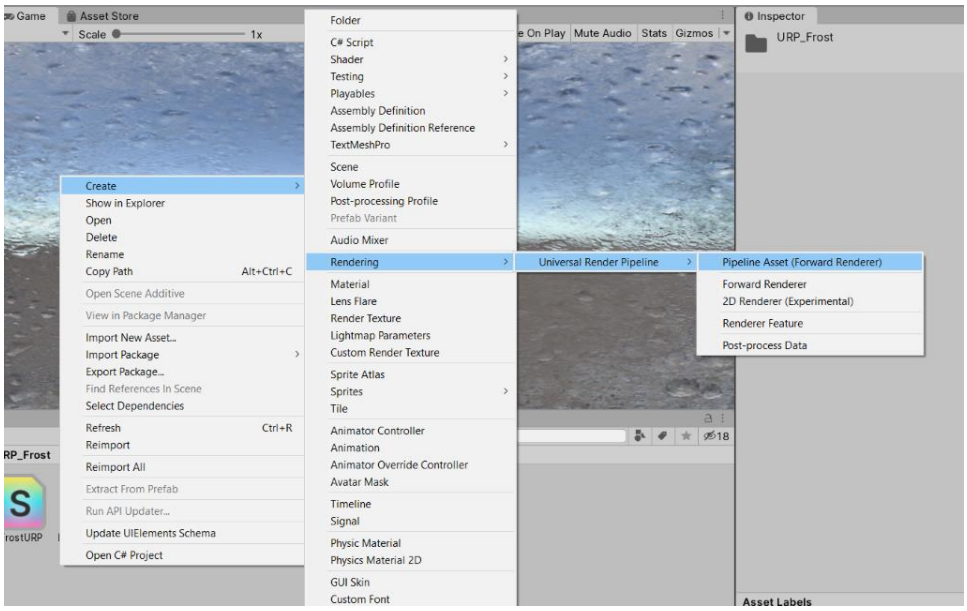
FAST MOBILE BLOOM URP

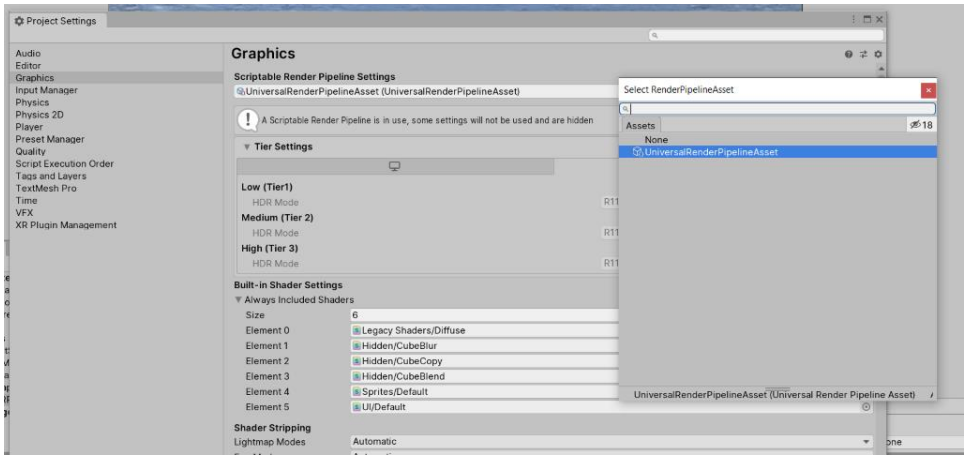
How to setup URP

**if you have already configured urp for your scene skip this part*

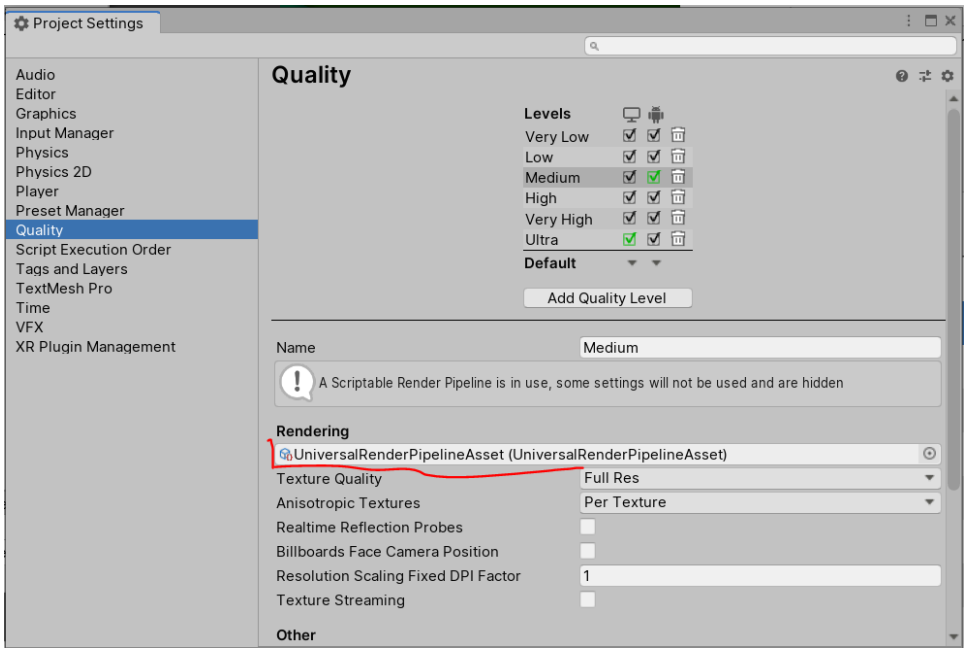
1. Firstly install the URP package to your project. Go to **Windows->Package Manager.** In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**



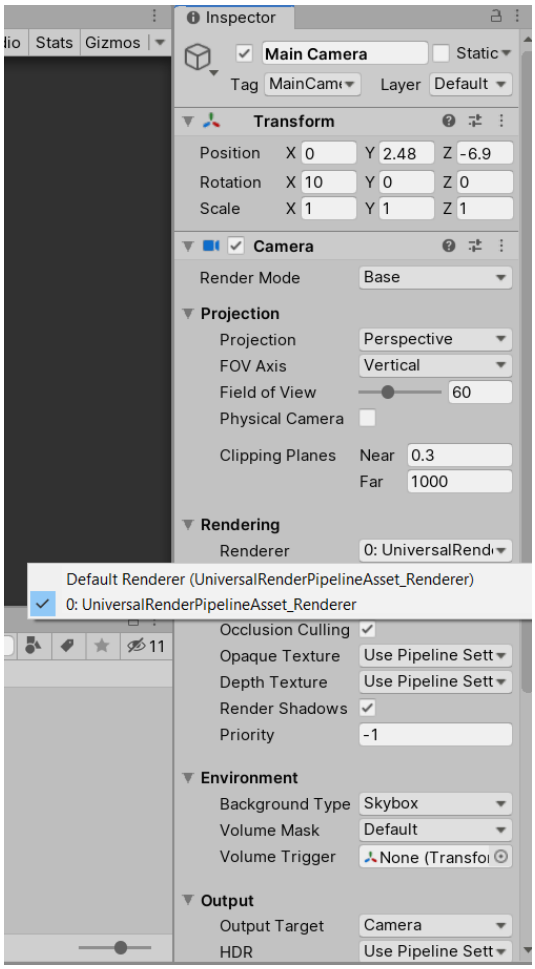
3. Go to **Edit->ProjectSettings->Graphics.** In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section



4. Go to **Edit->Project Settings->Quality.** In rendering section drag and drop the pipeline asset you created

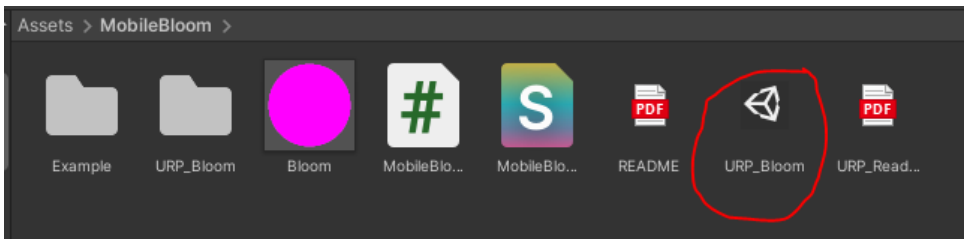


5Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created

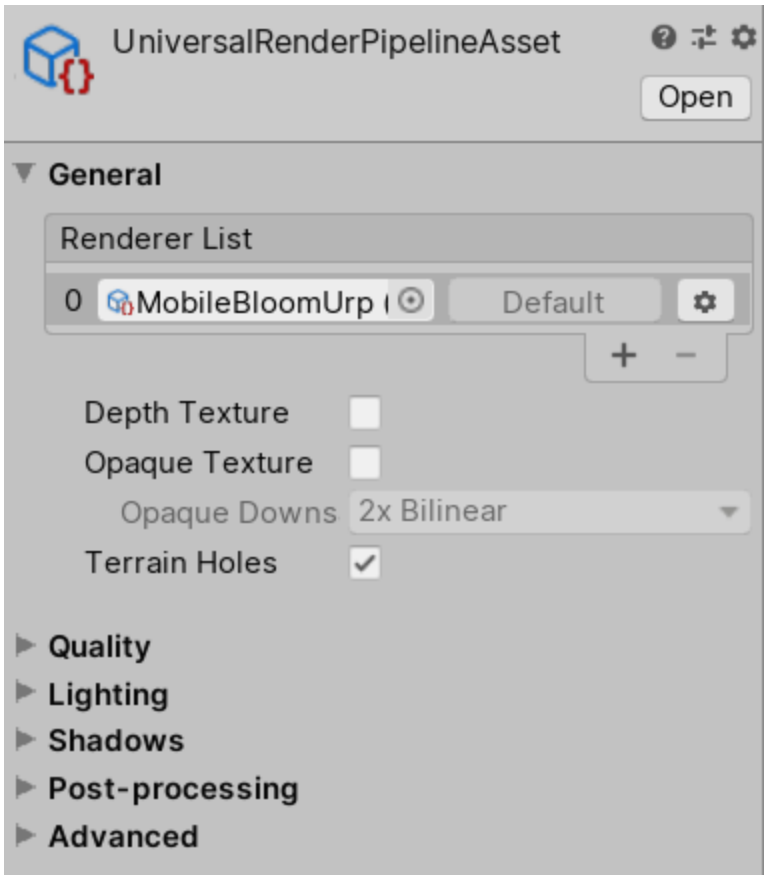


How to apply URP Mobile Bloom:

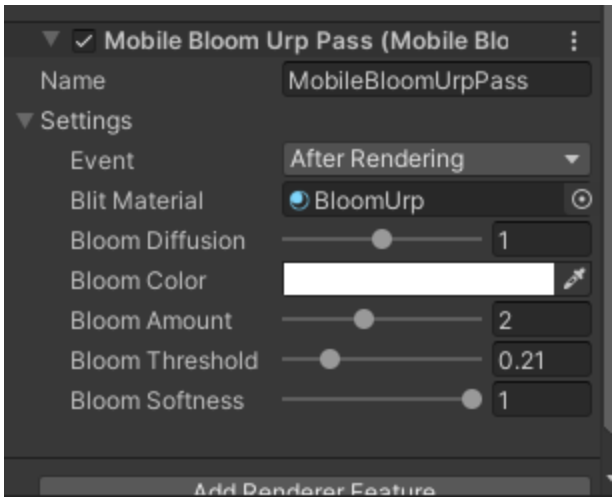
1. **Firstly import the package URP_Bloom which is included in the asset**



2. **Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the MobileBloomUrp**



3. **That is pertty much it. To change the parameters go to the URPMobileBloom folder. Find MobileBloomUrp, extend it and select MobileBloomUrp. You will se in the inspector the parameters of it.**



PARAMETERS

- **BLOOM DIFFUSION –** level of diffusion of the blur
- **BLOOM COLOR –** color of the bloom effect
- **BLOOM AMOUNT –** amount of bloom applied to final image
- **BLOOM THRESHOLD –** threshold, which reduces the brightness of not bloomed part of the scene.
- **BLOOM SOFTNESS** – the smoothness of the threshold

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**