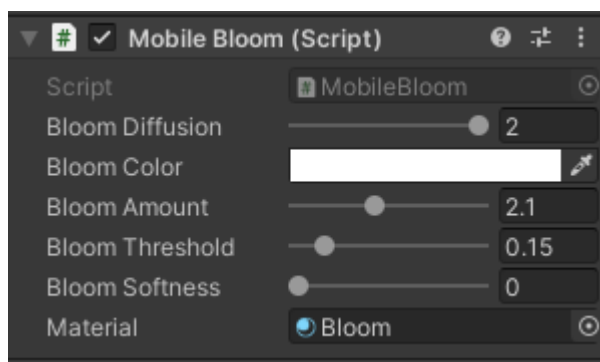


# FAST MOBILE BLOOM

This package consists of shader for applying the bloom on the screen. This solution is currently the fastest bloom in the market. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and fps.

## How to apply:

1. **Add Bloom script to Camera object**



2. **You need to attach to the Material property, the Bloom material from the package**

## PARAMETERS

- **BLOOM COLOR** – color of the bloom effect
- **BLOOM AMOUNT** – level of bloom on your scene
- **BLOOM DIFFUSION** – level of diffusion of the blur

- **BLOOM SOFTNESS** – the smoothness of the threshold
- **BLOOM THRESHOLD**– threshold, which reduces the brightness of not bloomed part of the scene.

## SHADERS

- **BLOOM- The fastest bloom in the Asset Store.** Completely optimized bloom. Runs at **45-58 FPS** on lowend mobile device(with proper settings)..

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:

- 101 **different gameObjects,**
- 101 **different Materials,**
- 51 **different Textures,**
- 1 **Directional Light(realtime),**
- approximately 45k polygons**