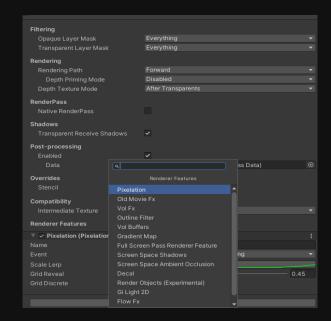
## **PixelationFx**

Post Effect for Unity Urp and VolFx by NullTale + \* \*

Quick Guide

## Add **Pixelation** render feature to UrpRenderer

Render feature contains general settings like scale interpolation and grid reveal limit for configurable transition via volume weight.



## Configure Pixelation settings via VolumeProfile

