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.

link

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:

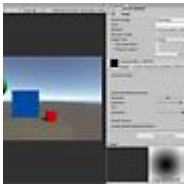adjusts the saturation (color) of the UI.

link

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

link

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**

[link](#)

[link](#)

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

it's just black!

any game object that needs to be blurred needs 2 things.

1. the Layer set to "BlurObject"
2. the material set to "Gaussian Blur_WS" (using the GaussianBlur_WS shader)

link

> note: the URP_Renderer can be edited to be what ever layer you want, but "BlurObject" is the
> default one

incorrect importing

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