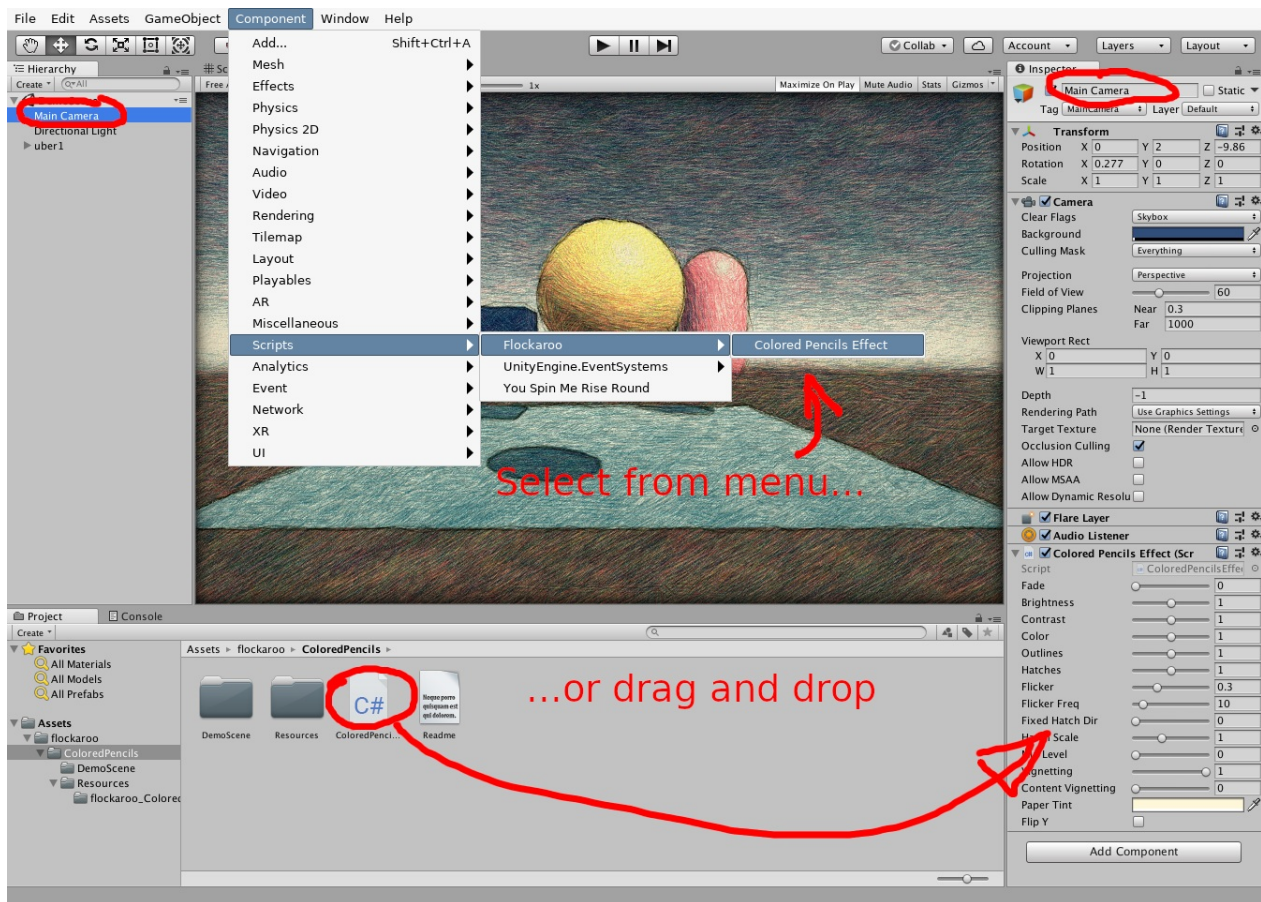


# Colored Pencils - Unity3D Image Effect

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## How to use

Select your camera node and then simply add "ColoredPencilsEffect" script to camera components (can be found in Assets/flockaroo/ColoredPencils/). You can drag/drop it to there or choose it from the menu (Component/Scripts/Flockaroo/ColoredPencils).



**Warning!!** The subfolder "flockaroo\_[effect name]" in "Resources" is needed by the effect script for unique identification of files and should not be removed or renamed.

## Parameters

The shader provides the following parameters:

### Input/Output

Parameter	function
Input Texture	take this texture as input instead of the camera
Render To Texture	render to texture instead of screen
Output Texture	texture being rendered to if above is checked
Output Mipmap	generate mipmap for output texture

### Main faders

Parameter	function
Fade	0 = effect image ... 1 = original content
Pan Fade	0 = effect image ... 1 = original content - pan from left to right

### Source

Parameter	function
Brightness	adjust brightness of the content before applying the effect
Contrast	adjust contrast of the content before applying the effect
Color	the color intensity of the effect

### Effect

Parameter	function
Shader Method	0 = original shader 1 = newer version (faster, other color scheme) 2 = even faster
Outlines	strength of the pencil outlines
Outline Color	color of outlines
Hatches	strength of the pencil hatches
Outline Error	drawing-error of the pencil outlines
Flicker	activates a flicker effect on cross-hatches and outlines
Flicker Freq	flicker frequency in Hz
Fixed Hatch Dir	makes crosshatches all parallel and content independent
Precalc Gradient	uses a precalculated gradient (only in Shader Method 2!!)
Precalc Gradient Flip	to y-flips precalculated gradient if necessary
Hatch Scale	scale of the hatch strokes (line thickness)
Hatch Angle	rotate hatches
Hatch Length	length of the hatch strokes
Mip Level	affects the detail of the strokes, and slightly disorients the strokes direction close to color jumps (only works properly for Unity versions higher than 5.5)
Vignetting	darkening the window border
Content Vignetting	fade content to white paper on border

## Background

Parameter	function
Paper Tint	color of the paper being drawn on
Paper Roughness	roughness of paper surface
Paper Texture	custom paper texture (background)

## Other

Parameter	function
Flip Y	image Y flip
HDRP Gamma	check this if you are using linear color space (only active in hdrp mode)

## HDRP (disabled by default)

The hdrp file is disabled by default !!! here's how to use it:

Unity wont compile this effect properly if no hdrp support is present on your version, so in the hdrp ".cs" file in the very first line the "`///USE_HDRP`" must be uncommmented to make use the hdrp effect.

You also have to add it to the list of effects known to your project:

"Edit/Project Settings... -> HDRP Default Settings -> After Post Process"

..and then add it as an effect volume by clicking "Add Override" and the selecting

"Post-processing/Custom/Flockaroo/..."

from the menu.

## URP (disabled by default)

The URP file is disabled by default !!! here's how to use it:

Unity wont compile this effect properly if no URP-support is present on your version, so in the urp "...URP.cs" file in the very first line the "`///USE_URP`" must be uncommmented to make use the urp effect.

Then under "Assets/Settings/ForwardRenderer" press "Add Renderer Feature" in the Inspector Tab.

