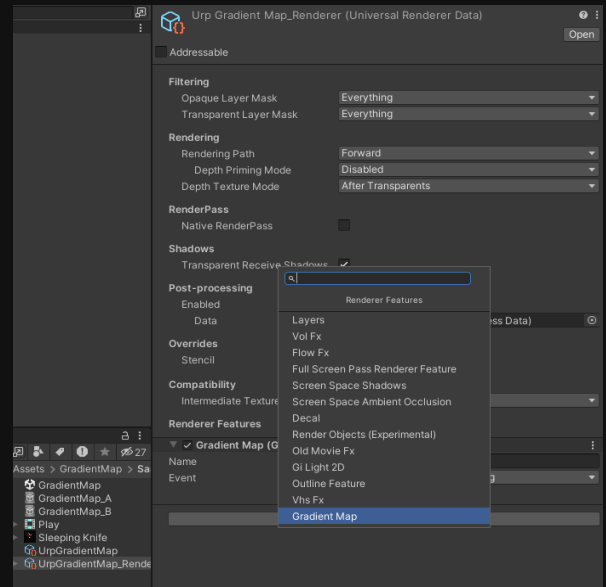


# GradientMap

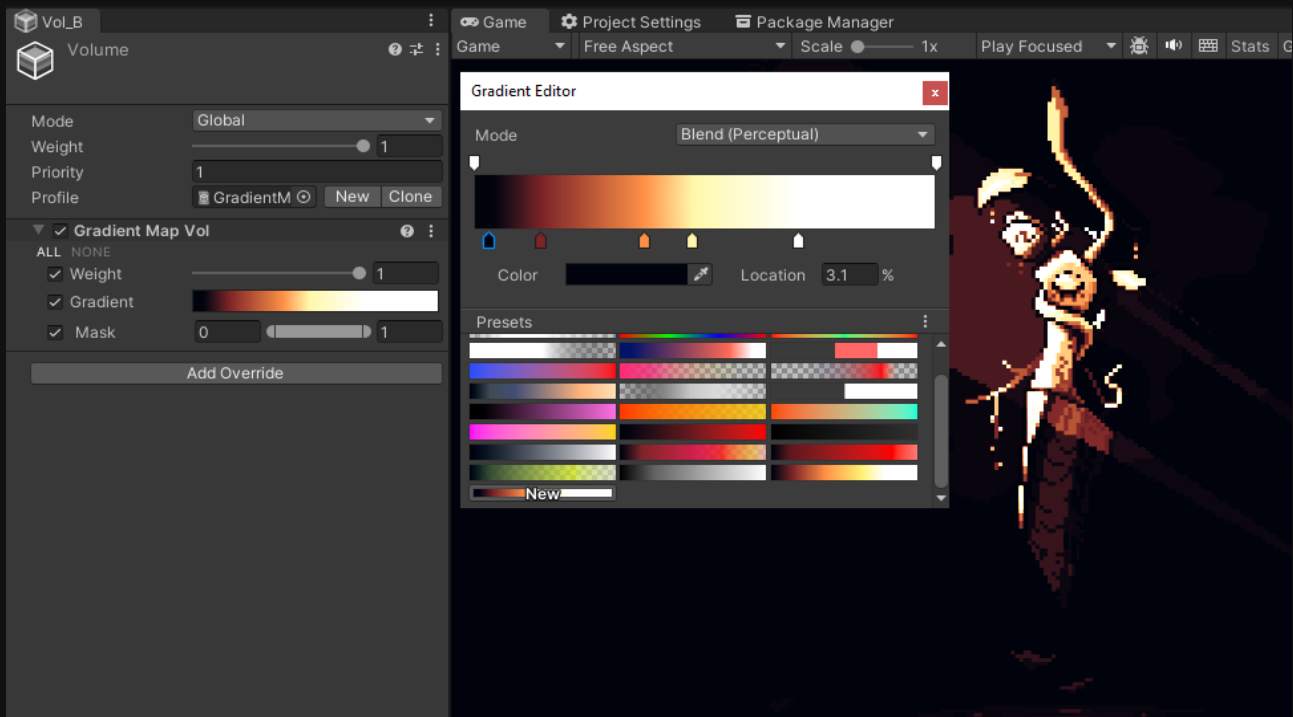
Post Effect for Unity Urp and VolFx by [NullTale](#) + ✨  
Quick Guide

## Add **GradientMap** render feature to UrpRenderer

The concept is taken from graphic editors when an image is colored by gradient from their grayscale values (gradient map in photoshop)



## Configure **GradientMap** settings via VolumeProfile



Gradients support runtime blending and can be used for palette swapping, creating short fx events or static pulsing of light.