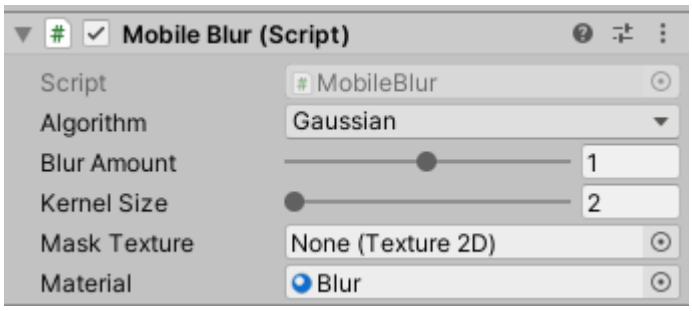
FAST MOBILE BLUR

This package consists of two shaders for applying the blur on the screen. This solution is currently the fastest blur I the market. Both of the shaders were teste on low-end mobile device in loaded scene in order to optimize the performance and fps.

How to apply:

1. **Add any of the script MobileBlur to Camera object**



2. Attach to the Material property, the Blur material from the package

PARAMETERS

- **ALGORITHM -** Two differentt techniques for blurring. Gaussian - slower and more smooth algorithm for blurring. Box - faster approach.
- **BLUR AMOUNT –** level of blur on your scene
- **KERNEL SIZE –** the size of the convolution matrix for blur. Sounds pretty scary, but less the kernel size, faster the blur works. More kernel size, more the quality of blur increases. I strongly recommend to keep the value 2, cause the difference is negligible (saves 1-5 fps)

- **MASK TEXTURE -** Mask texture is greyscaled texture, used by blur shader. Darker the area, less blur will be applied to that area in final image. Strongly advice for mobile to have at least some areas not blurred, to increase the performance.

SHADERS

*** BLUR - The fastest blur in the Asset Store.** Completely optimized blur, implemented using gaussian blur. Implemented in single-pass. 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