

# Lens Dirtiness

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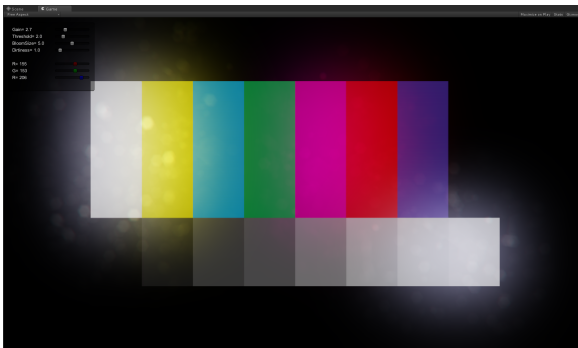


## Abstract

Bloom post-process with texture overlay. Unity Pro needed.

## Sample Content

An example scene is included as well as an [online](#) version for testing purposes.

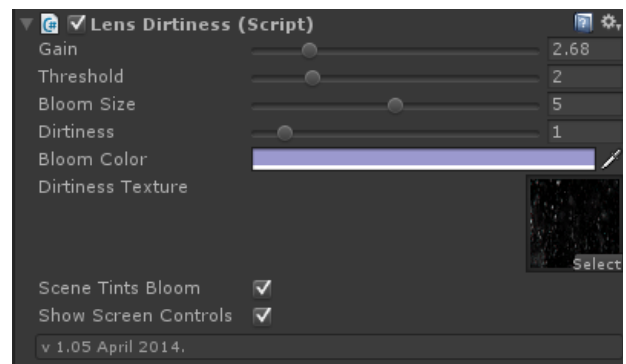


## References

[ATI Research Real-Time 3D Scene Post-processing](#)

## Usage

Parameters are self explanatory and easy to adjust.



### Gain:

Overall effect intensity

### Threshold:

Scene intensity minimum value for bloom

### Bloom Size:

Effect spread

### Dirtiness:

Dirtiness intensity

### Bloom Color:

Tints bloom effect

### Dirtiness Texture:

This will multiply bloom

### Scene Tints Bloom:

Tints bloom with scene color values