

Welcome to our project's README file! In terms of project organization we've organized all of our assets neatly in the assets folder. The material folder contains all of our materials which are basic white, red, green and blue materials for the objects as well as a DitherMat which is just our shader applied to a material which we then place in the URP as a render feature. We have a ModularFirstPersonController which we imported from our other project to make the scene interactive. Additionally, the Shader Graph folder contains the Shader Graph we created and the Settings folder contains the URP assets we used to implement our shader.

Expanding on our Shader Graph, we used a series of nodes but essentially built upon the Dither node and on a sampling node. By combining our Dither node path with a path sampling the color of different groups of pixels we used several adding, subtracting, multiplying, and flooring nodes as well as some tweaking of URP parameters to create the effect you see.