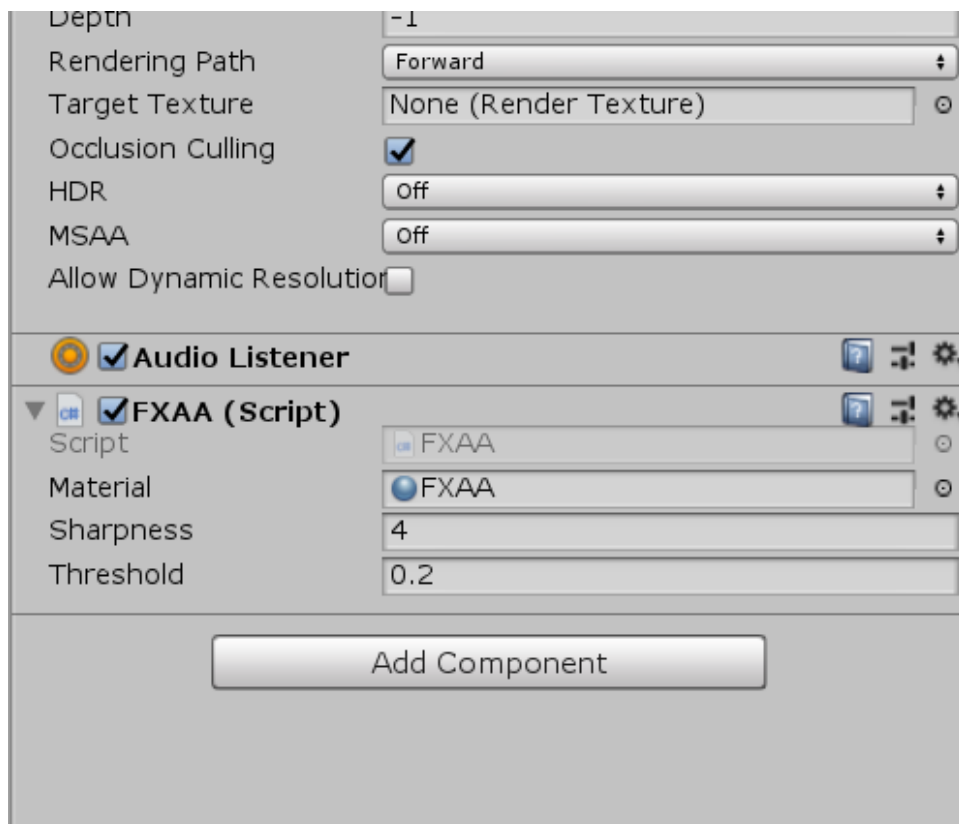# FAST MOBILE FXAA

This package consists of shader for applying the FXAA on the screen. This solution is currently the fastest in the market. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and fps.

How to apply:

1. **Add FXAA.cs script to Camera object**

2. **You need to attach to the Material property, the FXAA material from the package**

PARAMETERS

- **SHARPNESS –** sharpness of the image
- **THRESHOLD –** threshold fo anti-aliasing

SHADERS

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