

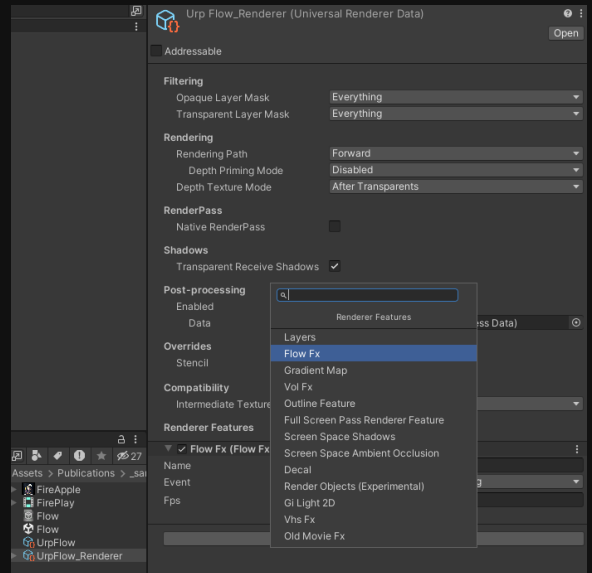
# ImageFlow

Post Effect for Unity Urp and VolFx by **NullTale** + + ✨  
Quick Guide

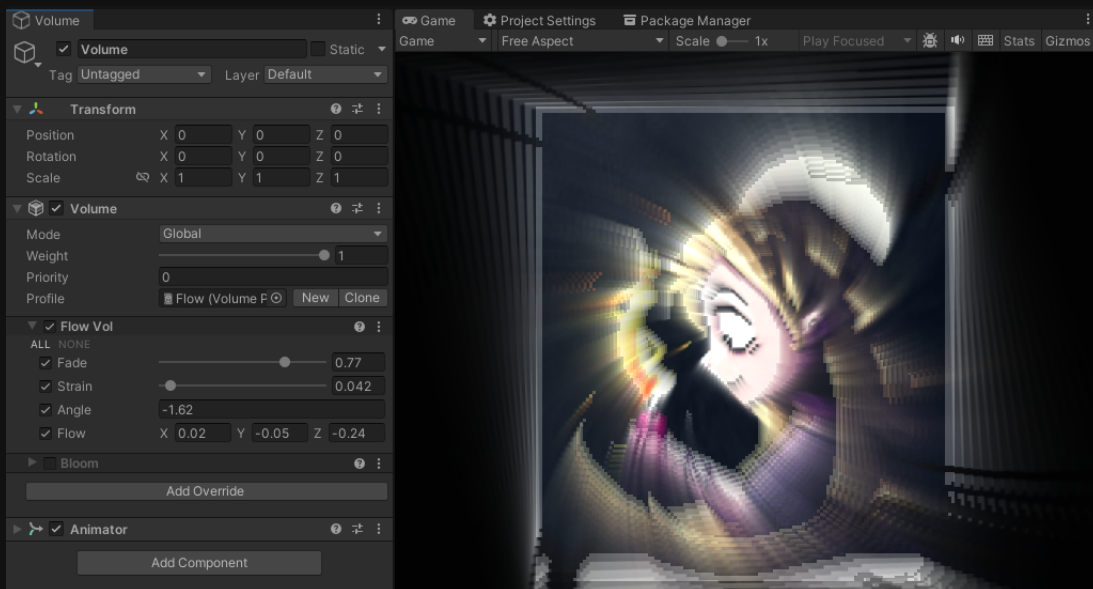
Add FlowFx render feature to UrpRenderer

\* note that UrpAsset can be overridden by  
Unity QualitySettings

Flow effect works by blending each new frame with  
the previous one by weight,  
adding displacement and rotation, can be  
combined with other post effects to create scenes  
of confusion or strange flow.



Configure Flow settings via VolumeProfile



The feature is fps dependent and is rendered with target frame specified in the asset,  
this means that new frames for blending will be taken at the specified frame rate,  
if the frame rate is higher it does not affect the picture, otherwise the effect will look  
different.