CMPM 163 Notes

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Screen-Space Effects

– **Screen-Space Effects** are textures captured or intercepted from the main render camera before being altered and re-rendered to the original target. **Post-Processing** is a type of **Screen-Space Effect**.

– In Unity, `MonoBehavior` features the `OnRenderImage` method, which can be overridden to perform these types of effects.

– When performing **Screen-Space Effects**, it is typically not permitted to alter the vertices within the vertex shader. Unity provides a default passthrough vertex shader which can be invoked using the compiler statement `#pragma vertex vert_img`.

– The human eye is more sensitive to changes in certain spectra, so it is occasionally beneficial to weight the luminosity of color values accordingly

– The `[ExecuteInEditMode]` class attribute allows **Screen-Space Effects** to be executed even if Play Mode is not active.

– In most shader languages, a `float` is a full 32-bit floating point value, whereas `fixed` is a 8 bit fixed-point value.

– Sometimes making a special effect isn't more complex, it just has more "stuff"

– **Screen-Space Effects** are an easy way to give a distinctive look to an entire scene