

Mobile Motion Blur

V1.0:

First release.

How to use it

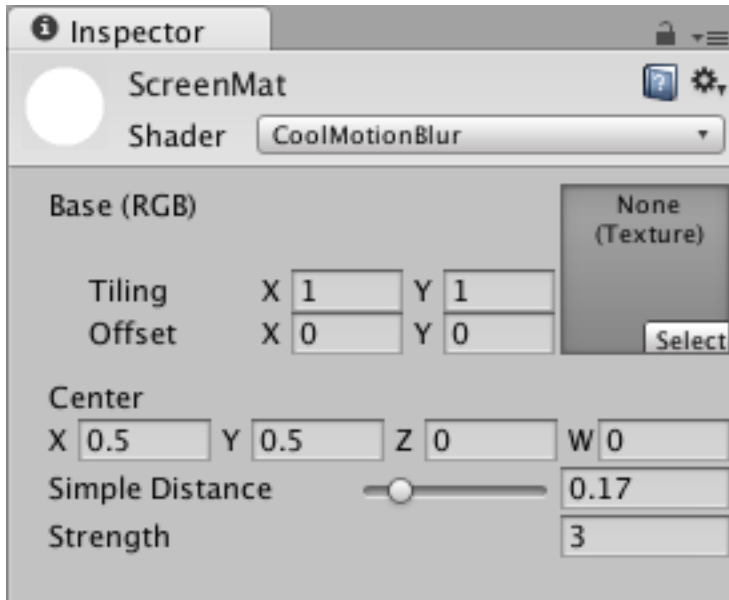
You only need to add component CoolMotionBlur.cs to the camera and assign screenMat.mat to it.

Like the following:



“MovingCenter”: the blur center, the value is clamped from 0.0 to 1.0 (example: (0.5, 0.5) means the middle of screen.) .

More information



You don't need to assign "Base(RGB)" and "Center", they are automatically assigned in CoolMotionBlur.cs.

If you have any questions, please contact me via the following:

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