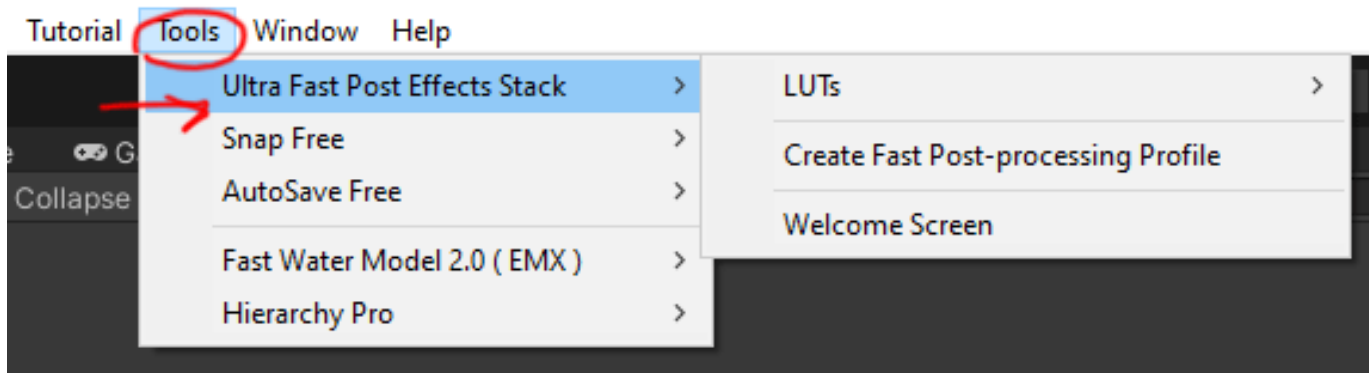
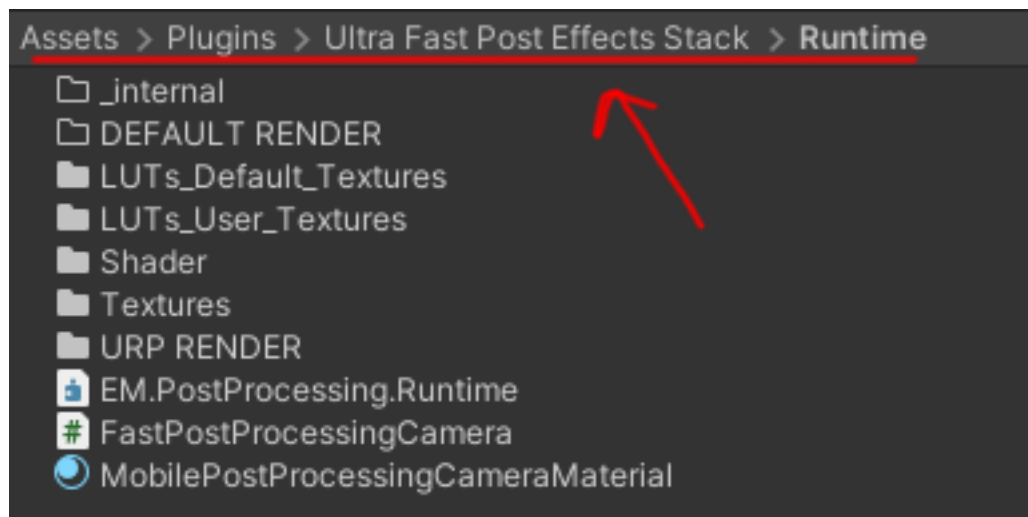


## UFP for URP - Ultra Fast PostProcessing for Universal Render Pipeline

You can find asset option in the top menu "Tools/Ultra Fast PostProcessing"

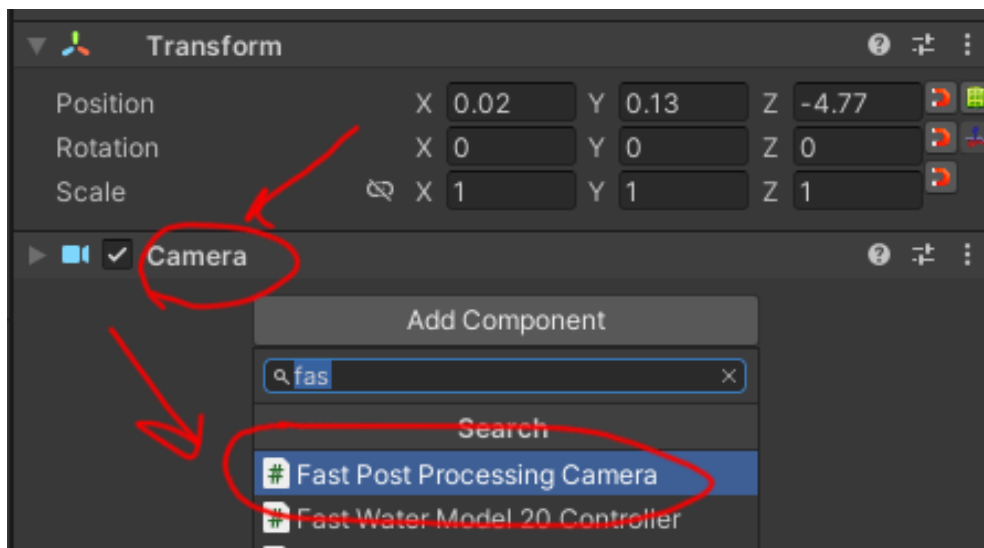


By default asset's files located in the "Plugins/Ultra Fast PostProcessing" directory



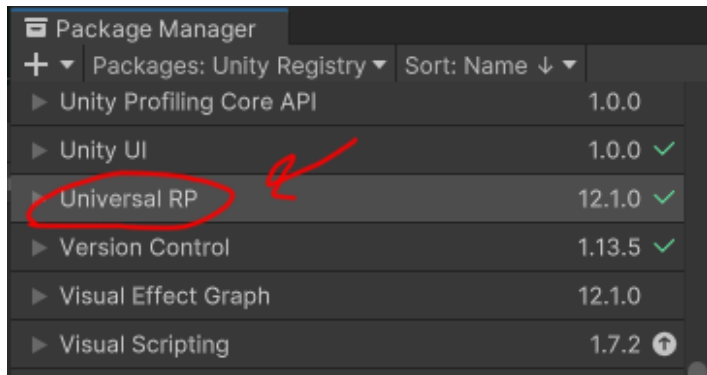
### How to use?

If you are using default render pipeline then just add the component on your camera

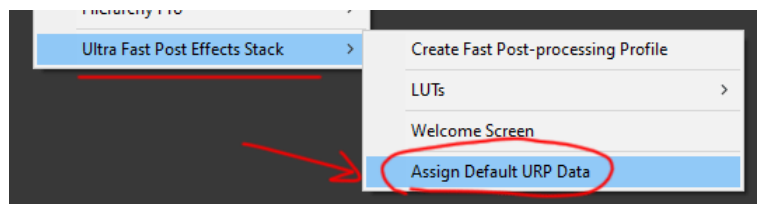


If you are using URP render pipeline you can follow to few additiuonal steps or just add component on your camera if you have installed URP

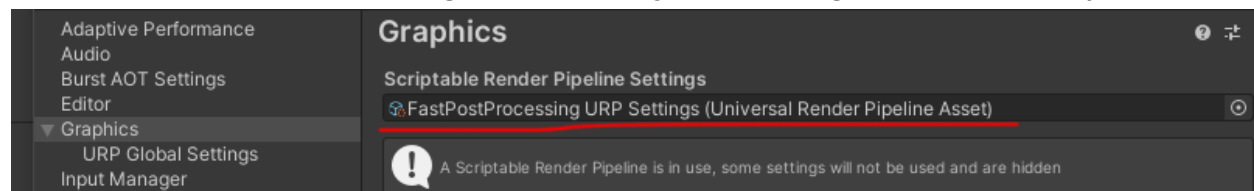
Of course first of all your should add URP render pipeline in your packages manager



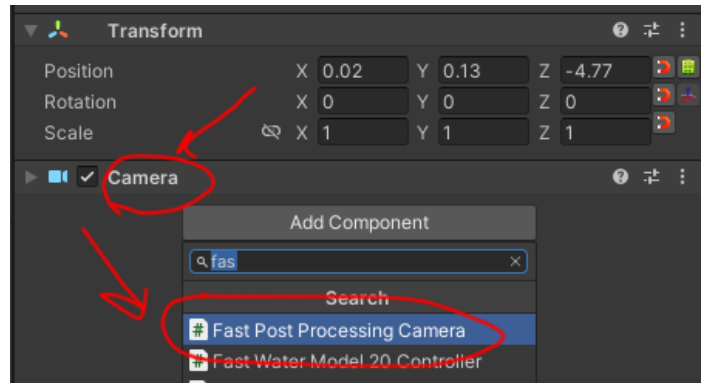
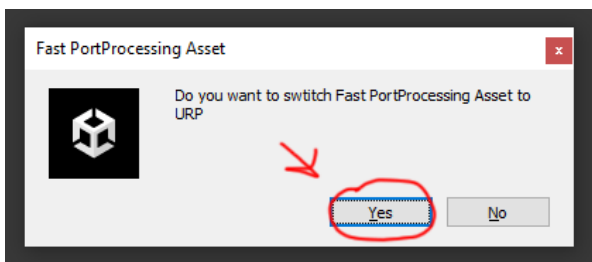
If you didn't assign your pipeline's settngs, you can apply our build-in one



You can check render settings in the project settings, are there any added pipeline settings

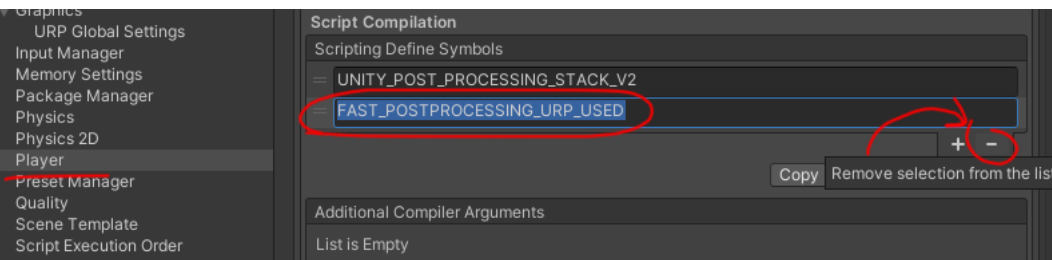


If you have enabled URP render, UFP will autamtically ask to switch defines for URP render just click "Yes"



And then just add PostProcessing component

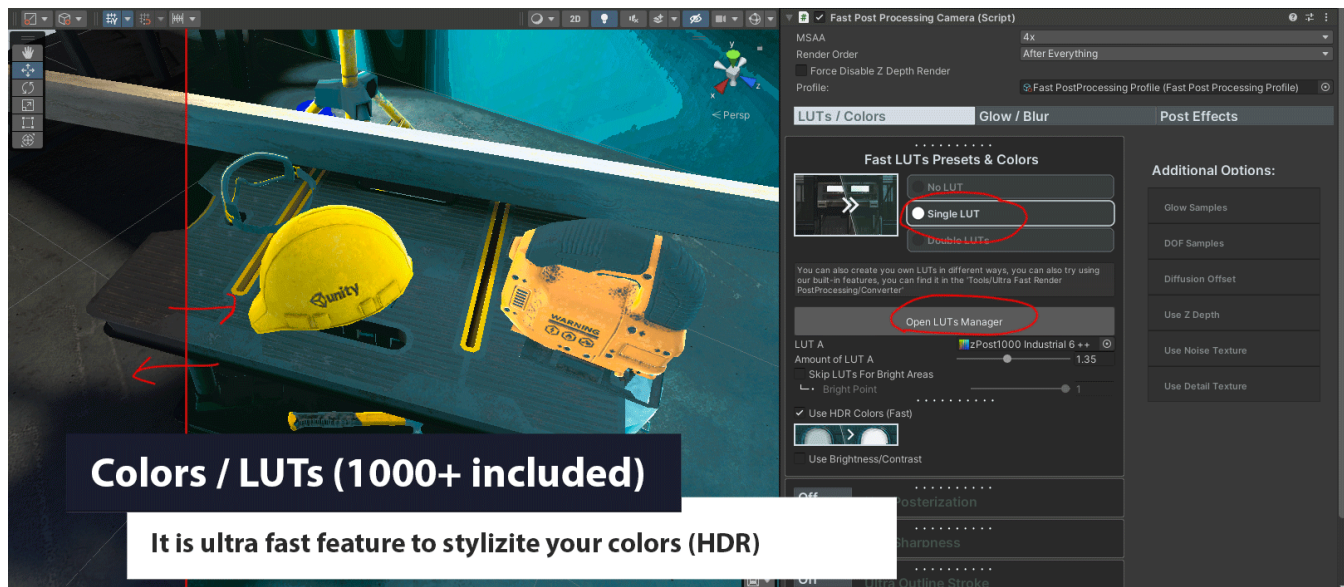
Note that if you will completely remove URP package, you also should remove UFP define from player settings. (but if you just temporary switch render pipeline you don'n need to do any additional steps)



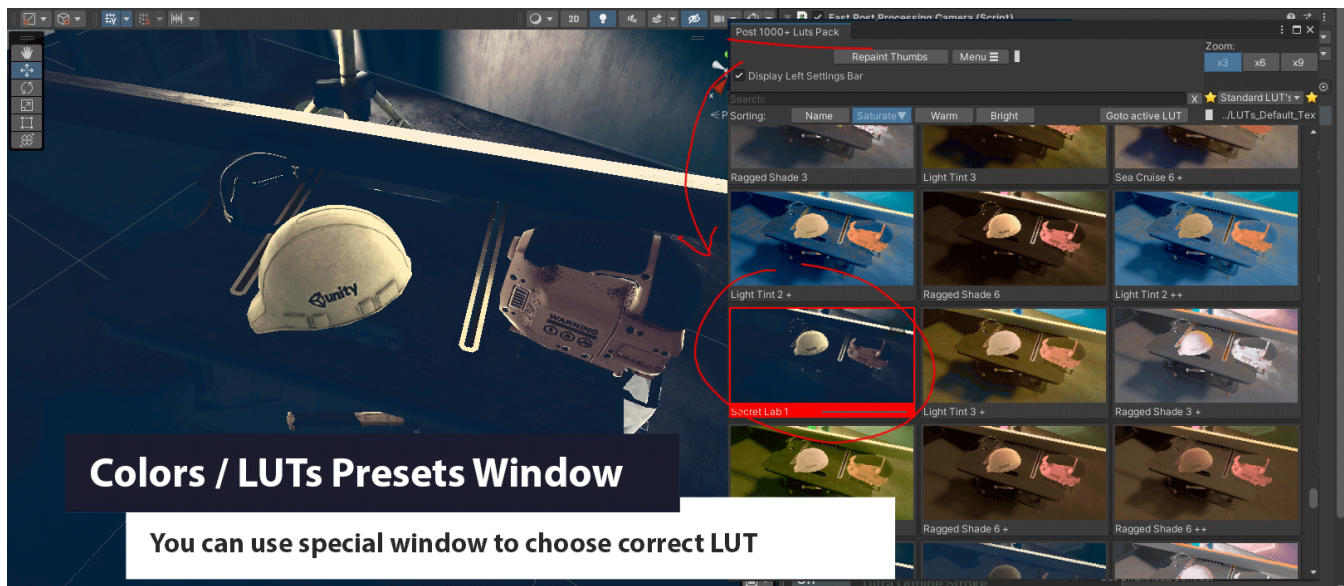
## Effects (Beta 0.9, First Release)

### LUTs/Colors (Part 1/2)

LUTs is main feature allows you quickly change render colors style  
You can choose between 1000 included LUTs, plus you can create your own one using photoshop or build-in converters



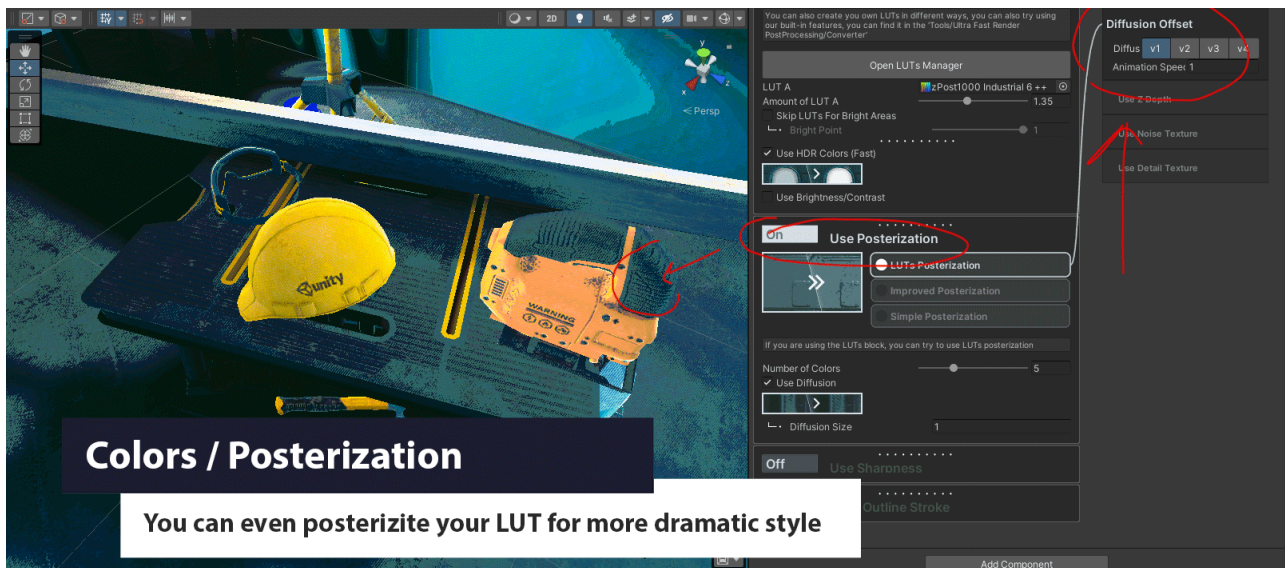
There is a convinient window allows you to quickly switch and sort LUTs





## LUTs/Colors (Part 2/2)

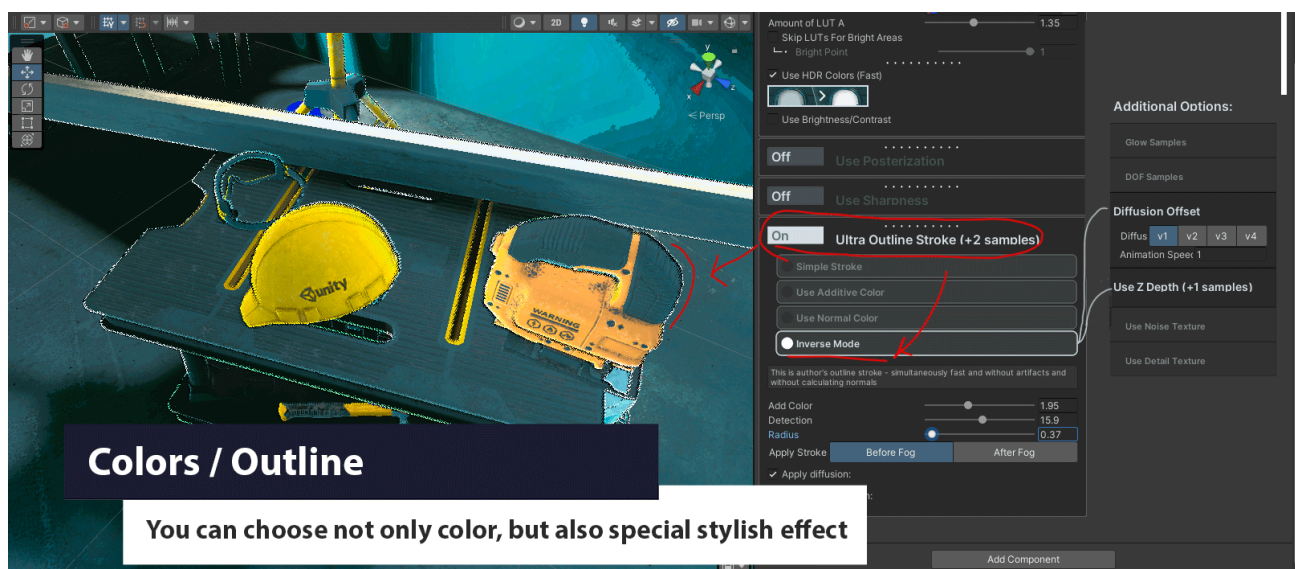
Posterization gives a more aggressive style for your colors, plus you can choose special LUTs posterization option which differs from the standard method



Few fast sharpness effects allow you to increase level of detail on boundaries

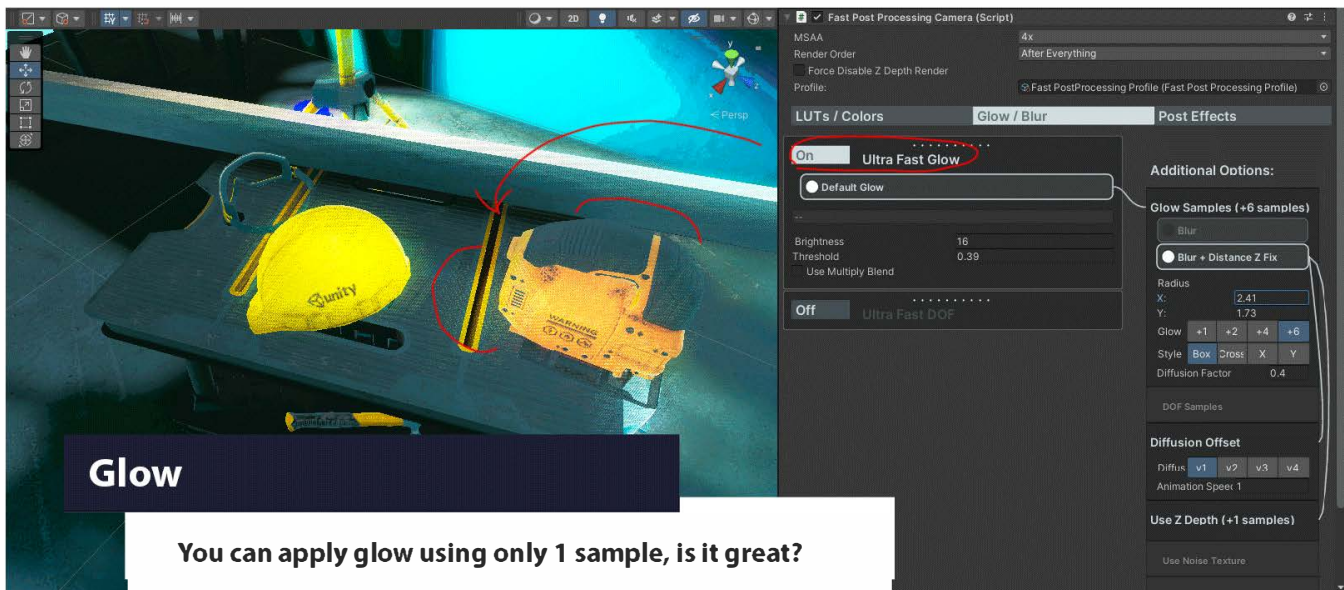


Furthermore there are four fast outline effect which also affect on your objects' boundaries

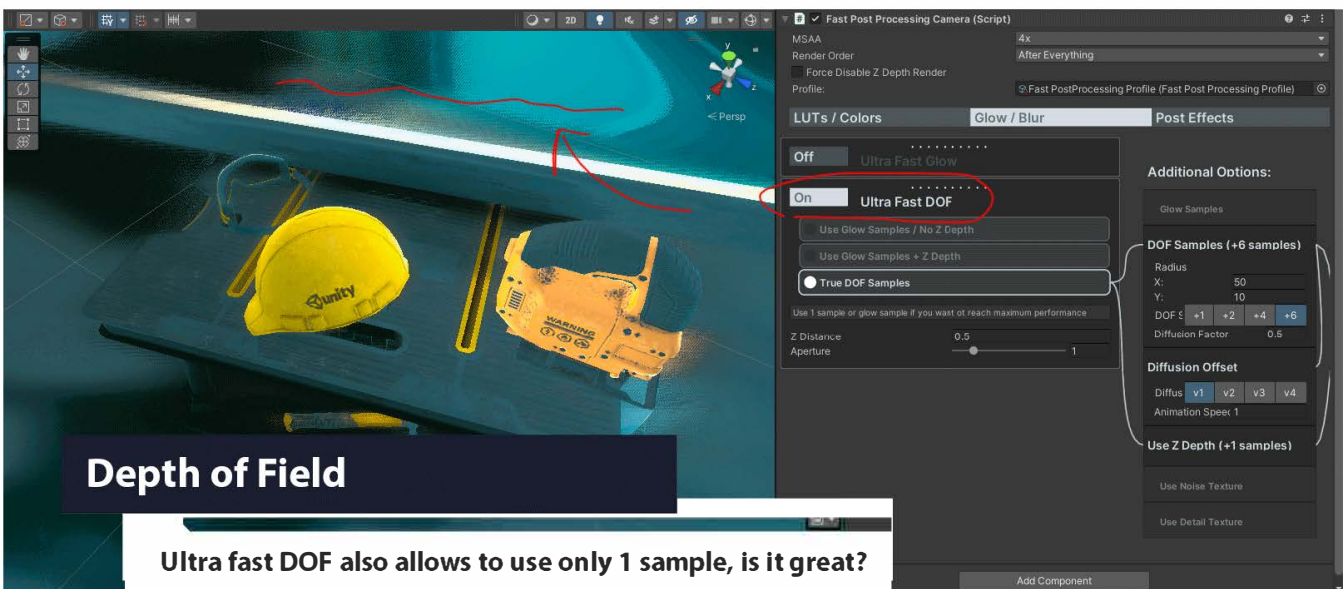


## Glow/Blur (Part 1/1)

This are ultra fast features for your mobile, now you can use DOF even on lowend devices  
But of course there are some quality costs, but everything can always be made even better



Choose 1 sample if you want to reach maximum performance



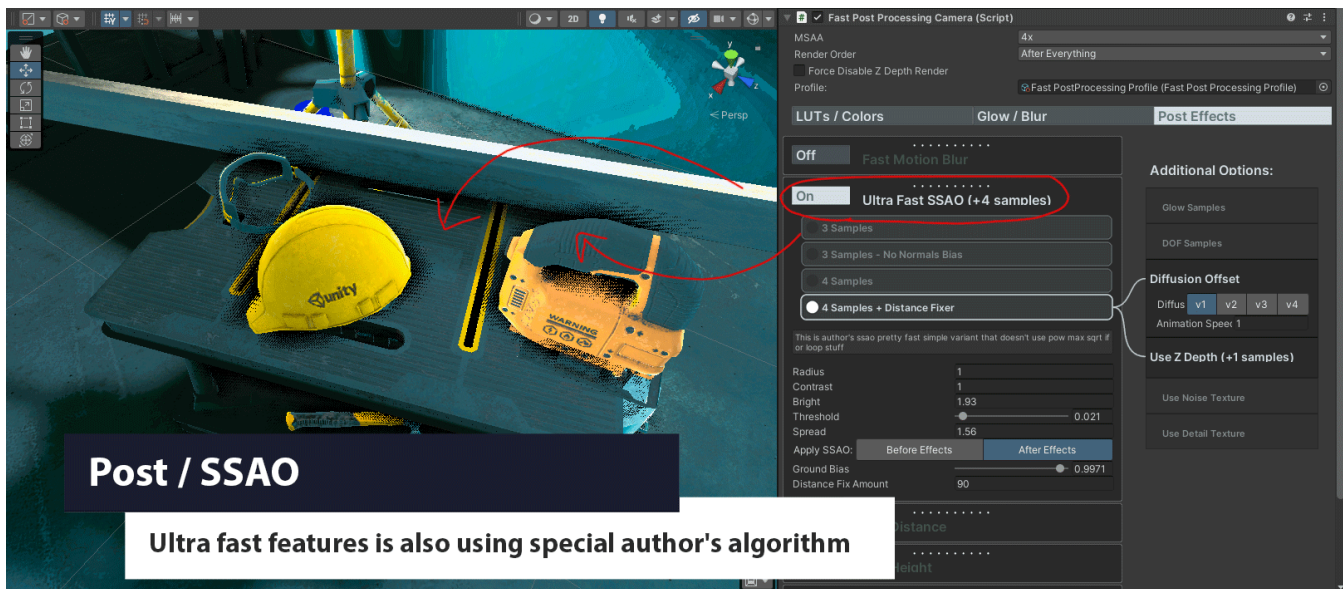


## Post Effects (Part 1/2)

Finally i want to introduce the last few extremely useful features  
Fake Motion Blue, of course it is not an exact algorithm it just an approximation  
but it is fery fast approximation allows you to substitute slow quality effect



Second one is ultra fast SSAO, another author's algorithm, that also has drawbacks  
due to ultra fast SSAO uses the minimum number of samples, but anyway it should  
work on any devices



And lastly few fog effects, with animated textures and fake volume effects



### Standard build-in fog, you can apply fake volume texture

## Post / FOG by height

### Apply fog by height value, add a texture for special effect

<https://emem.store>