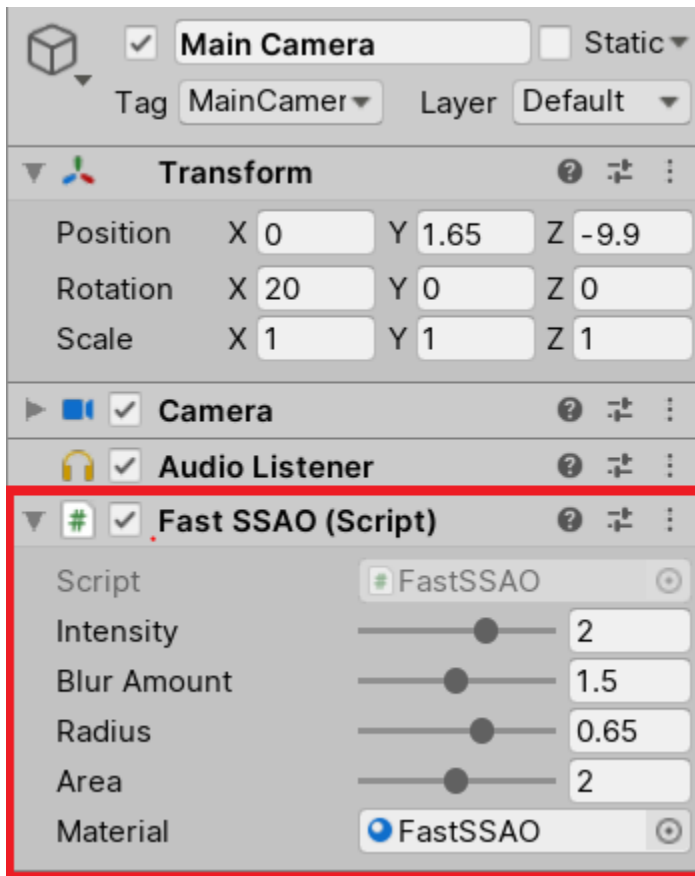


FAST SSAO

How to apply:

1. Add any of the script FastSSAO to Camera object



2. Attach to the Material property, the FastSSAO material from the package

PARAMETERS

- **INTENSITY** – The intensity of the occlusion applied to the scene
- **BLUR AMOUNT** – The amount of blur applied to the tinted part of the effect
- **RADIUS** – The size of the ambient occlusion
- **AREA** – Amount of effect applied to the objects

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**