

Vintage

A big collection (+50) 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 your scene and add the component with the effect you want to add. If you type '*Vintage*', the list of available effects will appear.



Once the effect is added, you will see something like this:



Each effect may have some extra parameters, but they will have what you see in the image. The first is the intensity of the effect (1). Below you can modify the mode, which can be 'Screen', 'Layer' and 'Distance'. Later we will see what they do.

Activating 'Color' (3) you can modify some parameters that will affect the final color.

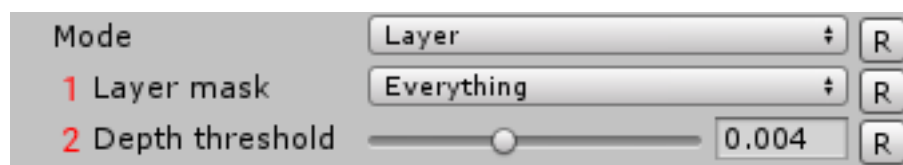


These parameters are brightness (1), contrast (2), gamma (3), hue (4) and saturation (5).

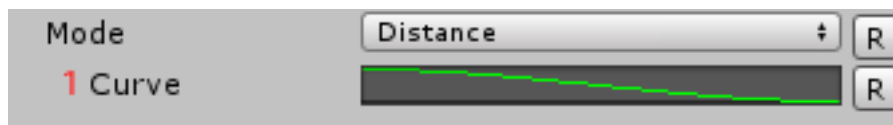
Additionally you can apply two other effects to the selected effect: 'Old film', which simulates an old movie, and 'CRT' which emulates an old television.

Pressing '[doc]' (7) you can consult the online help and in 'Reset' (8) you will change all the parameters to their original values.

As I said before, all effects have three modes. The first is 'Screen' and is the default mode. Using it the entire screen will have the effect. With the 'Layer' mode you can select the layers that the effect will affect.

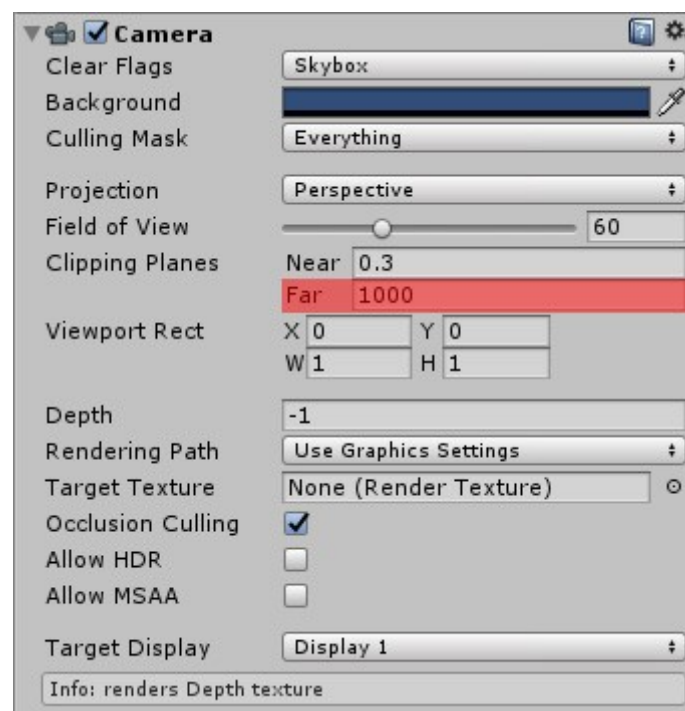


Just select the layers in '**Layer mask**' (1). If you see some precision issues, you can adjust it to '**Depth threshold**' (2).



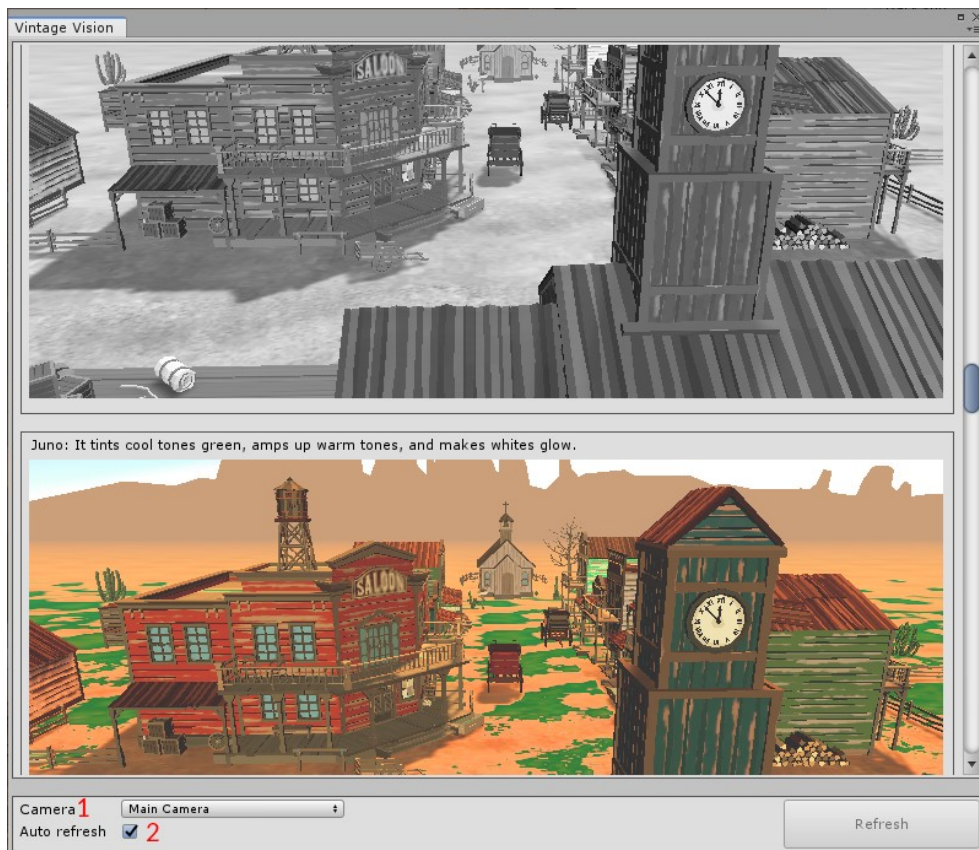
With the '**Distance**' mode you can create a curve (1) that modulates the effect according to the depth. The range starts at *Near* and ends at *Far* of the camera.

If you see any problems with accuracy in any of these modes, try setting the '*Far*' parameter on your camera to a minimum.



The '**Layer**' and '**Distance**' modes add a [depth texture](#) to the camera and may not be available on some older mobile devices or browsers. Some effects use 3D textures, if the hardware does not support it, they will be simulated using 2D textures.

Don't know what effect to use? You can see them all with the camera you want using '**Vintage Vision**'. You have this tool in '**Window > Nephasto > Vintage > Vintage Vision**'.



Just select the camera you want to test (1) and you can see all the *Vintage* effects available on that camera. If you activate ‘**Auto refresh**’ (2) any change in the camera position will automatically affect all the previews.

Code

All the code is inside the *namespace* ‘**Nephasto.VintageAsset**’. The first thing you should do is import the *namespace*:

```
1 using Nephasto.VintageAsset;
```

If ‘*myCamera*’ is a valid camera and you want to add the effect ‘VintageCommodore64’ (for example), you can do something like this:

```
1 VintageCommodore64 commodore64 = mycamera.gameObject.AddComponent<VintageCommodore64>()
```

All effects derive from ‘**VintageBase**’, see comments in your code. For more information see the code and the attached demo.

Any questions or suggestions you have, I will be happy to answer you in

hello@nephasto.com