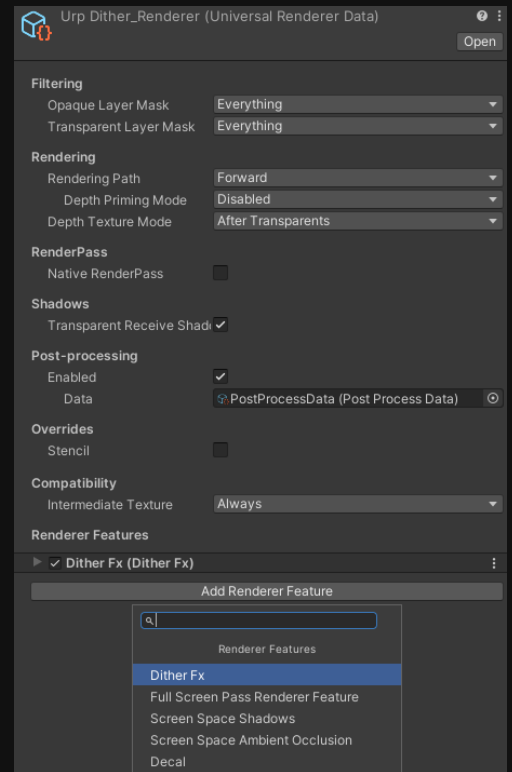


DitherFx

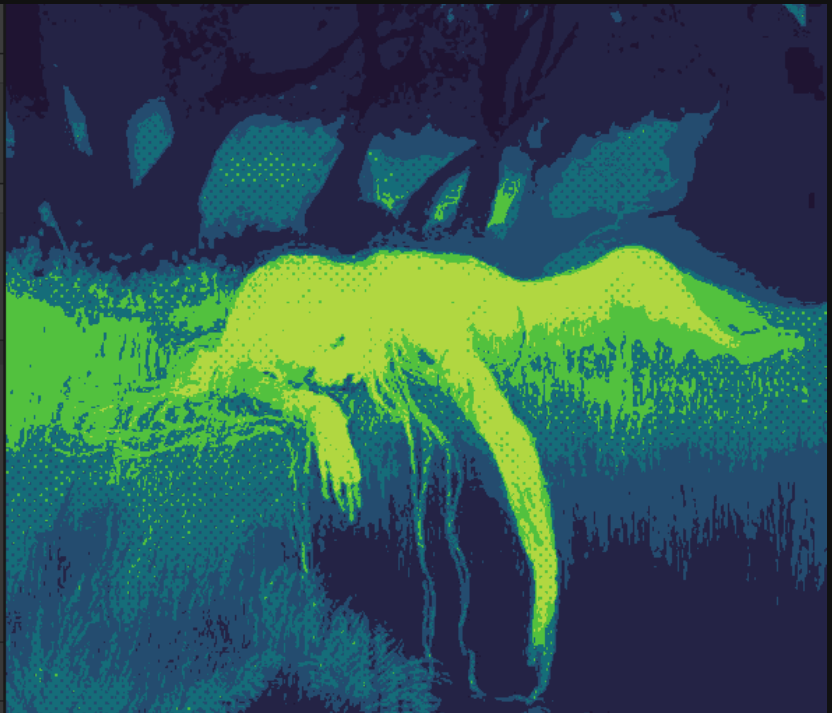
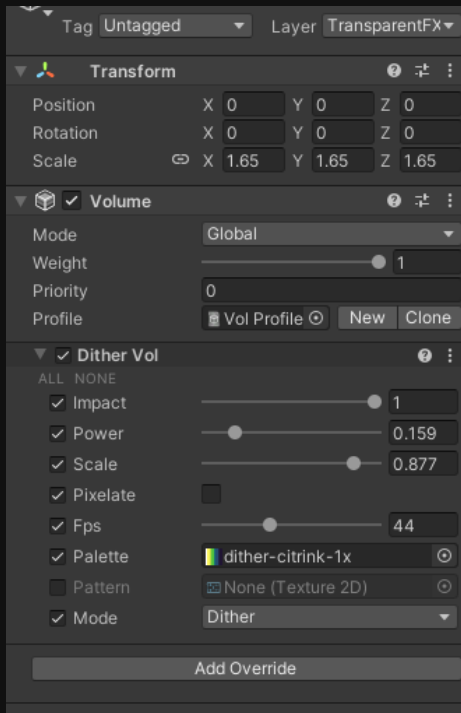
Post Effect for Unity Urp Quick Guide

Add **DitherFx** render feature to **UrpRenderer**

Render feature contains scale interpolation and default settings for volume profile.



Configure **Dither** settings via **VolumeProfile**



Tech Details

The effect works by calculating a deviation for each pixel of the original image from the nearest color, if it is large enough it replaces it with the second closest color from the palette doing it according to the ScreenSpace pattern.

Dither Power, palette, pattern type and its animation can be customized in VolumeSettings or in RenderFeature settings.

All calculations are performed in the fragment shader through hashed Lut tables. Tables are generated at Runtime when an unknown palette is used for the first time.

* linear grayscale gradient with two color palette (absolute black and white)

