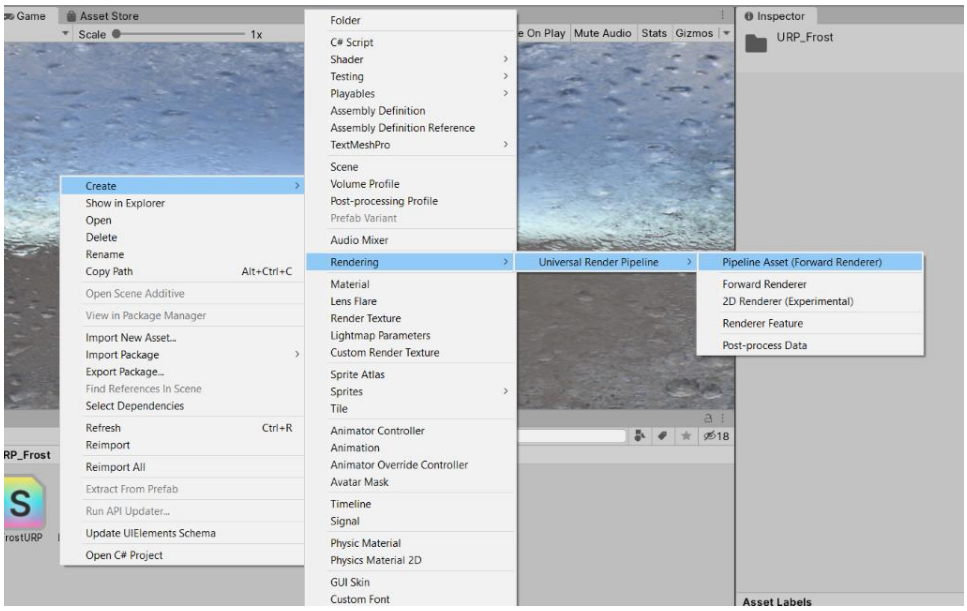
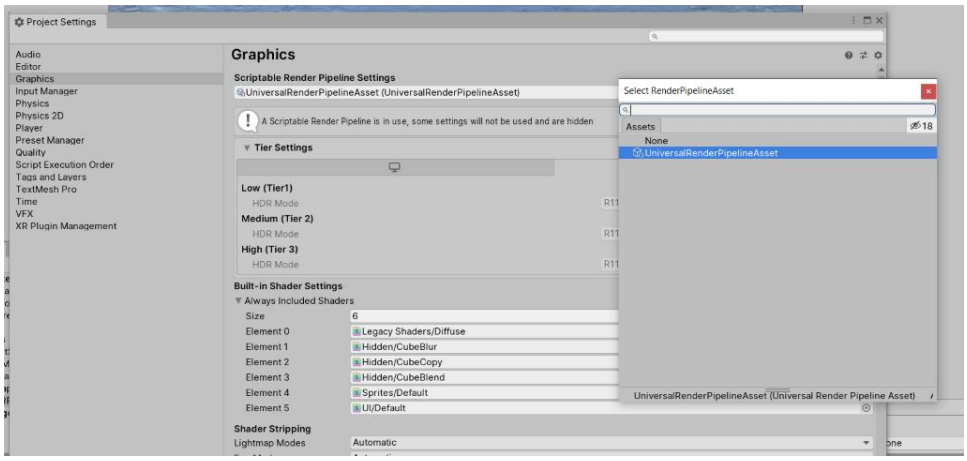
FAST GLITCH URP

How to setup URP(if you have already configured URP for your scene skip this part):

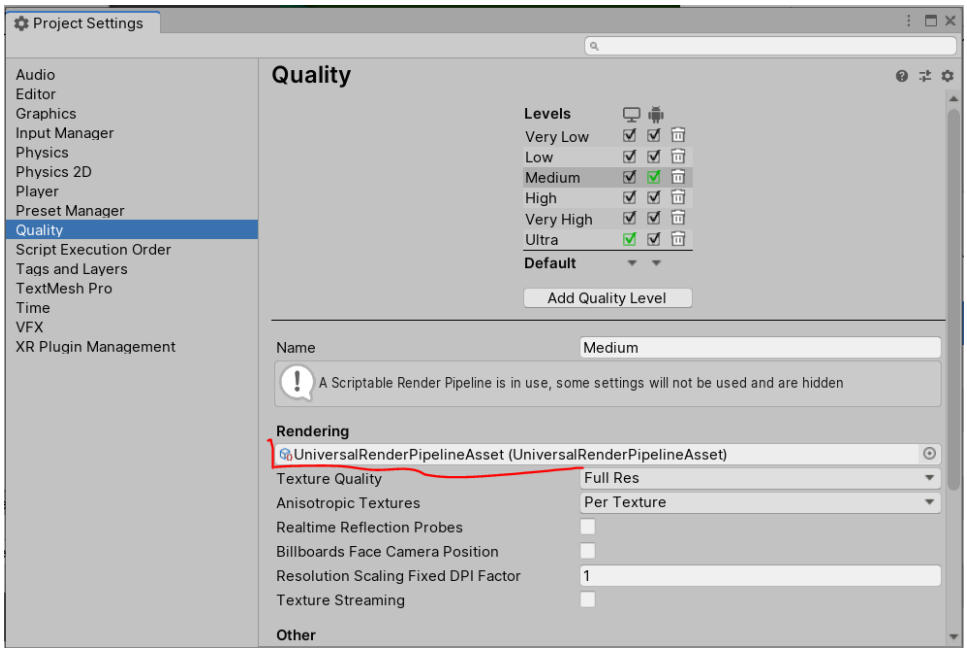
1. Firstly install the URP package to your project. Go to **Windows->Package Manager.** In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**



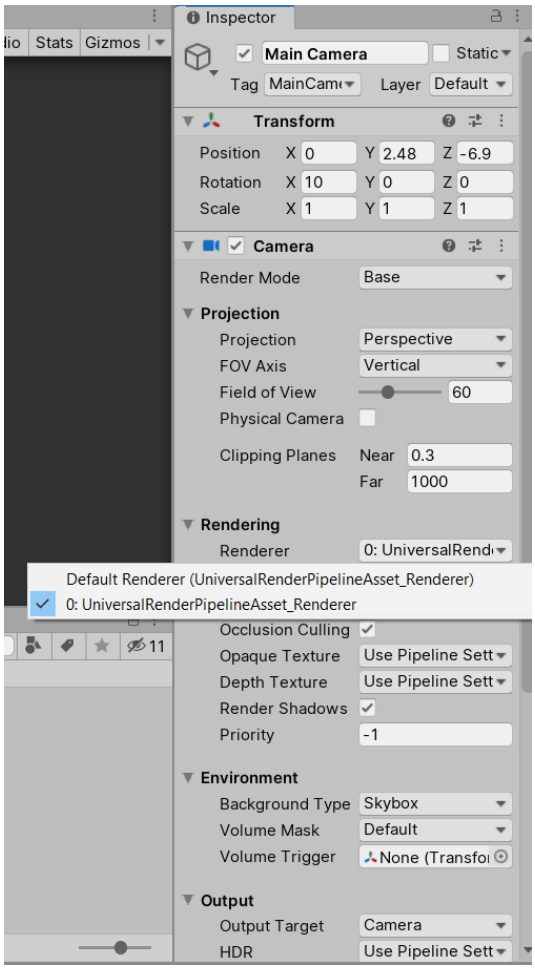
3. Go to **Edit->ProjectSettings->Graphics.** In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section



4. Go to **Edit->Project Settings->Quality.** In rendering section drag and drop the pipeline asset you created

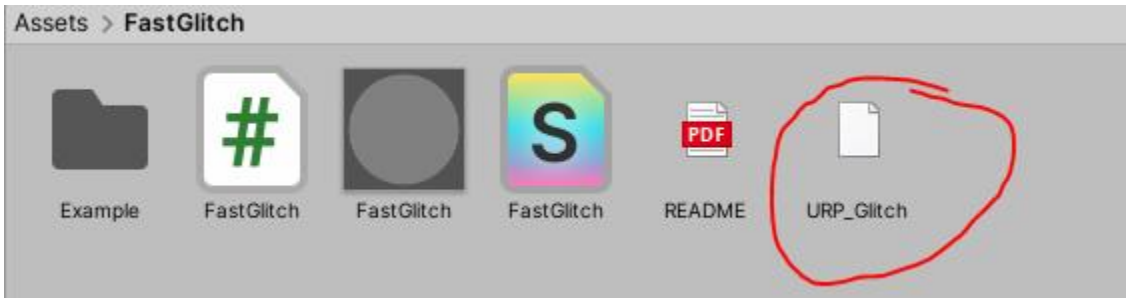


5. Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created

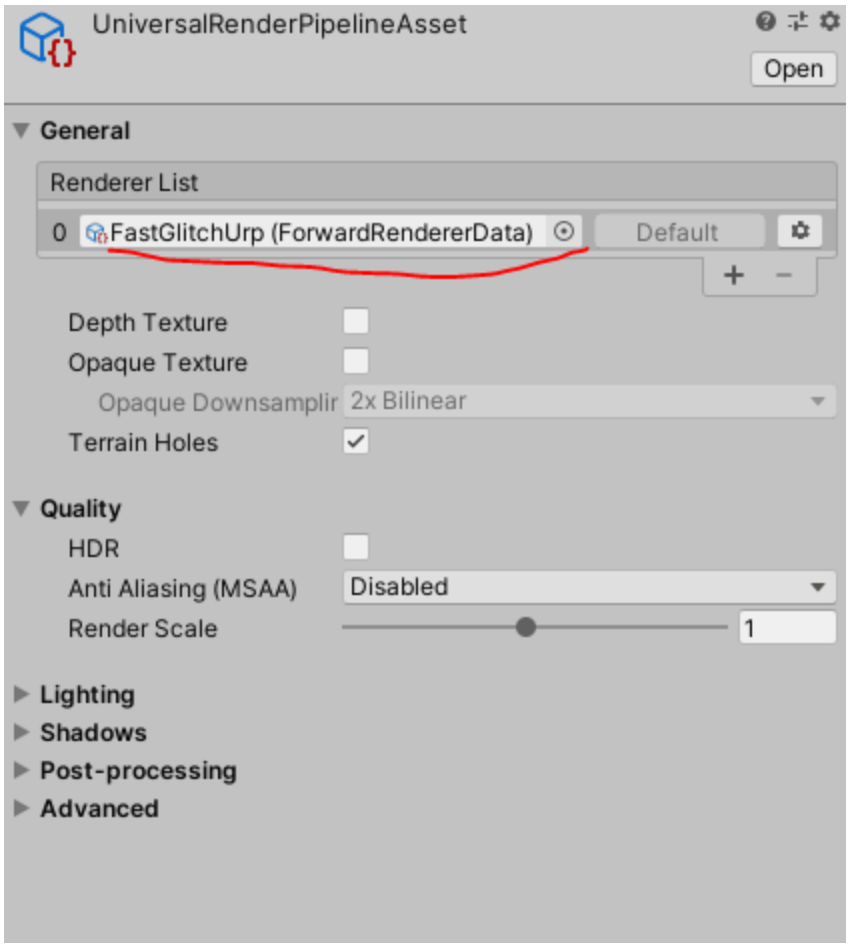


How to apply URP Fast Glitch:

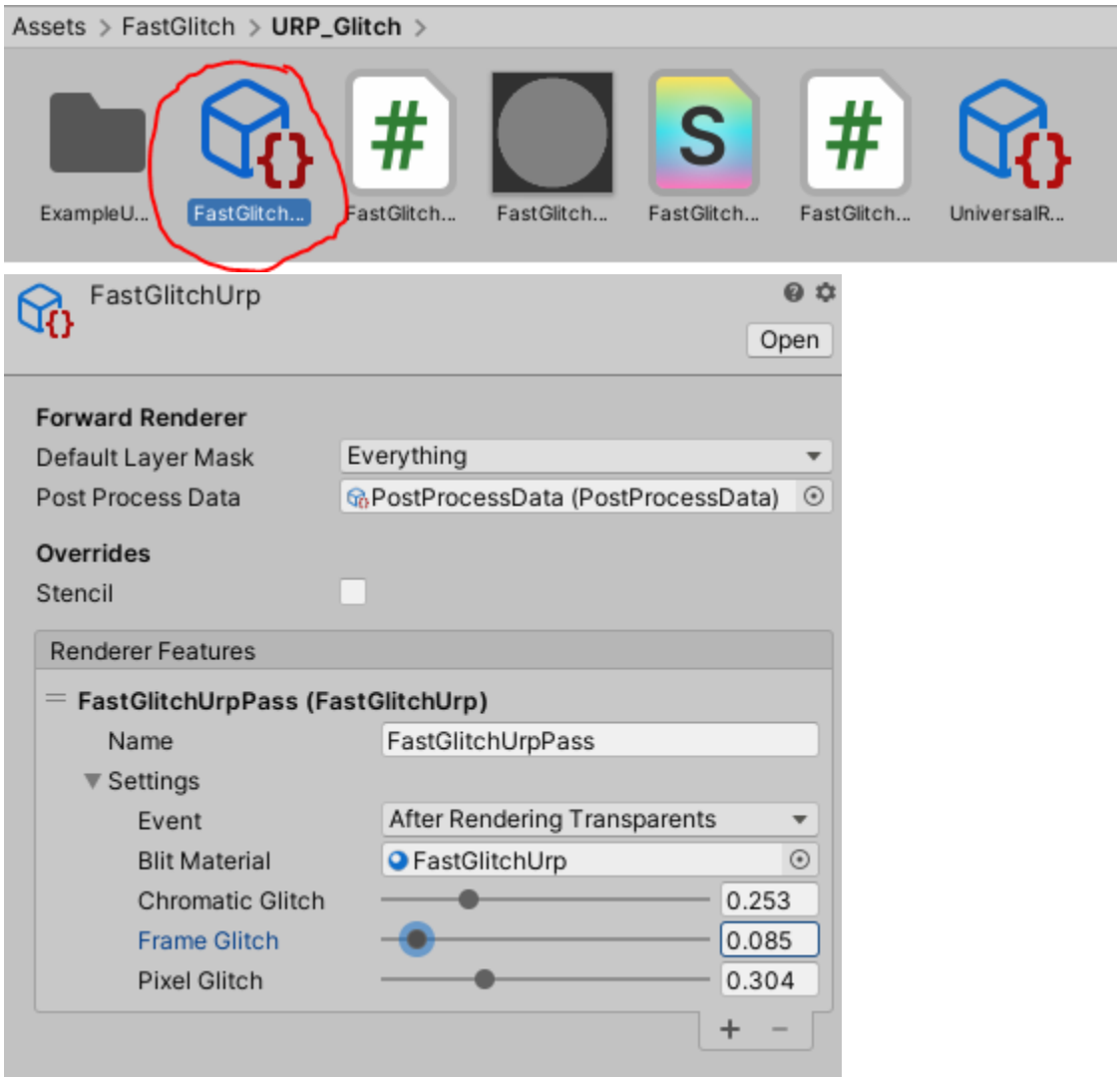
1. **Firstly import the package URP_Glitch which is included in the asset**



2. **Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the FastGlitchUrp**



3. **That is pretty much it. To change the parameters go to the folder URP_Glitch. Find FastGlitchUrp, select. You will see in the inspector the parameters of it.**



PARAMETERS

- **CHROMATIC GLITCH -** Random horizotal shifts of Red and Green channels. The value increases the offset and frequesncy of this shift.
- **FRAME GLITCH -** Wavy deformations of the image. The value increases the distortion amount and frequency.
- **PIXEL GLITCH -** Pixel chunks distortion. The value increases distorted pixel chunks amount and frequency.

How to apply URP Mobile Sharpen:

1. **Firstly import the package URP_Sharpen which is included in the asset**

2. **Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the SharpenUrp**

3. **That is pretty much it. To change the parameters go to the folder URP_Sharpen. Find SharpenUrp, extend it and select SharpenUrpPass. You will see in the inspector the parameters of it.**

PARAMETERS

- **EVENT –** set the rendering event on which the shader will affect
- **SHARPNESS –** sharpness of the image

SHADERS

- **Sharpen- The fastest sharpen in the AssetStore.**Completely optimized Sharpen shader. Runs at **45-58 FPS** on lowend mobile device(with proper settings).

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:
-101 **different gameObjects**,
-101 **different Materials**,
-51 **different Textures**,
-1 **Directional Light(realtime)**,
-**approximately 45k polygons**