GaussianBlur_URP

[Asset Store Link](#)
[HRP version](#)
[non-ShaderGraph version](#)

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

Table of Contents

Contact

Questions, suggestions, help needed?
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Description Features

- Alpha Mask
- Mobile Friendly
- Adjust Blur, Lightness, Saturation, and TintColor
- Built on URP
- easily modifiable/editable Shader Graph
- 3 Shaders
  - GaussianBlur_IU
  - GaussianBlur_IUEffect
  - GaussianBlur_WS (WorldSpace, or Objects)

Set Up

Use the URP_Asset
it's in ***GaussianBlur_URP\Assets\URP**

note: this will do several things.

1. Allow us to use _CameraOpaqueTexture (our default texture for blurring)
   1. a custom texture can be used (i.e. a render texture or any 2D texture)
2. Enable Custom rendering for WorldSpaced objects we want blurred.

GaussianBlur_IU

To use the shader on the UI, just use the material.
(or create you're own material and use my shader)

CustomTexture:
pass in any texture you'd like (i.e. a Render Texture or 2D Texture)

useCameraOpaqueTexture:
this will be used as a default texture for blurring.
note: this will not render transparent objects (you might want to use a Render Texture)

BlurScale:
This is how much to blur the texture.

(This will automatically adjust two other variables)

Lightness:
how light or dark the UI should be.

Tint:
a color tint to be applied to the UI.
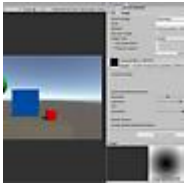
Saturation:
adjusts the saturation (color) of the UI.

GaussianBlur_IUEffect

This will use the Source Image.
So you can fade the blur depending on where it is on the screen.

note:
edges will be blurred, but less in the center

GaussianBlur_WS

This is for Objects in the WorldSpace.

note: The Layer should be set to BlurObject.

Metallic & Smoothness:
these are used to adjust the shinny-ness of the object.

if this is not working we might want to double check our custom-renderer.
it's in ***GaussianBlur_URP\Assets\URP**

Videos

[GaussianBlur_UI](#)
[GaussianBlur_WS](#)
[GaussianBlur_UIEffect](#)

Terms of Use

Required:
please follow [Unity's EULA](#)

Suggestion/Optional:
please put my name in the credits, or in the special thanks section. 😃

FAQs

it's just GREY!

Please delete the **Settings** folder from the default URP project.
For some reason this causes an error in the URP_Asset i have included in the project

incorrect importing

I have receieved emails about the materials folder not being imported within the assets folder.

Import Unity Package

GaussianBlur_URP

- ▼ ✓ 📁 **GaussianBlur_URP** `NEW`
  - ▶ ✓ 📁 Common `NEW`
  - ▶ ✓ 📁 **Demo_3DModel** `NEW`
  - ▶ ✓ 📁 Demo_AdvancedUI_1.0 `NEW`
  - ▶ ✓ 📁 Demo_AdvancedUI_2.0 `NEW`
  - ▶ ✓ 📁 Demo_Basic `NEW`
  - ▶ ✓ 📁 Demo_UIEffect `NEW`
  - ✓ 📄 README.md `NEW`
  - ✓ 📄 README.pdf `NEW`
  - ▶ ✓ 📁 Shader `NEW`
  - ▶ ✓ 📁 URP `NEW`
  - ▼ ✓ 📁 Materials
    - ✓ 🔵 GaussianBlur_UI.mat `NEW`
    - ✓ 🔵 GaussianBlur_UIEffect.mat `NEW`
    - ✓ 🔵 GaussianBlur_WS.mat `NEW`
    - 🔵 Skybox_Mat.mat

This breaks my asset