

# GaussianBlur\_HDRP

[Asset Store Link](#)

[GaussianBlur\\_LWRP](#)

[GaussianBlur](#)

© 2017 Justin Garza

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

Enjoy! 😊

## Table of Contents

- [GaussianBlur\\_HDRP](#)
- [Table of Contents](#)
- [Contact](#)
- [Requirements](#)
- [Scenes](#)
  - [Demo0](#)
    - [GaussianBlur\\_HDRP\\_Controller.cs](#)
  - [Demo1](#)
    - [createRenderTexture.prefab](#)
  - [DemoX](#)
- [Terms of Use](#)

## Contact

Questions, suggestions, help needed?

Contact me at:

Email: [jgarza9788@gmail.com](mailto:jgarza9788@gmail.com)

Cell: 1-818-251-0647

Contact Info: [justingarza.info/contact](http://justingarza.info/contact)

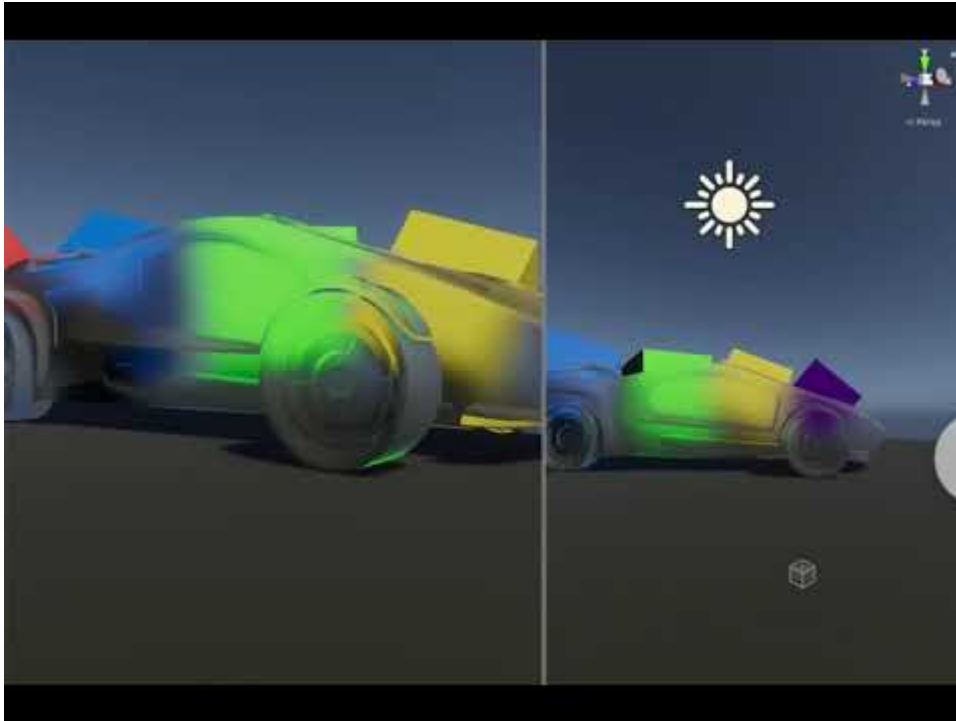
## Requirements

These materials use a lot of the assets that come with the HDRP ExampleAsset, therefore please make sure you have that in your project before adding this asset.

# Scenes

## Demo0

This demo shows off how the GaussianBlur\_HDRP.material looks when attached to a 3d objects.

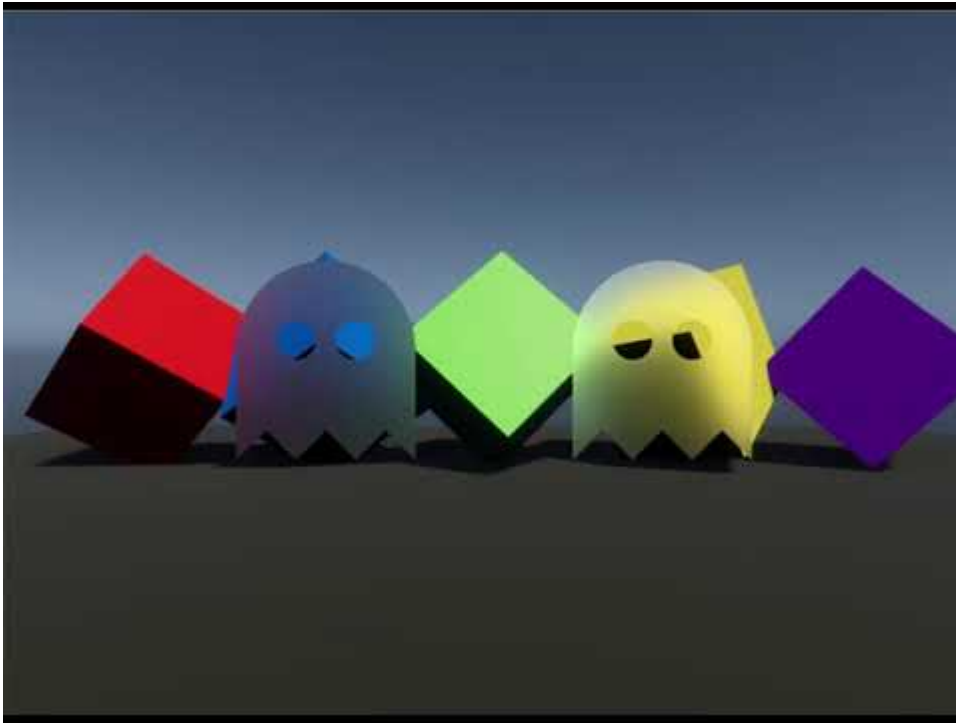


## GaussianBlur\_HDRP\_Controller.cs

this script controls the blur, however you might want to use your own script in your project.

## Demo1

This demo shows off how the GaussianBlur\_HDRP\_UI.materials looks while attached to a UI object.



# `createRenderTexture.prefab`

creates a second camera with a renderTexture, and sets it in the materials. the scene can work without this if you set up a second camera manually.

## DemoX

This shows off both types of materials in the HDRP Example Scene.



# 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.