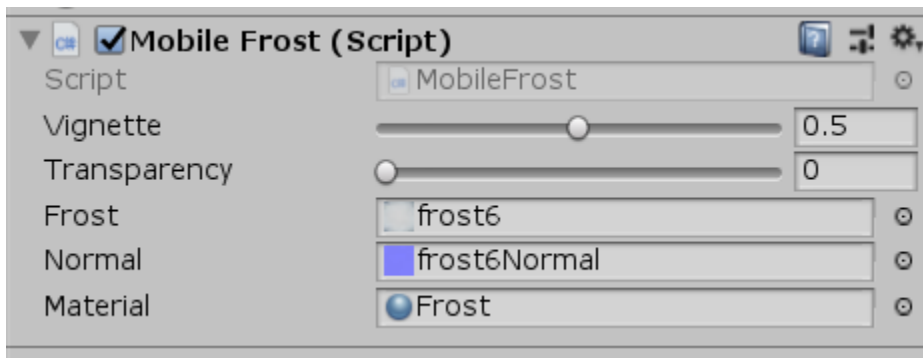


FAST FROST STREAM RAIN

This package consists of shader for applying the Frost Steam or Rain effect on the screen. This solution is currently the fastest in the market. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and fps.

How to apply:

1. Add MobileFrost.cs script to Camera object



2. You need to attach to the Material property, the Frost material from the package
3. You also need to attach two textures which can be found in the Maps folder in the asset.

PARAMETERS

- **VIGNETTE** – the level of the effect applied to the screen.
- **TRANSPARENCY** – the level of transparency of the effect.
- **FROST** – the frost texture
- **NORMAL** – the following normal texture
- **MATERIAL** – the frost material

SHADERS

- **FROST - The fastest frost in the AssetStore.** Completely optimized Frost shader. Runs at **55-58FPS** on lowend mobile device(with proper settings).

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:

- 101 **different gameObjects,**
- 101 **different Materials,**
- 51 **different Textures,**
- 1 **Directional Light(realtime),**
- approximately 45k polygons**