event on which the shader will affect
- **SHARPNESS** – sharpness of the image
- **THRESHOLD** – threshold for anti-aliasing

SHADERS

- **FXAA - The fastest bloom in the AssetStore.** Completely optimized FXAA. Runs at **45-58 FPS** on low-end 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