URP Dithering Post Process Effect
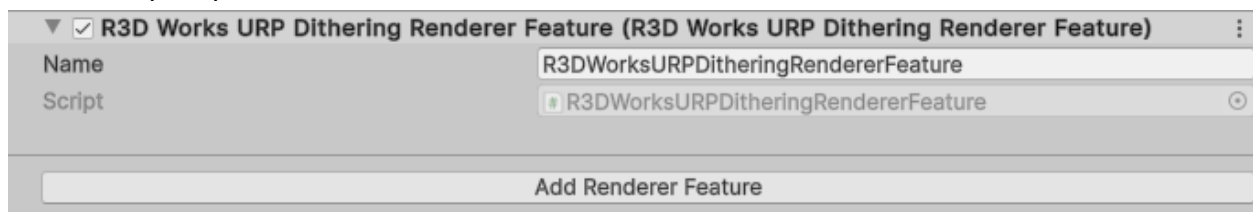
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Unity6 URP Render Feature to apply pixel perfect color dithering effect.

Usage:

Add the "R3D Works URP Dithering Renderer Feature" to your Universal Render Data asset to enable the post process effect.

The Parameters are overridable from your scene "Volume Profile" asset:

Intensity: Blends how much the effect affects output color.

Pixel Size: Scales the pixel size of the effect. (does not actually change the render target size! Just sampling coordinates)

Color Range: Controls the amount of value levels that are used to dither between. (lower values limit the amount of colors)