

# 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! 😊

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## 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.



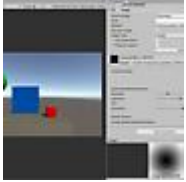
## GaussianBlur\_UIEffect

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](#)

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