WebGL Usage Instructions

WebGL Usage

1. Your Universal Renderer Data should have the Auto Exposure Render Feature assigned.
2. You should have a Global Volume or Local Volume (that you are within) with the Auto Exposure override assigned
3. The Auto Exposure override should be set to On.
4. Under the Advanced Settings section, override the Rendering Mode and set it to Fragment.

Debug Mode

We included a Debug mode to assist in understanding the Auto Exposure view state. When enabled, the Debug mode displays swatches in the top left of the screen. These swatchess represent the (1) Luminosity, (2) Target EV (before adjustments), and (3) Exposure Multiplier

You can enable or disable these swatches by following these steps:

1. Open the ~/AssetResources/Shaders/Resources/AutoExposureCommon.hlsl file 2a. To enable: Set `#define DEBUG_MODE_ENABLED 1` 2b. To disable: Set `#define DEBUG_MODE_ENABLED 0`
2. Save the file and run the project.

Caveats

The fragment and compute shader methods may yield different results depending on your settings. The compute shader iterates over every pixel, so it is more accurate. The fragment shader samples a subset of pixels and uses temporal filtering to estimate the current screen luminosity, so it is less accurate.

You can increase the accuracy of the fragment shader with the following property settings:

1. Increase the sample count (keep in mind: performance hit)
2. Enabling the animate sample positions option (keep in mind: increases frame-to-frame variance in static shots)
3. Disable clamping (keep in mind: increases frame-to-frame variance in static shots with a large luminous range)
4. Lower the response rate (keep in mind: increases inaccuracy in dynamic shots with a large luminous range frame-to-frame)