

Pixelate Effect (URP & LWRP)

Introduction

If you want your game object to look like a pixelate effect. It supports 2D sprite and 3D model. Then this asset is perfect for you. You don't need to write any shader by yourself, you can use this package directly to achieve the effect you want, and it can be integrated into your project very easily. The graph shader file exposes multiple parameters for you to adjust. This asset contains 2 demo scene to make you use it better. Due to the cool effect achieved by using the shader, all performance losses are small, and the mobile platform can also run perfectly.

PS: Only support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)

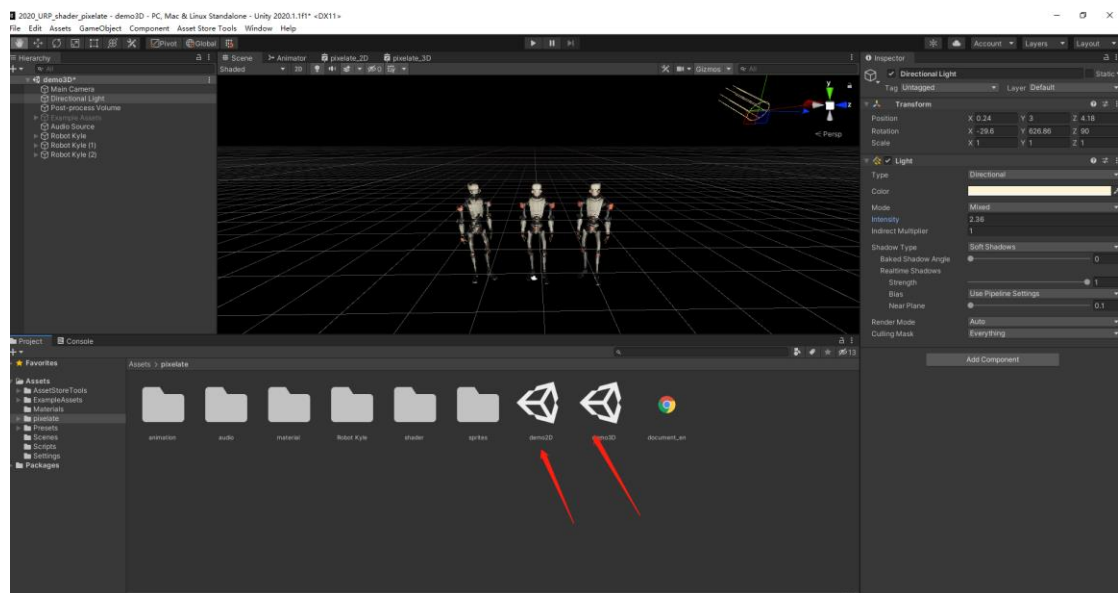
Main Feature:

1. Easy to integrate into your project, no need to write any shader and code
2. Support 2D and 3D gameobject
3. Support URP (Universal Renderer Pipeline), LWRP (Light Weight Renderer Pipeline)
4. You can modify the attributes exposed by the shader.
5. Support Android, IOS, Windows and other platforms
6. Complete documentation, clear demo
7. Cheap

How To Use:

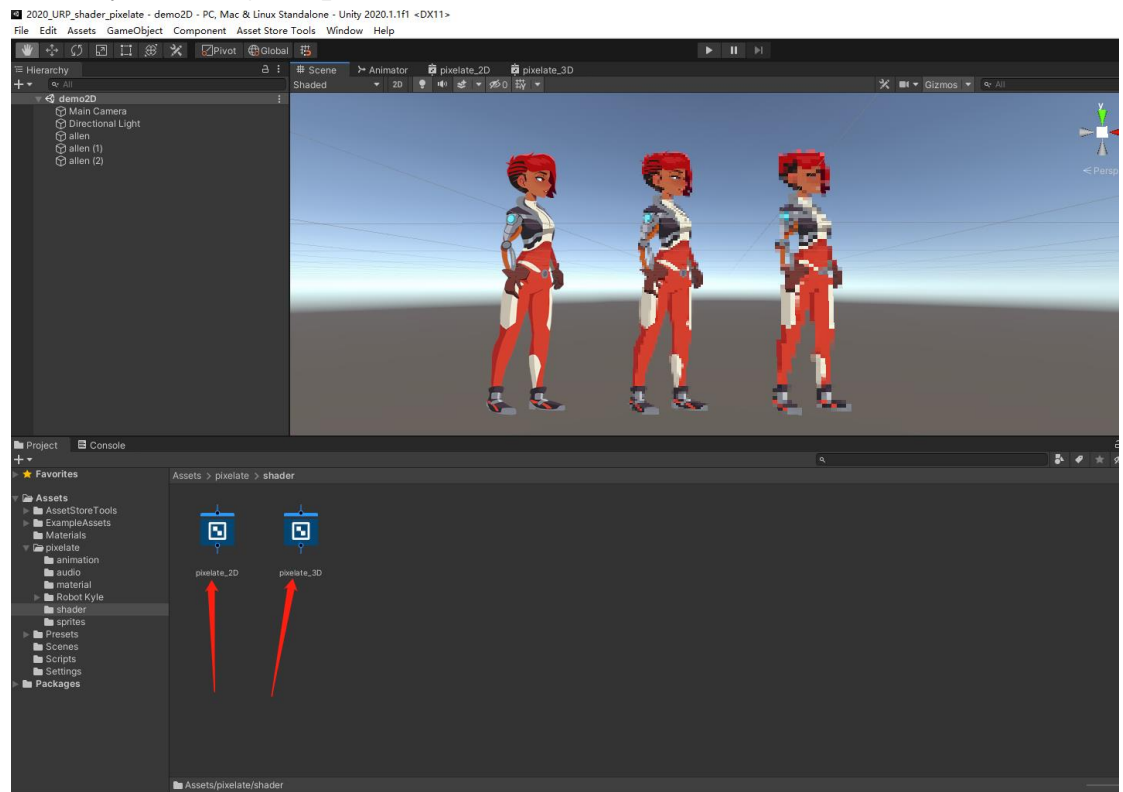
How To Run

Find demo2D.unity and demo3D.unity in the resource package and click Run. The path address is shown in the figure below:



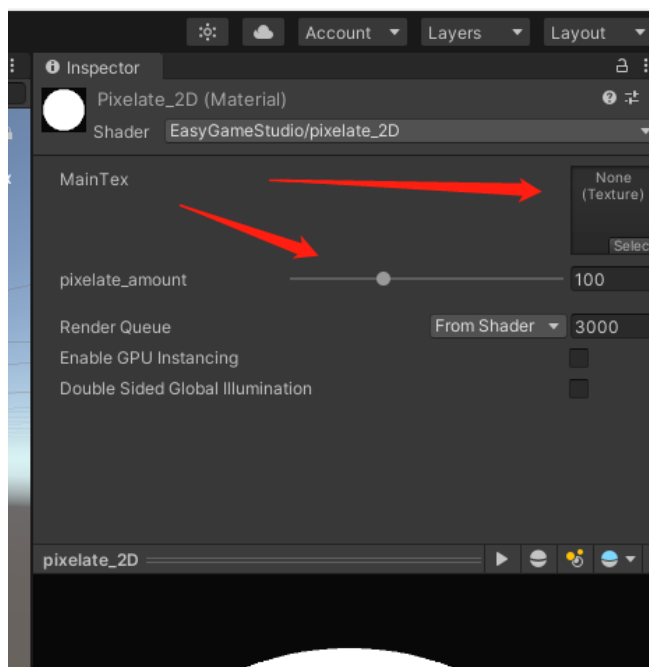
How to apply to your own game objects

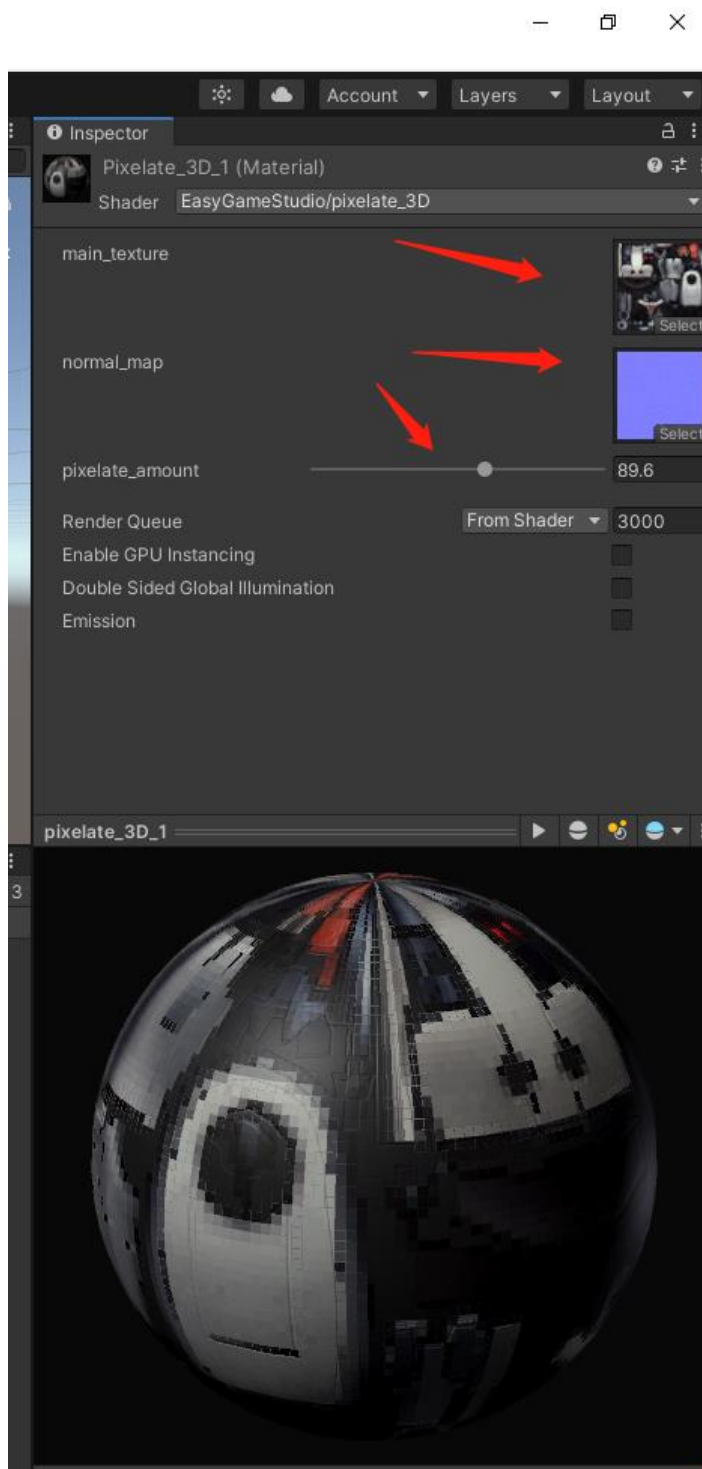
1. This shader can only act on objects that contain "MeshRenderer"、"SkinnedMeshRenderer" or "Sprite Renderer" components
2. Set the shader for the game object in the first step-"EasyGameStudio/pixelate_2D" or "EasyGameStudio/pixelate_3D" , as shown below:



3. How to adjust the shader parameters to get the effect you want more: Select your game object, expand the shader option, and try to modify the shader parameters, as shown in the following figure:

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Contact Us:

If you have any questions or suggestions during use, please feel free to contact us

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