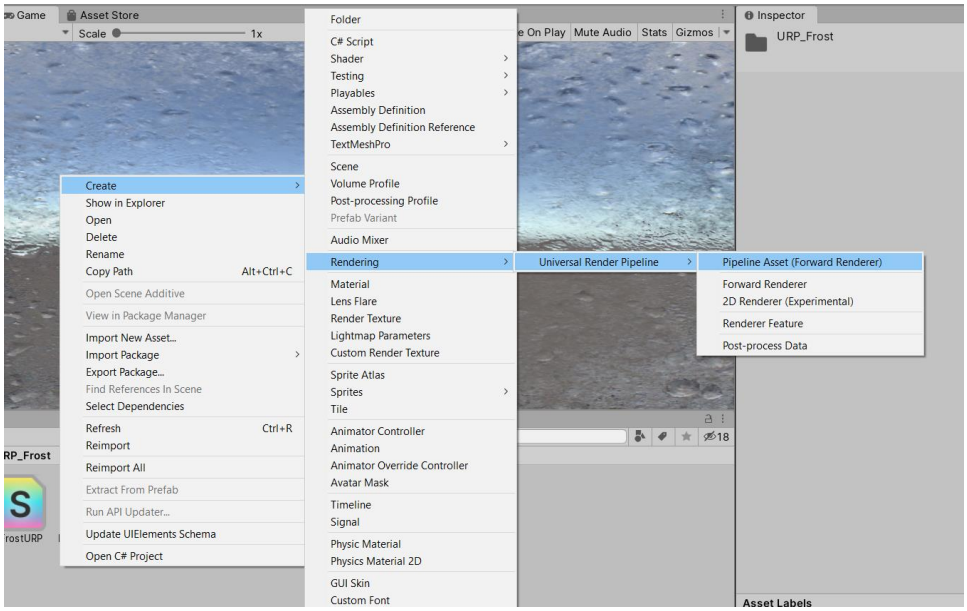
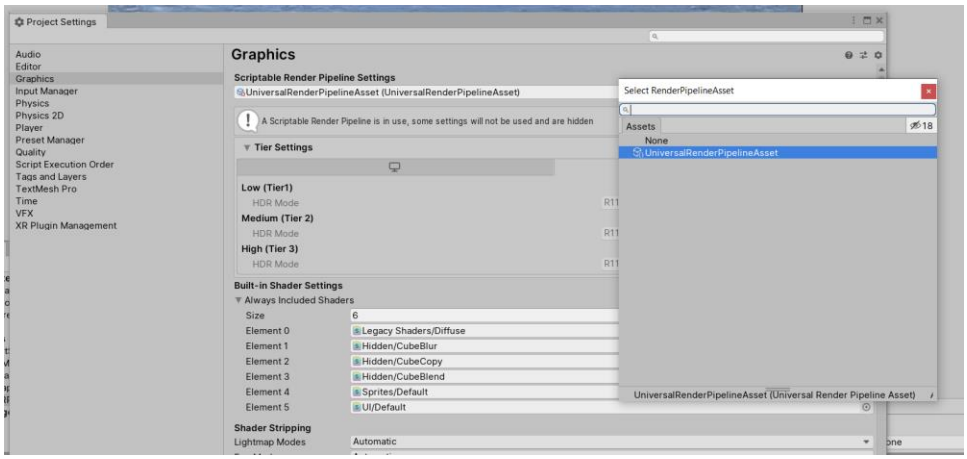
FAST FROST URP

How to setup URP(if you have already configured urp for your scene skip this part):

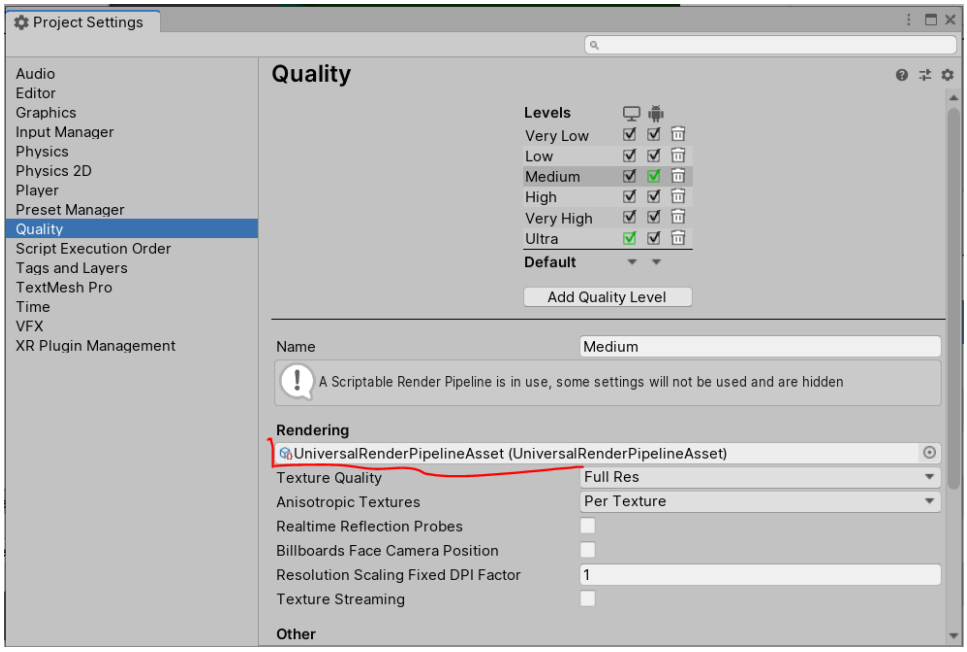
1. Firstly install the URP package to your project. Go to **Windows->Package Manager.** In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**



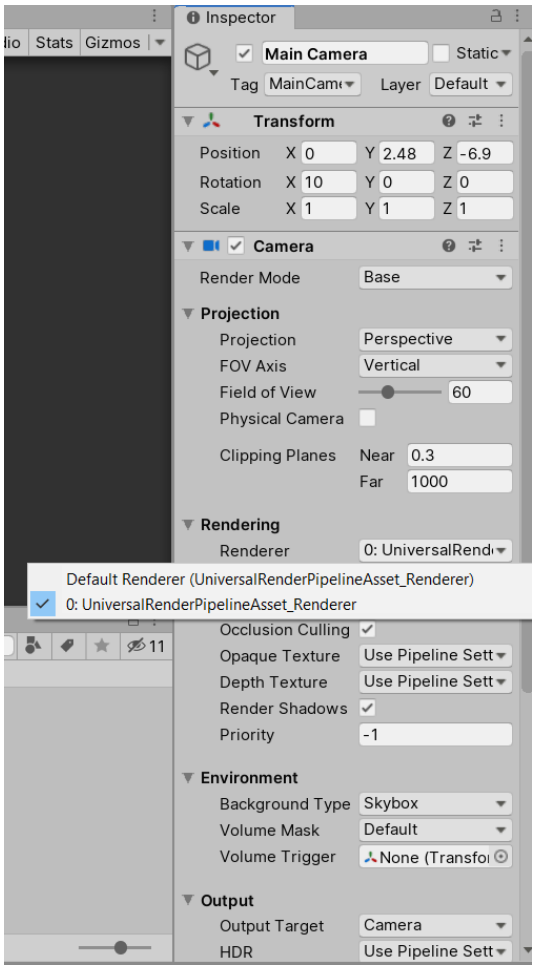
3. Go to **Edit->ProjectSettings->Graphics.** In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section



4. Go to **Edit->Project Settings->Quality.** In rendering section drag and drop the pipeline asset you created

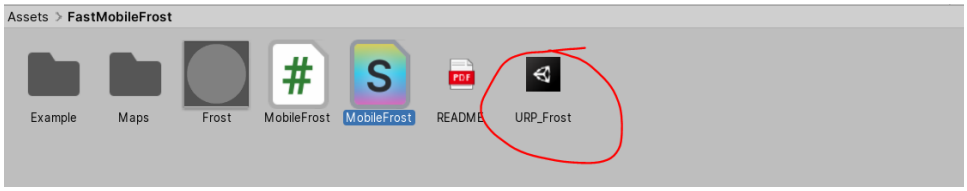


5. Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created

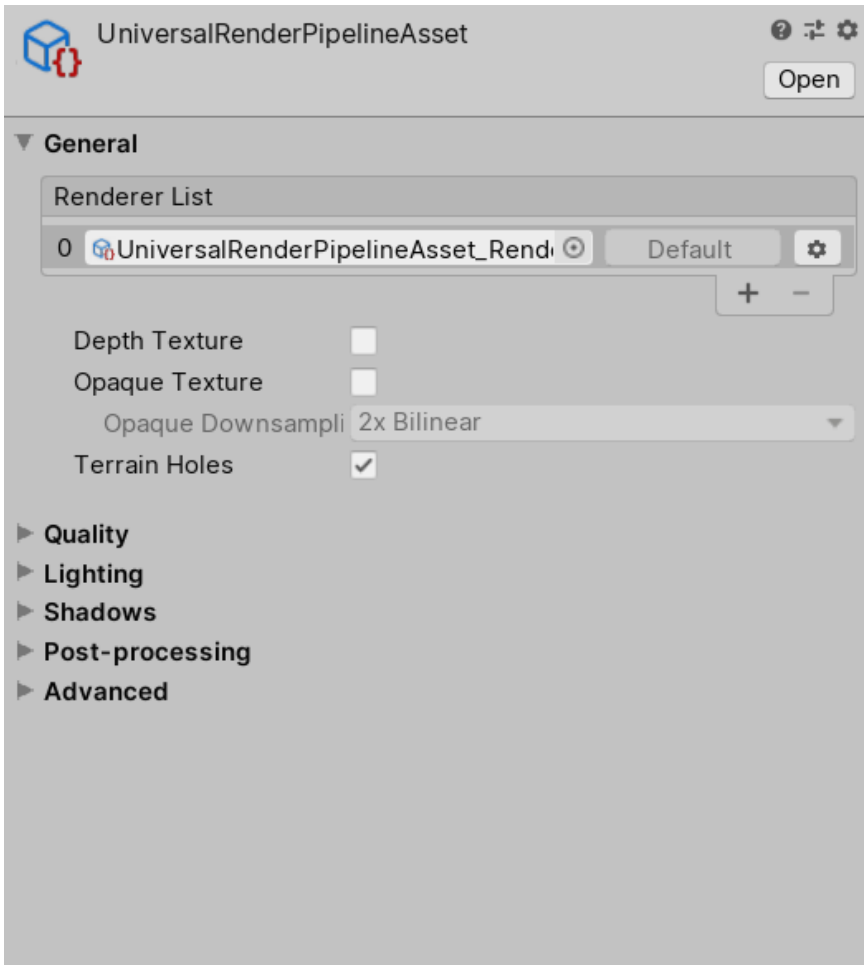


How to apply URP Fast Frost:

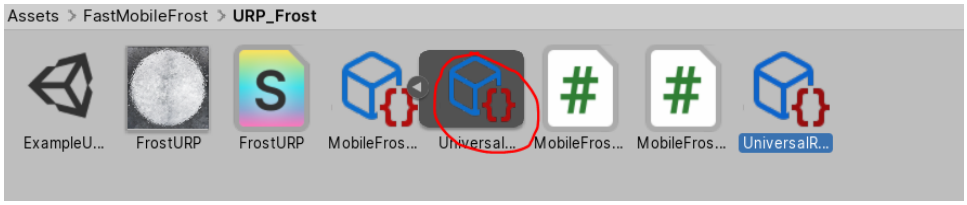
1. **Firstly import the package URP_Frost which is included in the asset**

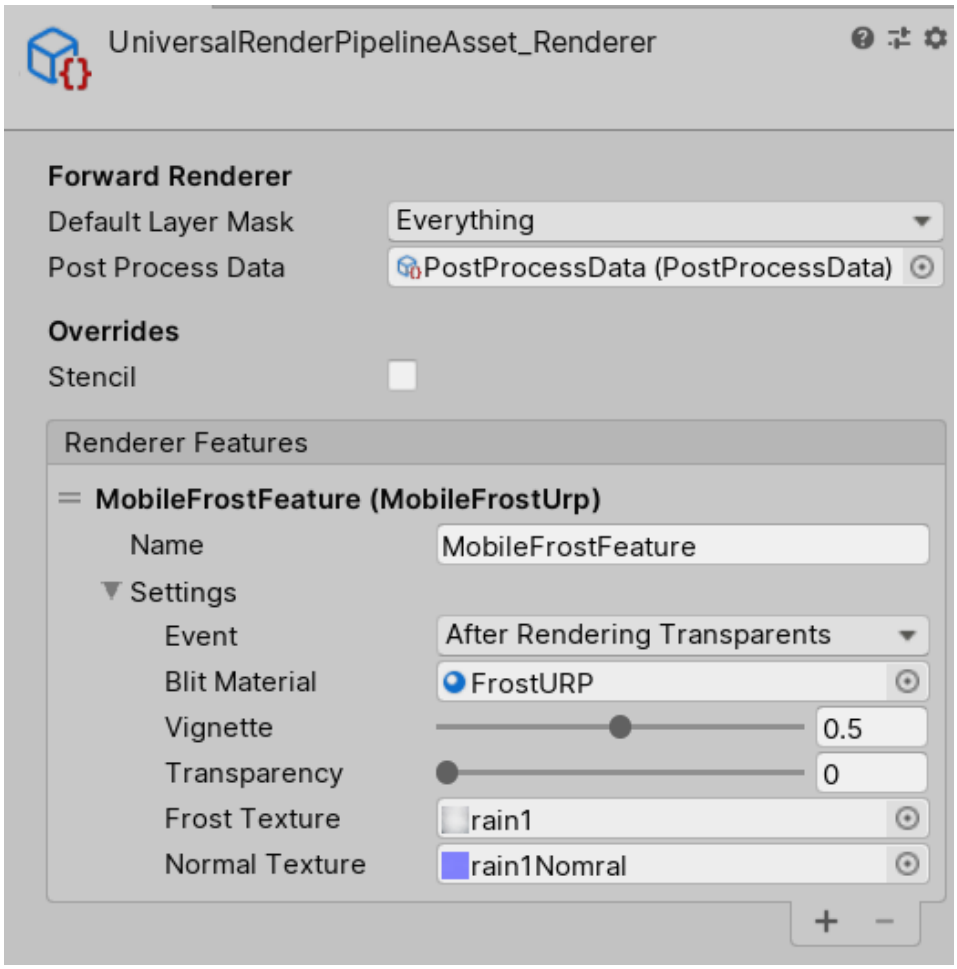


2. **Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the MobileFrostRenderer**



3. **That is pertty much it. To change the parameters go to the URP_Frost folder. Find MobileFrostFeature, extend it and select MobileFrostUrpPass. You will se in the inspector the parameters of it.**





PARAMETERS

- **EVENT –** set the rendering event on which the shader will affect
- **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 texutre
- **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**