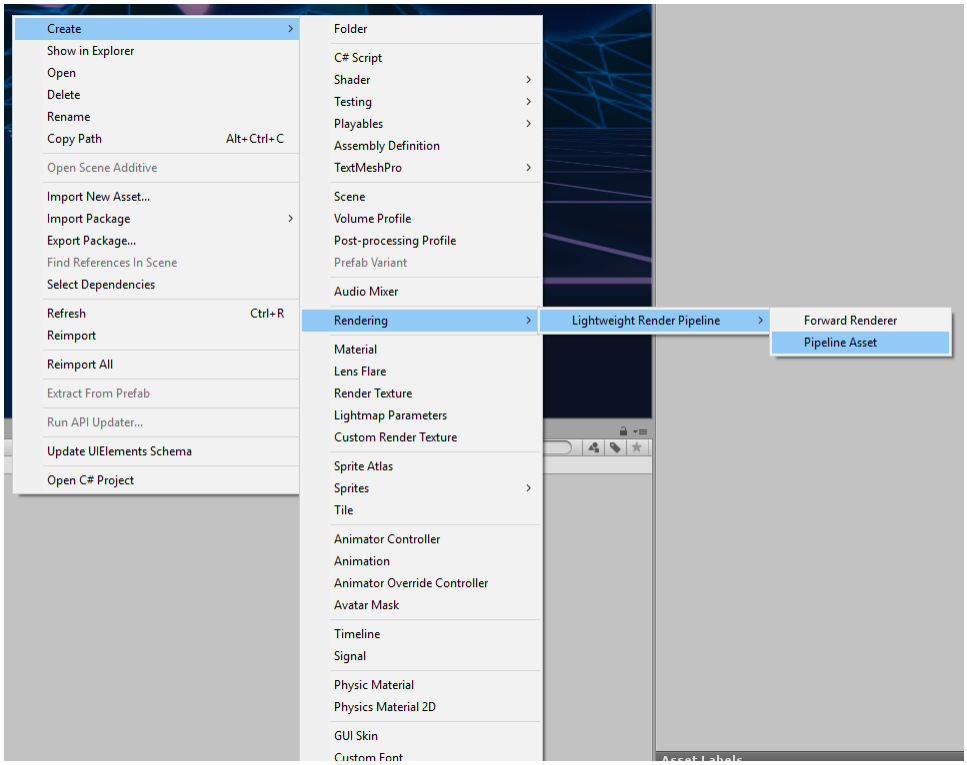
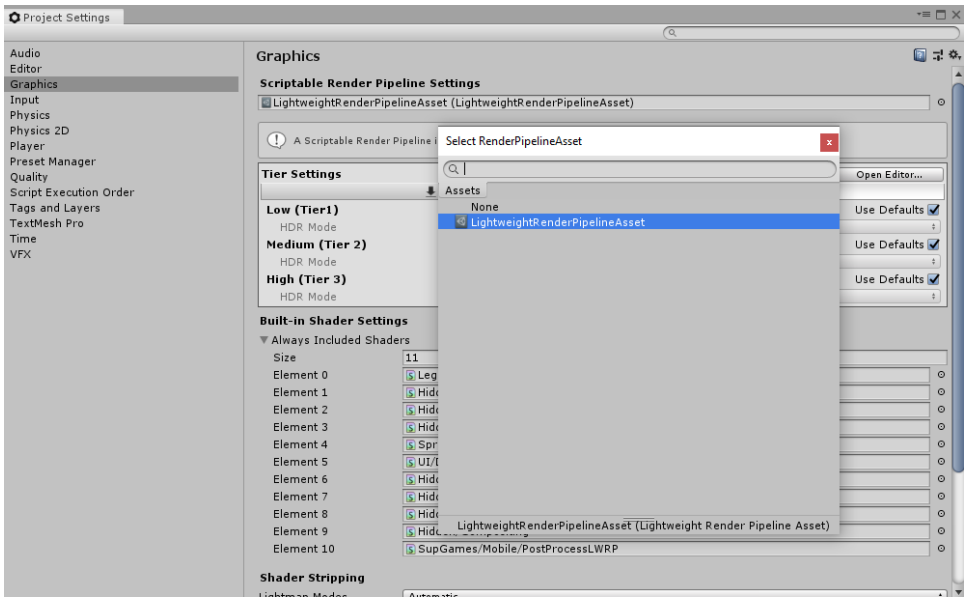
MOBILE COLOR GRADING LWRP

How to setup LWRP(if you have already configured lwrp for your scene skip this part):

1. Firstly install the LWRP 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->LightWeightRenderPipeline->PipelineAsset**

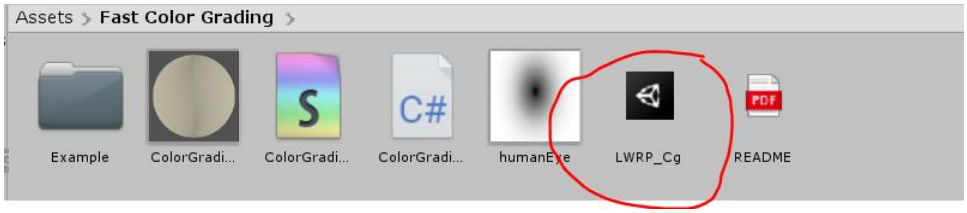


3. Go to **Edit->ProjectSettings->Graphics.** In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section

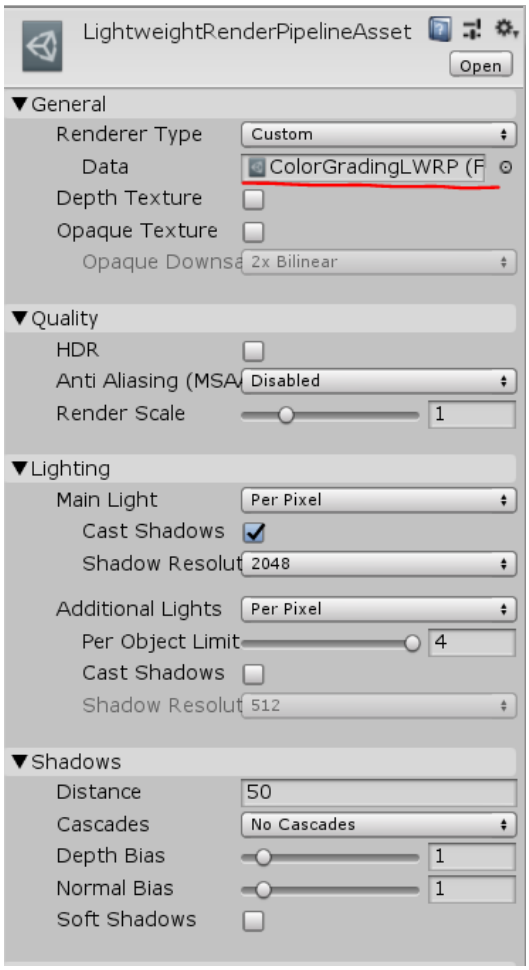

Project Settings
Audio
Editor
Graphics
Input
Physics
Physics 2D
Player
Preset Manager
Quality
Script Execution Order
Tags and Layers
TextMesh Pro
Time
VFX
Graphics
Scriptable Render Pipeline Settings
LightweightRenderPipelineAsset (LightweightRenderPipelineAsset)
Select RenderPipelineAsset
Assets
None
LightweightRenderPipelineAsset
LightweightRenderPipelineAsset (Lightweight Render Pipeline Asset)
Tier Settings
Open Editor...
Low (Tier1)
HDR Mode
Use Defaults
Medium (Tier 2)
HDR Mode
Use Defaults
High (Tier 3)
HDR Mode
Use Defaults
Built-in Shader Settings
Always Included Shaders
Size
11
Element 0
Element 1
Element 2
Element 3
Element 4
Element 5
Element 6
Element 7
Element 8
Element 9
Element 10
SupGames/Mobile/PostProcessLWRP
Shader Stripping

How to apply LWRP Mobile Color Grading:

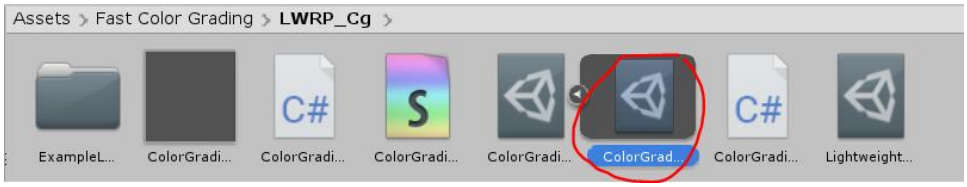
1. **Firstly import the package LWRP_Cg which is included in the asset**

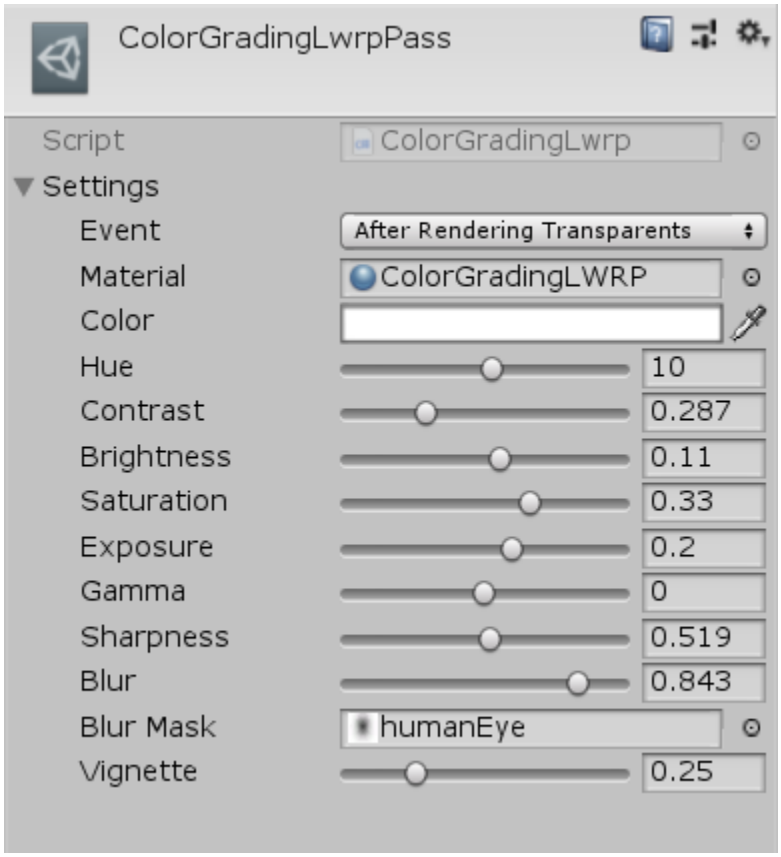


2. **Open the settings of the LWRP pipeline asset. In the General tab for RenderType pick the Custom and pick the ColorGradingLWRP**



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





PARAMETERS

- **COLOR –** color of the image
- **HUE –** change the hue
- **CONSTRAST –** change the constrast
- **BRIGHTNESS –** change the brightness
- **SATURATION –** change the saturation

- **EXPOSURE –** change the exposure
- **GAMMA –** change the gamma
- **SHARPNESS -** change the sharpness
- **BLUR –** level of blur on your scene
- **BLURMASK-** Mask texture is greyscaled texture, used by blur shader. Darker the area, less blur will be applied to that area in final image. Strongly advice for mobile to have at least some areas not blurred, to increase the performance.
- **VIGNETTE –** blacks out the edges of the image
- **MATERIAL–** here just select the Color grading material

Tested in the 40k polugonal scene, with 68 materials applied to 50 gameobjects and one Directional light we have this results on Meizu M2 Note(Octa-core 1.3 GHZ ARM Cortex-A53, Mediatek MT6753, GPU Mali-T720MP3, RAM 2 GB)

Color Grading works approximately at 45-55 fps.