GaussianBlur

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Enjoy! 😃

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Description Features

Includes 2 types of blur methods.
don't worry GaussianBlur_RenderBlur sucked

1. [GaussianBlur_Live](#)
   - Layered Blur
   - WorldSpace
   - Alpha Mask
   - Adjust Blur and Lightness
   - Quality setting (to use less resources)
   - Unity Free friendly
   - Fully commented C# code
   - Awesome demo

2. GaussianBlur_Mobile
   - Alpha Mask
   - Mobile Friendly
   - Adjust Blur, Lightness, Saturation, and TintColor
   - **NEW** Works in ScreenSpace-Camera Mode
   - **NEW** DropShadow/DropGlow (Alternate Use)
   - Unity Free friendly
   - Fully commented C# code
   - Awesome demo
3. ~~GaussianBlur_RenderBlur~~
   - ~~Render a blurred texture(s) once and reuse it/them~~
   - ~~Adjust Blur and Lightness~~
   - ~~Alpha Mask~~
   - ~~Quality setting (to use less resources)~~
   - ~~Unity Free friendly.~~
   - ~~Fully commented C# code.~~
   - ~~Awesome demo~~

~~>**WARNING!**~~

~~GaussianBlur_RenderBlur is obsolete and will be removed in future updates, please use GaussianBlur_Mobile instead.~~

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