

GaussianBlur_LWRP

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[GaussianBlur](#)

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Enjoy! 😊

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Contact

Questions, suggestions, help needed?

Contact me at:

Email: jgarza9788@gmail.com

Cell: 1-818-251-0647

Contact Info: justingarza.info/contact

Description Features

1. [GaussianBlur_SRP](#)
 - **(only in GaussianBlur_LWRP)**
 - Alpha Mask
 - Mobile Friendly
 - Adjust Blur, Lightness, Saturation, and TintColor
 - Compatible with Unity's Scriptable Rendering Pipelines
 - Best used for **UI rendering**
2. [GaussianBlur_SG](#)

- **(only in GaussianBlur_LWRP)**
- Adjust Blur, Lightness, Saturation, and TintColor
- Made using Unity's ShaderGraph
- Compatible with Unity's Scriptable Rendering Pipelines
- Best used to render **GameObjects (meshes)**

old.zip

Old versions of the code are stored in old.zip to prevent errors

Old files will be removed before 2021

1. [GaussianBlur_Live](#)
2. [GaussianBlur_Mobile](#)
3. [GaussianBlur_CamTransition](#)
4. [GaussianBlur_PPM](#)

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.