using System;

using UnityEngine;

namespace UnityStandardAssets.ImageEffects

{

[ExecuteInEditMode]

[AddComponentMenu("Image Effects/Displacement/Twirl")]

public class Twirl : ImageEffectBase

{

public Vector2 radius = new Vector2(0.3F,0.3F);

public float angle = 50;

public Vector2 center = new Vector2 (0.5F, 0.5F);

// Called by camera to apply image effect

void OnRenderImage (RenderTexture source, RenderTexture destination)

{

ImageEffects.RenderDistortion (material, source, destination, angle, center, radius);

}

}

}