



Thanks for installing the asset!

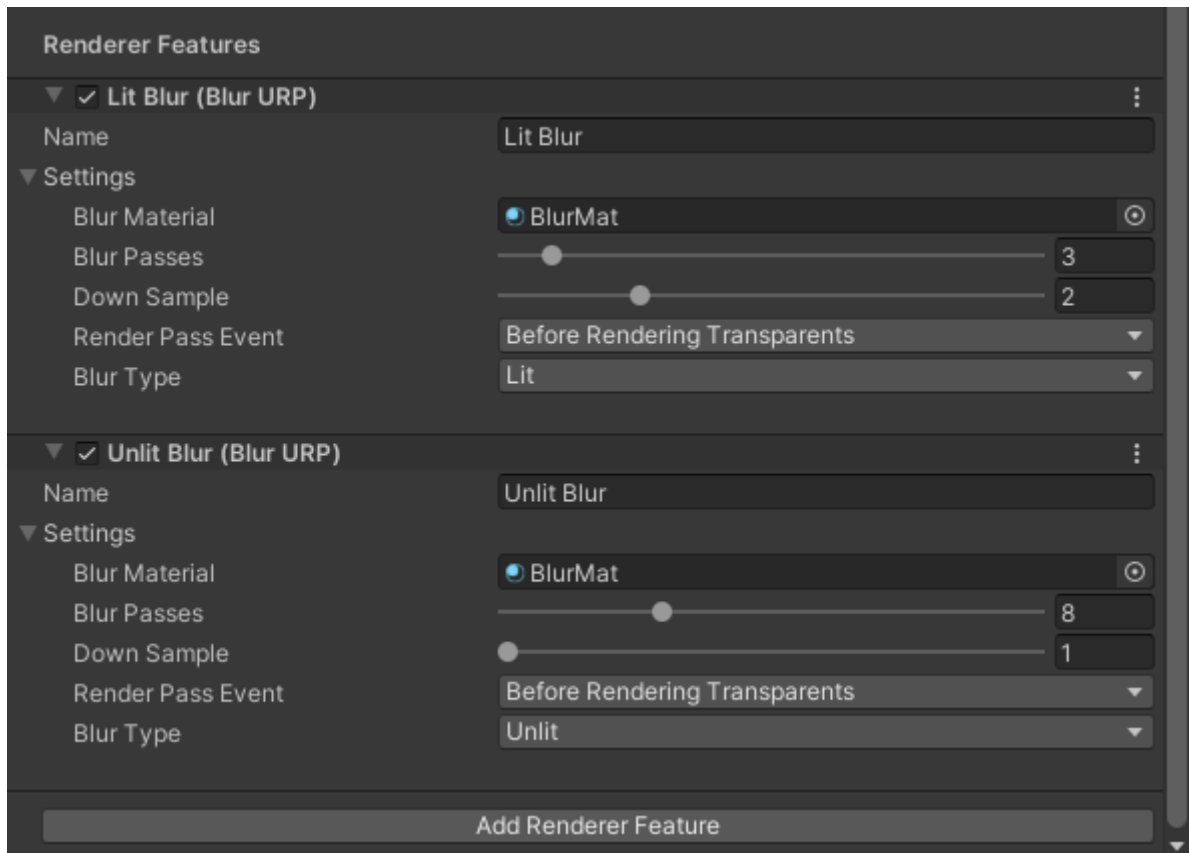
How to integrate an asset into your project is shown in this tutorial:
<https://youtu.be/WEKq80jJFdA>.

Or you can use this instruction:

1. Create a material with the Shader Graphics/LitBlur shader if you want to use it on 3D objects that cast a shadow. If you need it for blurring UI or unlit objects, then use Shader Graphs/UnlitBlur. At this step, you can immediately specify a mask (in most cases, this feature is good for the UI);
2. Specify the created material to the object;
3. Find the Scriptable Render Pipeline Setting you are using in Project Settings, and select the asset you are using from the Renderer List;
4. In this file in the Inspector window, click on the Add Renderer Feature button and select Blur URP
5. In the created settings, specify the BlurMat material in the Blur Material field and select the blur type from the Blur Type drop-down list;
6. Great! It remains only to adjust the untouched settings for you.

Since version 1.1.5, control from the script has become available:

To access the blur parameters via a script, for example, the blur intensity, write `BlurURP.Instances[0].Settings.BlurPasses`, where instead of 0, specify the Renderer Feature sequence number as it was added (for the picture below, these are the numbers 0 or 1).



But before that, make sure that you have enabled the SimpleBlurURP namespace by writing "using SimpleBlurURP;" before the script class. If limit values of fields are needed, for example, the maximum value that the Intensity parameter can take, write `BlurURP.BlurSettings.BLUR_PASSES_MAX_VALUE`.

All files are signed and placed in their respective folders, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)