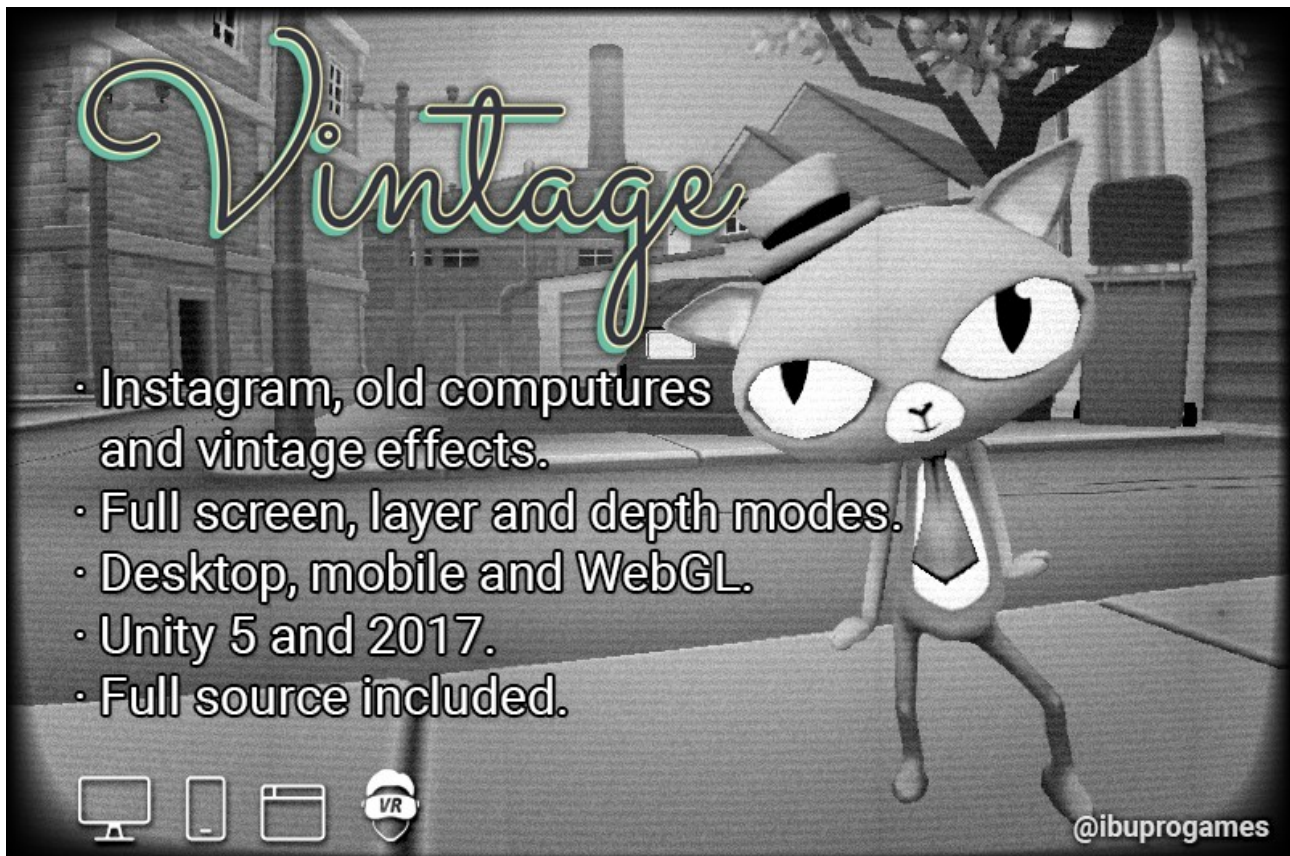


# Vintage

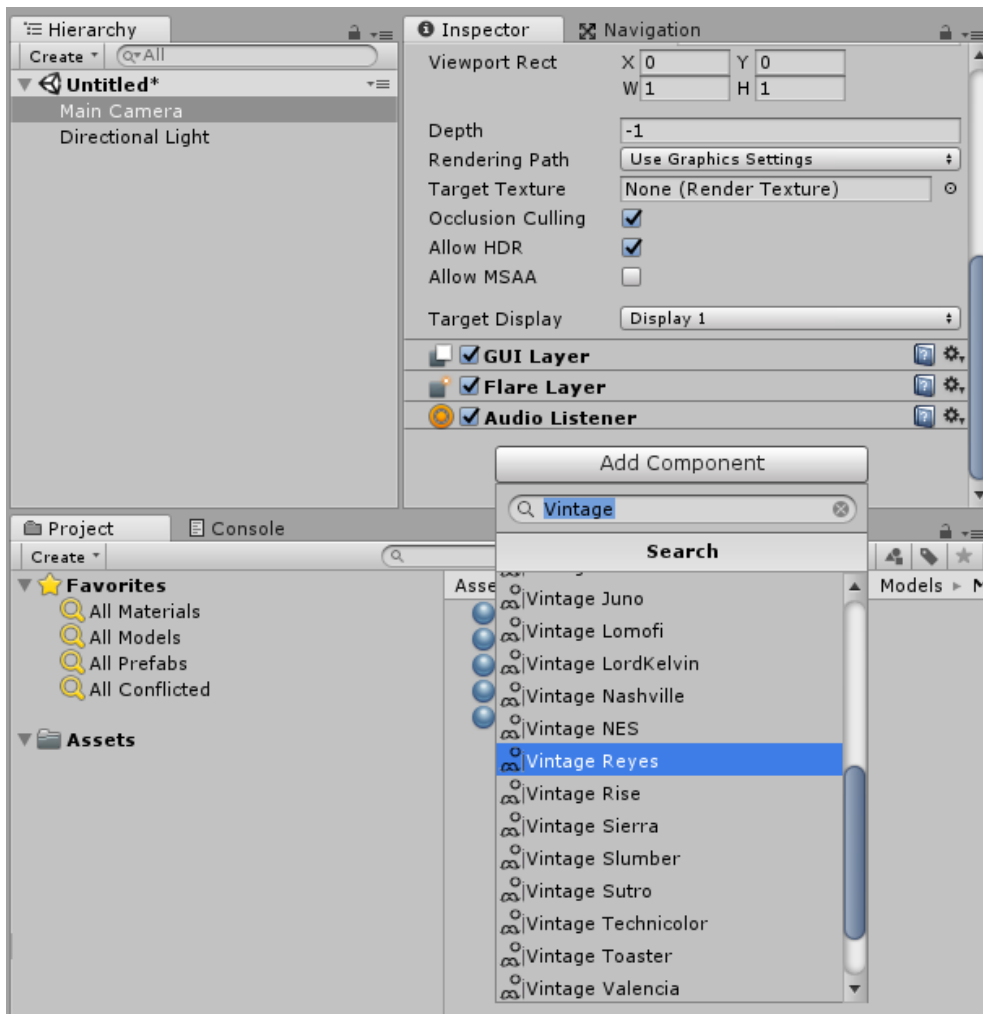
A big collection (+30) of effects that can give to your games a **unique** and **retro look**.  
Instagram, vintage cameras, old computers and more.

To access more up-to-date documentation, please go to the [online documentation](#).

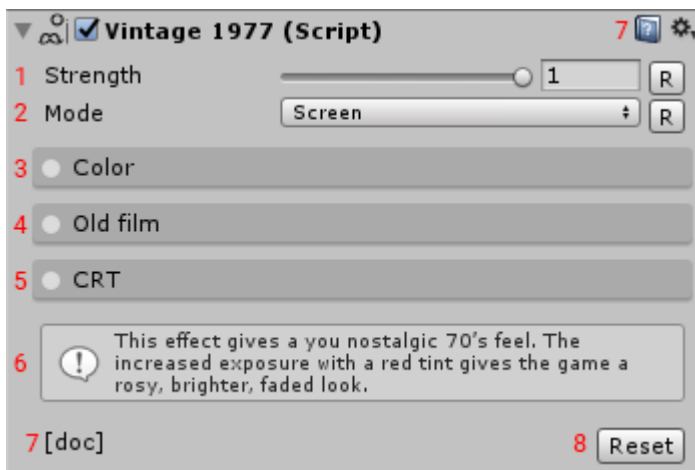


# Editor.

Once installed, select the camera of the scene and write '**Vintage**'. Now you just have to choose one from **more than 30** available effects.



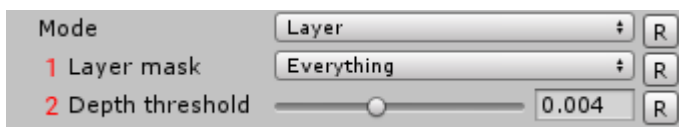
When you add one, you will see something like:



Each effect can have some extra variables, but these are the parameters you can find in all. The first thing is the intensity of the effect (1). You can also change 'Mode' (2) between 'Screen', 'Layer' and 'Distance'. Later we will see how they work.

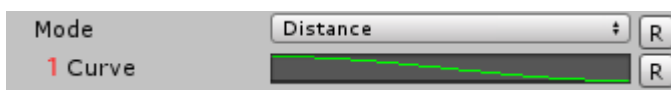
The 'Color' (3) area is used to modify color parameters and you must activate it (the small circle near the label) to be able to use it. In addition you can add 'Old film' effects (4) and simulate an old TV (5). Next you have a short description of effect (6). By clicking on (7) you can access the online help. By pressing 'Reset' (8) some parameters will return to their default values.

There are three different modes. The first one is 'Screen' and is the one used by default. It makes the effect apply to the whole screen. Another mode is 'Layer' and with it you can apply the effect only to the layers you want.



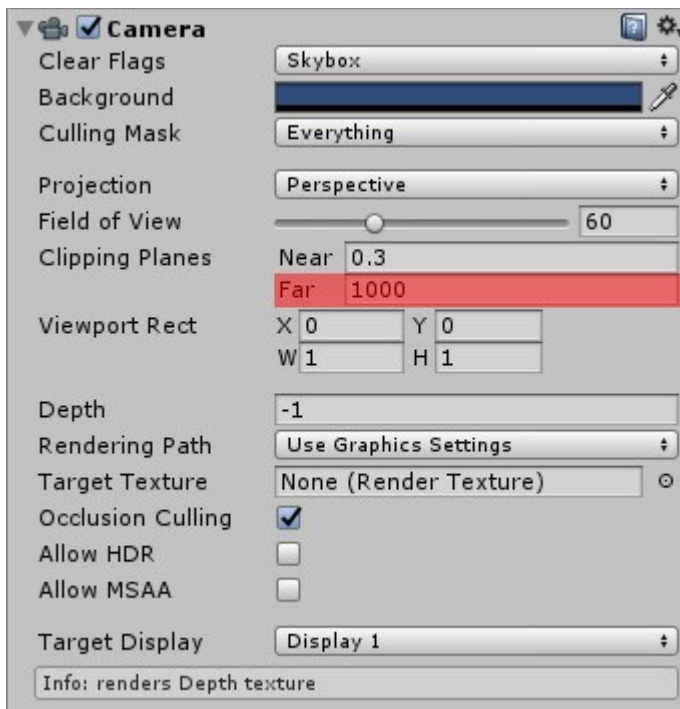
Simply select the layers (1) you want and they will be the only ones in which the effect is applied. If you see any accuracy faults, you can adjust the sensitivity with 'Depth threshold' (2).

With 'Distance' mode you can select the depth curve to modulate the effects *strength*. The range starts at the 'Near' distance of the camera and ends at 'Far'.



'Layer' and 'Distance' modes add a [depth texture](#) to the camera, and may not be available on some mobile platforms.

You should also keep in mind that both modes depend on the 'Far' parameter of your camera. If you use a 'Far' too large (default is 1000), you may have precision problems, so I advise you to reduce it as much as possible.



'Vintage' supports virtual reality devices (VR). You must use **Unity 2017.1** or higher. At the moment, 'Layer' mode **does not work** in VR mode.

## Code.

All code is inside the namespace '**Ibuprogames.VintageAsset**'. So if you want to use it you must first import its namespace:

```
using Ibuprogames.VintageAsset;
```

If '*myCamera*' is a valid camera and you want to add the effect '**Vintage1977**', you should do something like:

```
Vintage1977 vintage1977 = mycamera.gameObject.AddComponent<Vintage1977>();
```

All the code are well commented, I recommend reading the code if you want more information. Any questions or suggestions you have, we will be happy to answer you in our mail:

**hello@ibuprogames.com**