using System;

using UnityEngine;

namespace UnityStandardAssets.ImageEffects

{

/// A Utility class for performing various image based rendering tasks.

[AddComponentMenu("")]

public class ImageEffects

{

public static void RenderDistortion(Material material, RenderTexture source, RenderTexture destination, float angle, Vector2 center, Vector2 radius)

{

bool invertY = source.texelSize.y < 0.0f;

if (invertY)

{

center.y = 1.0f - center.y;

angle = -angle;

}

Matrix4x4 rotationMatrix = Matrix4x4.TRS(Vector3.zero, Quaternion.Euler(0, 0, angle), Vector3.one);

material.SetMatrix("\_RotationMatrix", rotationMatrix);

material.SetVector("\_CenterRadius", new Vector4(center.x, center.y, radius.x, radius.y));

material.SetFloat("\_Angle", angle\*Mathf.Deg2Rad);

Graphics.Blit(source, destination, material);

}

[Obsolete("Use Graphics.Blit(source,dest) instead")]

public static void Blit(RenderTexture source, RenderTexture dest)

{

Graphics.Blit(source, dest);

}

[Obsolete("Use Graphics.Blit(source, destination, material) instead")]

public static void BlitWithMaterial(Material material, RenderTexture source, RenderTexture dest)

{

Graphics.Blit(source, dest, material);

}

}

}