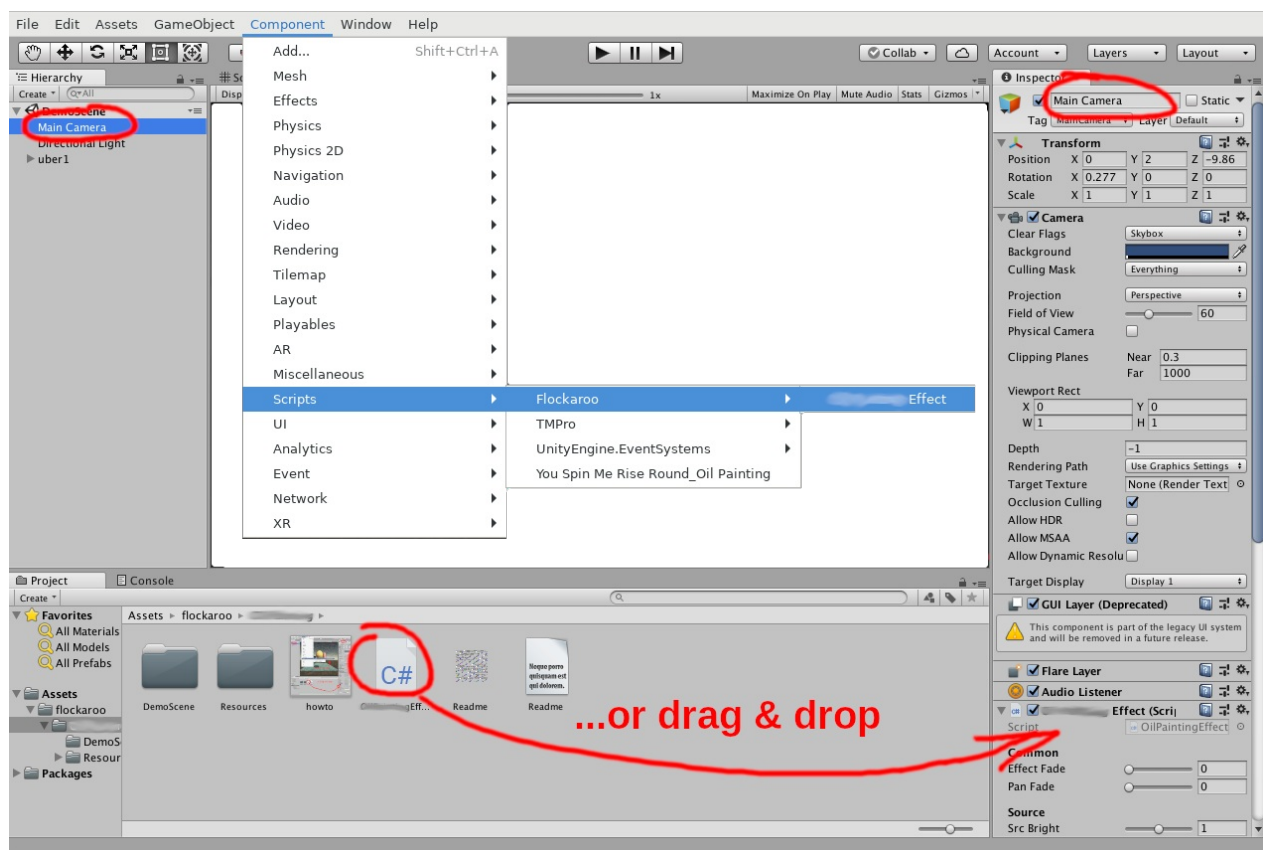


# Sketchy - Unity3D Image Effect

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## How to use

Select your camera node and then simply add "SketchyEffect" script to camera components (can be found in Assets/flockaroo/Sketchy/). You can drag/drop it to there or choose it from the menu (Component/Scripts/Flockaroo/Sketchy).



**Warning!!** The subfolder "flockaroo\_Sketchy" in "Resources" is needed by the effect script for unique identification of files and should not be removed or renamed.

## Parameters

The shader provides the following parameters:

### Input/Output

Parameter	function
Input Texture	take this texture as input instead of the camera
Render To Texture	render to texture instead of screen
Output Texture	texture being rendered to if above is checked
Output Mipmap	generate mipmap for output texture

### Effect

Parameter	function
Master Fade	1 = effect image ... 0 = original content
Colors	fade in colors
Colors Blur	blur colors
Noise	add noise to image
Outlines	strength of outlines
OutlinesBlur	blur out lines
StrokeSpread	positional accuracy of outlines
StrokeThresh	drawing strokes depending on local gradient strength
VignWidth	vignetting width
Vignetting	vignetting strength
NumTriangles	number of triangles used for all strokes

### Other

Parameter	function
Flip Y	image Y flip
Geom Flip Y	Y-flip of effect-internal geometry (use this if "Effect Fade" and "Pan Fade" wont work properly)
HDRP Gamma	check this if you are using linear color space (only active in hdrp mode)

#### concerning "Flip Y" and "Geom Flip Y":

The screen coordinates of unity are a bit mysterious. even more when working on different platforms. The Y-coordinate seems to be flipped between versions even on the same system, and also flipped depending on the system.

So for "Flip Y" and "Geom Flip Y" follow these rules:

If you have the source ("Effect Fade" to 1) flipped and the effect correct, just check "Geom Flip Y".

If you have the source correct and the effect flipped, check both "Geom Flip Y" and "Flip Y".

If both are equally flipped just check "Flip Y".

## HDRP (disabled by default)

The hdrp file is disabled by default !!! here's how to use it:

Unity wont compile this effect properly if no hdrp support is present on your version, so in the hdrp ".cs" file in the very first line the "//#USE\_HDRP" must be uncommmented to make use the hdrp effect.

You also have to add it to the list of effects known to your project:

"Edit/Project Settings... -> HDRP Default Settings -> After Post Process"

..and then add it as an effect volume by clicking "Add Override" and the selecting

"Post-processing/Custom/Flockaroo/..."

from the menu.