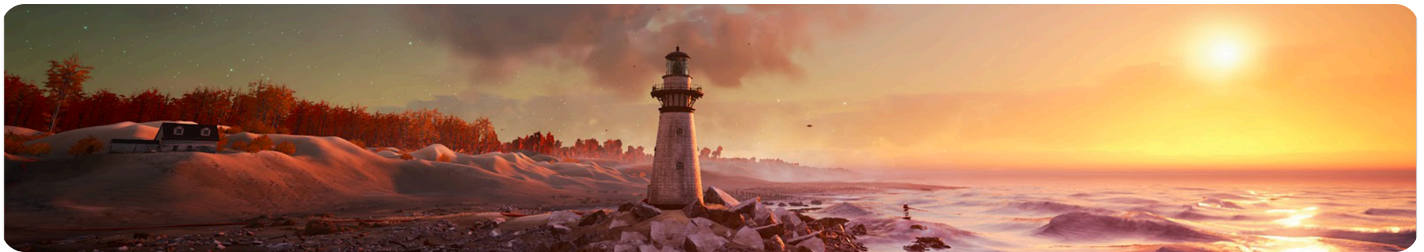


Screen Space Reflections

Effect which alters the reflection that appear on the surface of materials within scene view.



Screen Space Reflection is an effect which is enabled by default that alters the appearance of objects on the surface of **Materials**. There are only a handful of options that can be tweaked for this effect which are outlined below.

Property	Description
Intensity	Enable/Fade/Disable the Screen Space Reflection feature by percentage (avoid numbers between 0 and 1 for consistency).
Quality	0=Lowest Quality while 100=Maximum Quality (50 is the default to provide better performance).
Max Roughness	Used to determine what roughness we fade the Screen Space Reflections (0.8 works well, smaller can run faster).