

GaussianBlur

[Asset Store Link](#)

[GaussianBlur+](#)

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL!

Enjoy! 😊

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Contact

Questions, suggestions, help needed?

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Description Features

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
 - NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)
2. [GaussianBlur_Mobile](#)
- Alpha Mask
 - Mobile Friendly
 - Adjust Blur, Lightness, Saturation, and TintColor
 - Works in ScreenSpace-Camera Mode
 - Unity Free friendly
 - Fully commented C# code
 - Awesome demo
 - Additional DEMOS!
 - Drop Glow
 - Drop Shadow
 - Pause/Play
 - ScreenSpace Camera
 - Use with ScrollView
 - NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)
3. [GaussianBlur_CamTransition](#)
- Blur and Transition between two Cameras
 - NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)
4. [GaussianBlur_PPM](#)
- Alpha Mask
 - Mobile Friendly
 - Adjust Blur, Lightness, Saturation, and TintColor
 - Layered Blur
 - WorldSpace
 - uses Unity's Post Processing Method
 - NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)
5. [GaussianBlur_SRP](#)
- **(only in GaussianBlur+)**
 - Alpha Mask
 - Mobile Friendly
 - Adjust Blur, Lightness, Saturation, and TintColor
 - Compatible with Unity's Scriptable Rendering Pipelines

Terms of Use

You are free to add this asset to any game you'd like

However:

please put my name in the credits, or in the special thanks section.

please do not re-distribute.

FAQs

better performance from mobile

1. use Vulkan
 - this should be in the PlayerSettings, Other Settings, Rendering.
2. Increase the **Update Rate** in the BlurRenderer.cs script
 - this will update the blur less frequently, however if you are on a pause menu (or something similar) this will cut down on how often your blur is updating.
3. Lower the quality toggle within the material settings.
 - this will change how it renders, however it should be lighter.