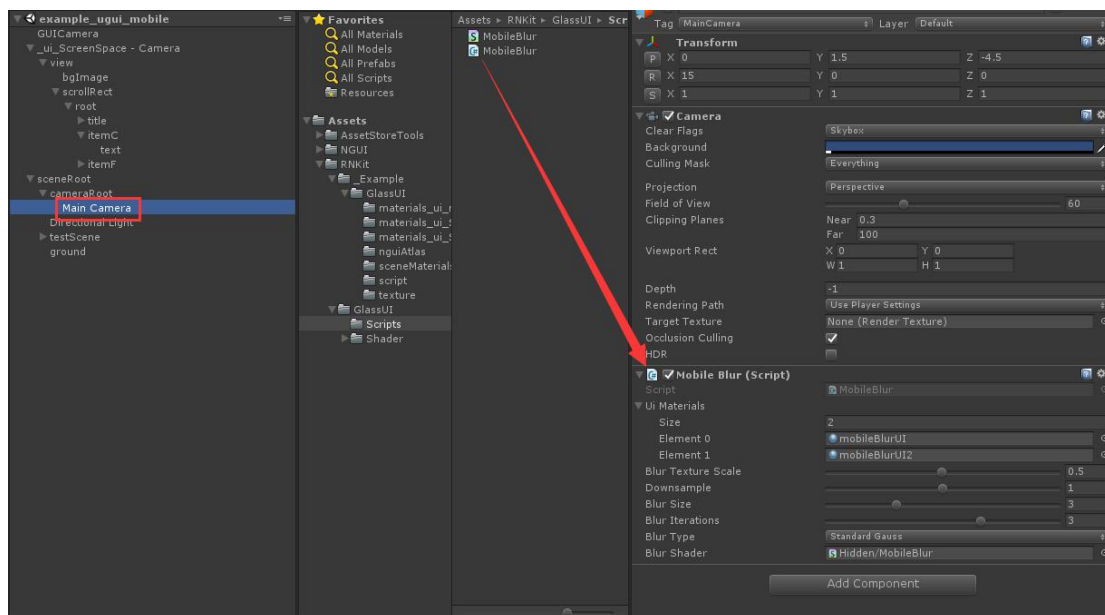
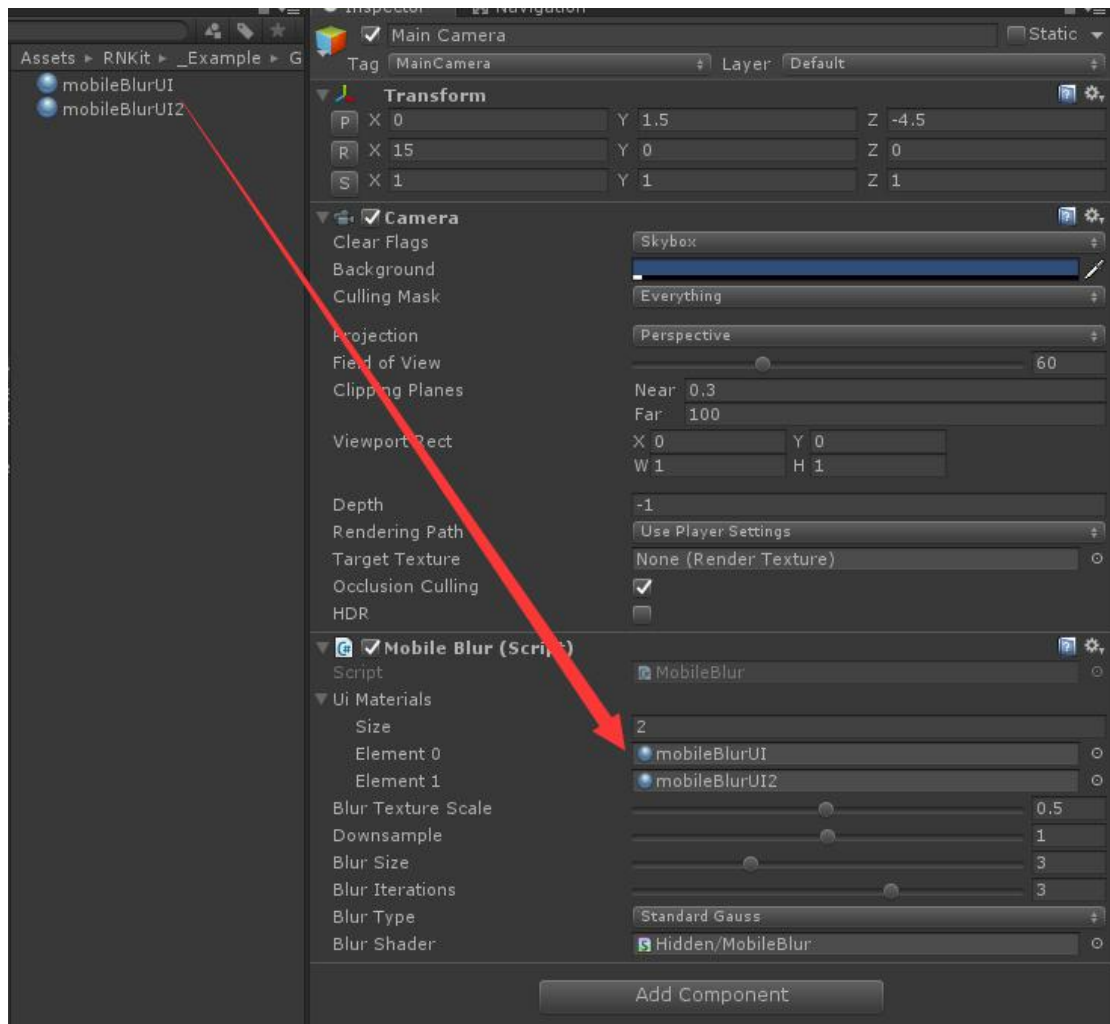


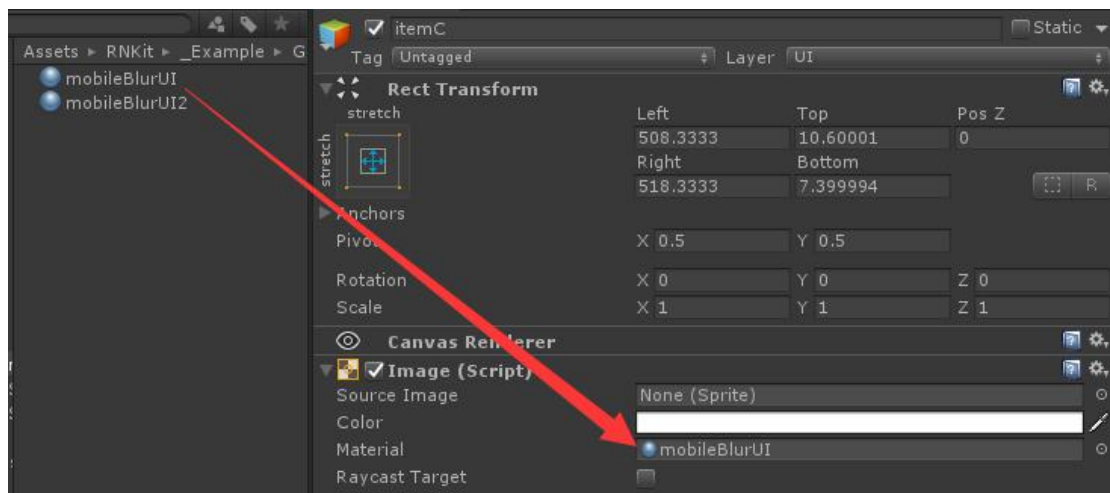
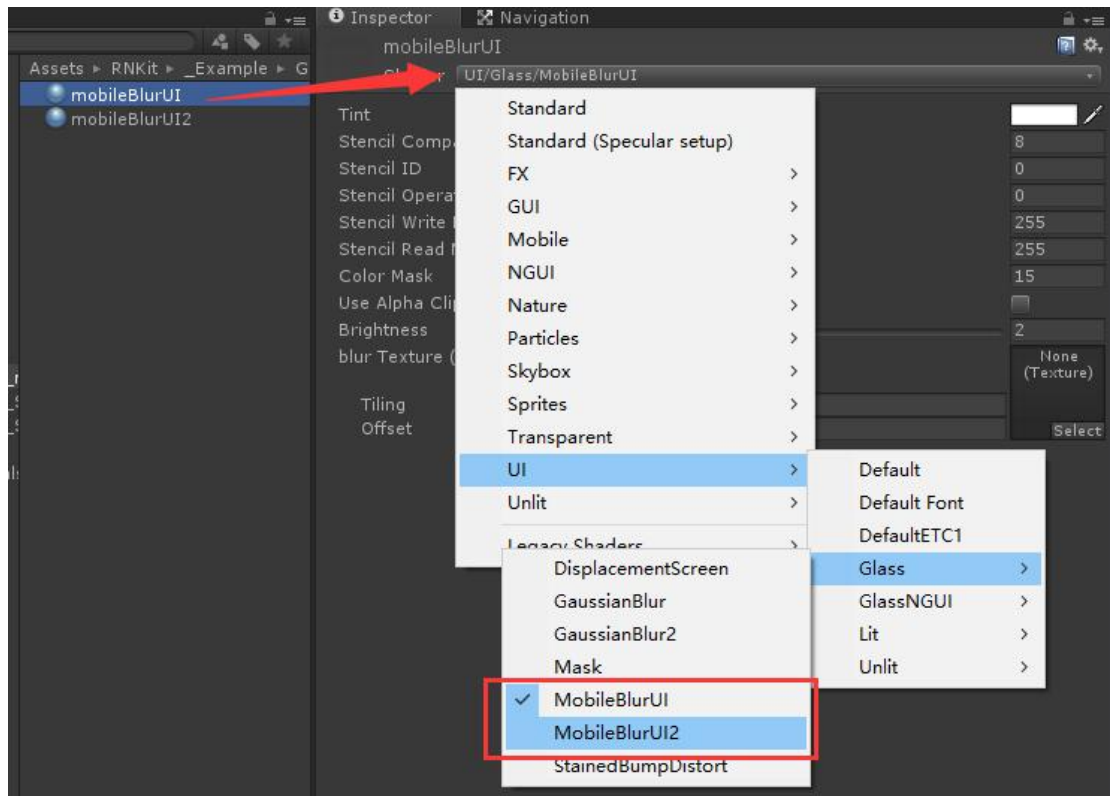
RN GLASS UI

MobileBlur

- Add MobileBlur.cs to Main Camera.
- Create ui material and add to MobileBlur.cs.
- Set ui material shader to UI/Glass/MobileBlurUI or UI/Glass/MobileBlurUI2.
- Set ui material to UnityEngine.UI.Image.

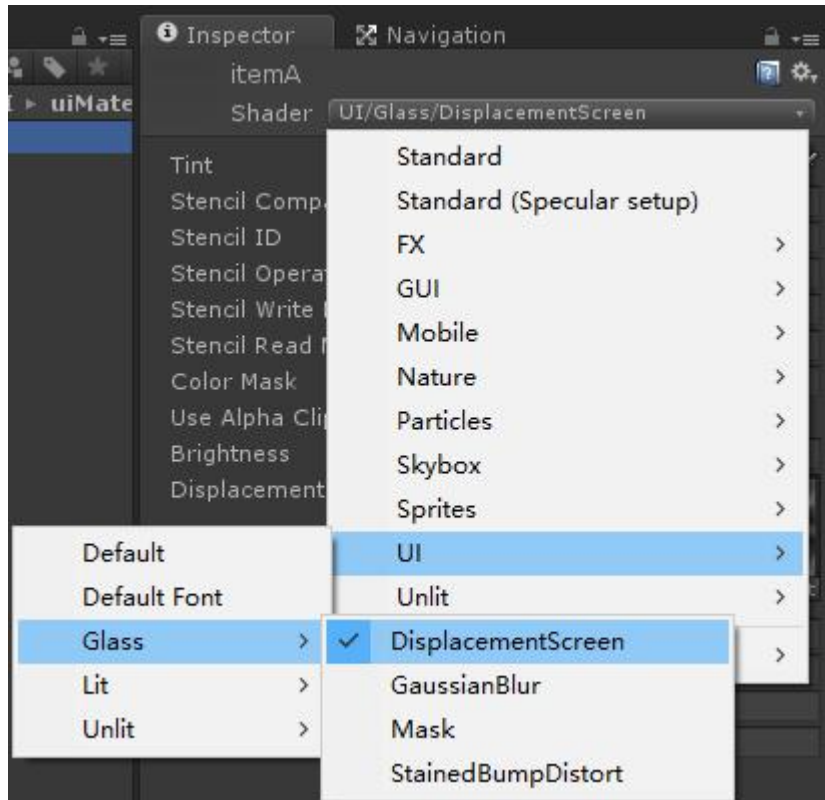




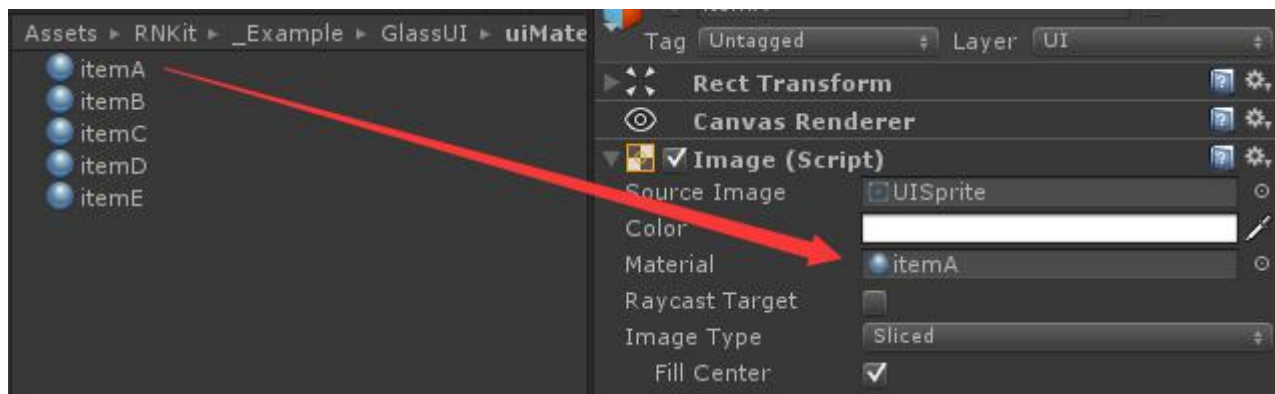


UGUI

- Create a new material.
- Select Glass shader in UI->Glass.



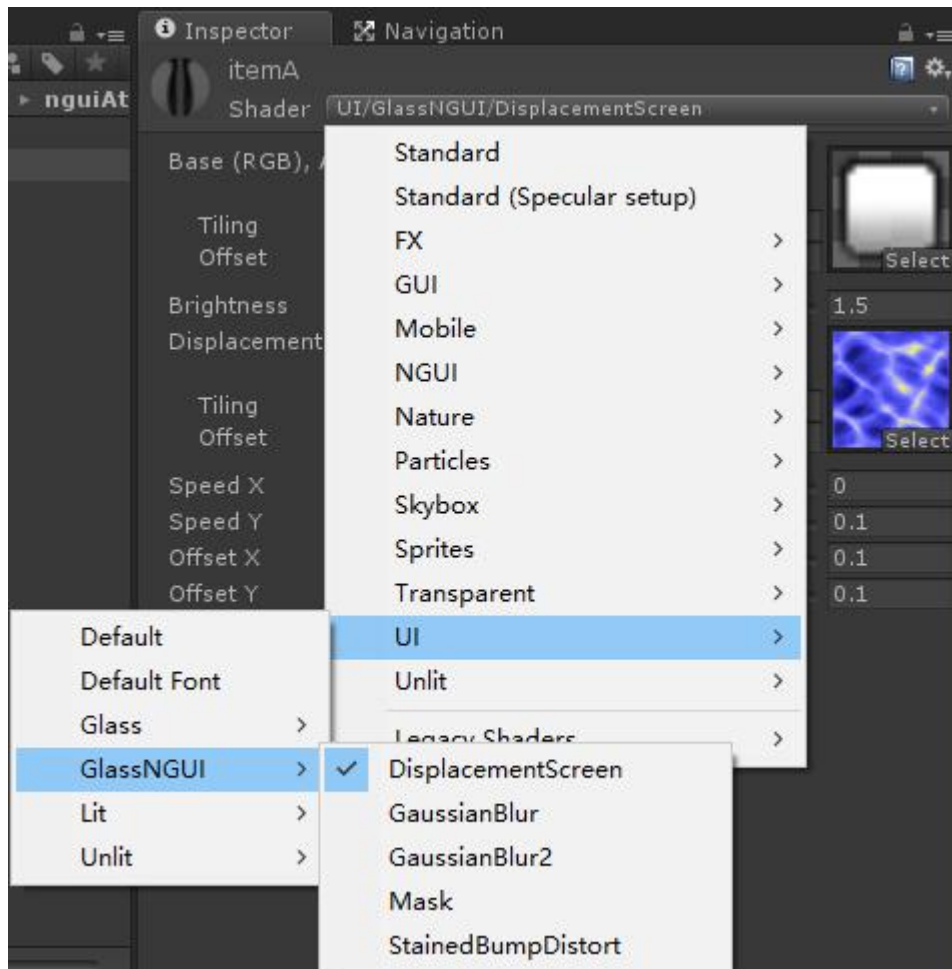
- Drag the material to UI.Image.



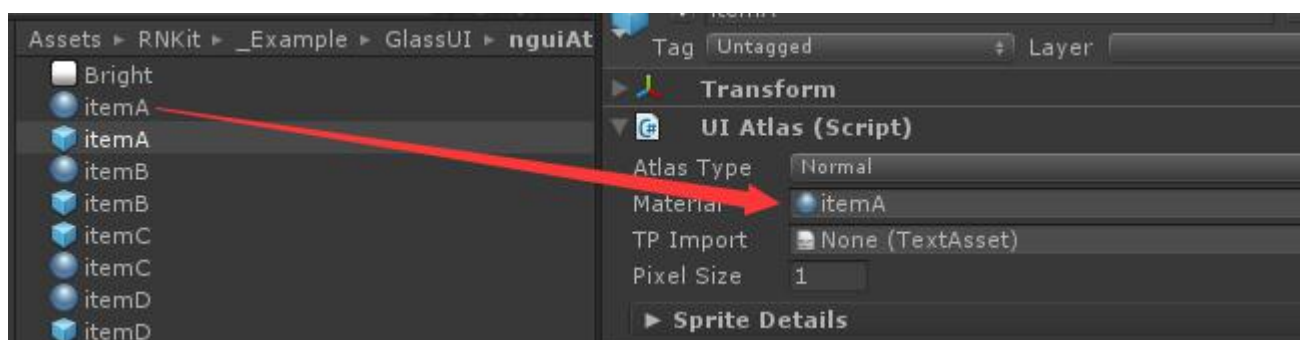
- finish.

NGUI

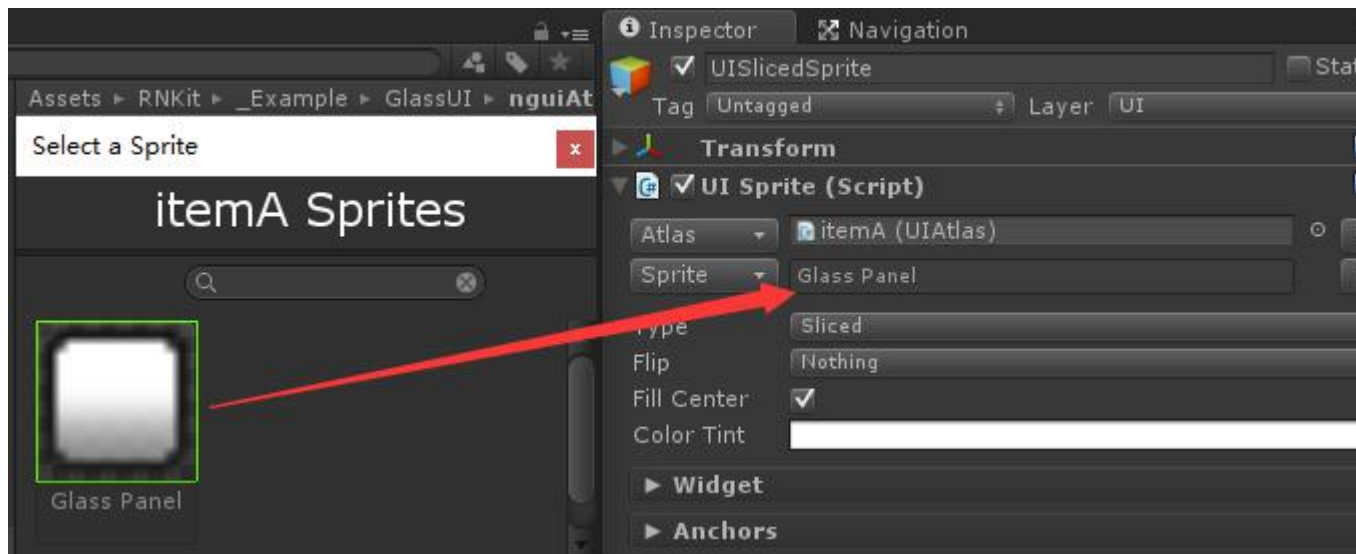
- Create a new material.
- Select Glass shader in UI->GlassNGUI.



- Create a new UI Atlas.
- Drag the material to the UI Atlas.



- Select Sprite in UI Sprite.



f. finish.

Shader

DisplacementScreen.shader

Properties:

Brightness

ui image brightness.

Displacement Map (RG)

Displacement Texture. Use RG value.

Speed X

Wave coordinates x move speed.

Speed Y

Wave coordinates y move speed.

Offset X

Refraction offset with the wave.

Offset Y

Refraction offset with the wave.

GaussianBlur.shader

Properties:

Brightness

ui image brightness.

Offset X

Blur Offset X.

Offset Y

Blur Offset Y.

Mask.shader

Properties:

Brightness

ui image brightness.

Grid Size

Mask grid size.

GaussianBlur2.shader

Properties:

Brightness

ui image brghtness.

Offset X

Blur Offset X.

Offset Y

Blur Offset Y.

Distortion

Refraction offset with the normalmap.

Normalmap

Normal texture.

StainedBumpDistort.shader

Properties:

Brightness

ui image brghtness.

Distortion

Refraction offset with the normalmap.

Texture (RGB)

Color texture.

Normalmap

Normal texture.