

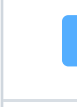







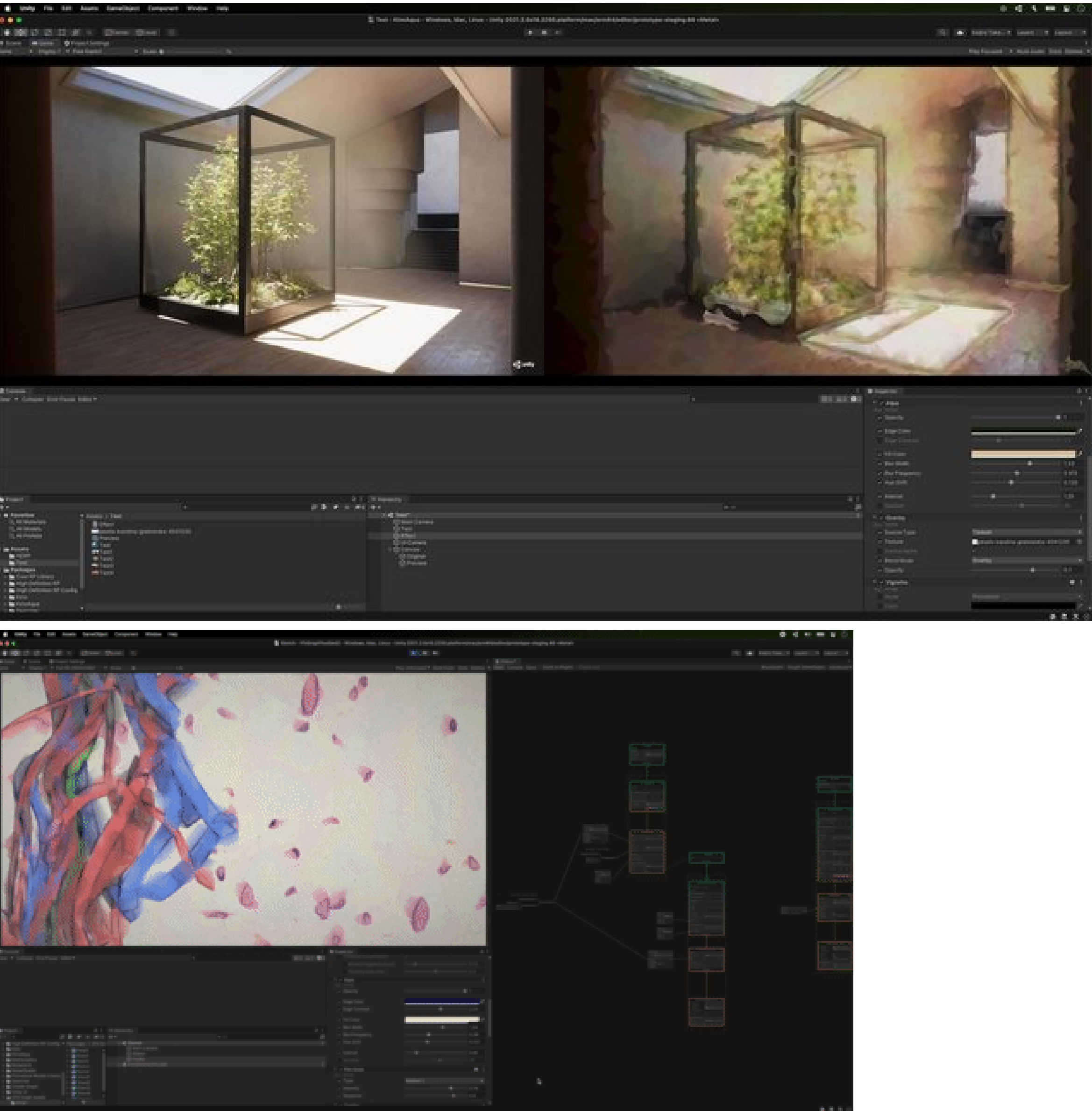
	keijiro iOS build settings	fc036f2 on May 24	53 commits
	.github/workflows	Fix package paths	2 months ago
	HDRP	Version number update	2 months ago
	URP	iOS build settings	2 months ago
	jp.keijiro.kino.aqua.high-definition	Version number update	2 months ago
	jp.keijiro.kino.aqua.universal	Version number update	2 months ago
	jp.keijiro.kino.aqua	Version number update	2 months ago
	.gitattributes	initial commit	15 months ago
	.gitignore	Directory structure	2 months ago
	LICENSE	add docs	14 months ago
	README.md	Update package information	2 months ago

KinoAqua



KinoAqua is a custom post-processing effect for Unity URP/HDRP that creates a watercolor effect. The shader implementation of the effect is inspired by [a Shadertoy effect](#) created by Florian Berger (flockaroo).

System Requirements

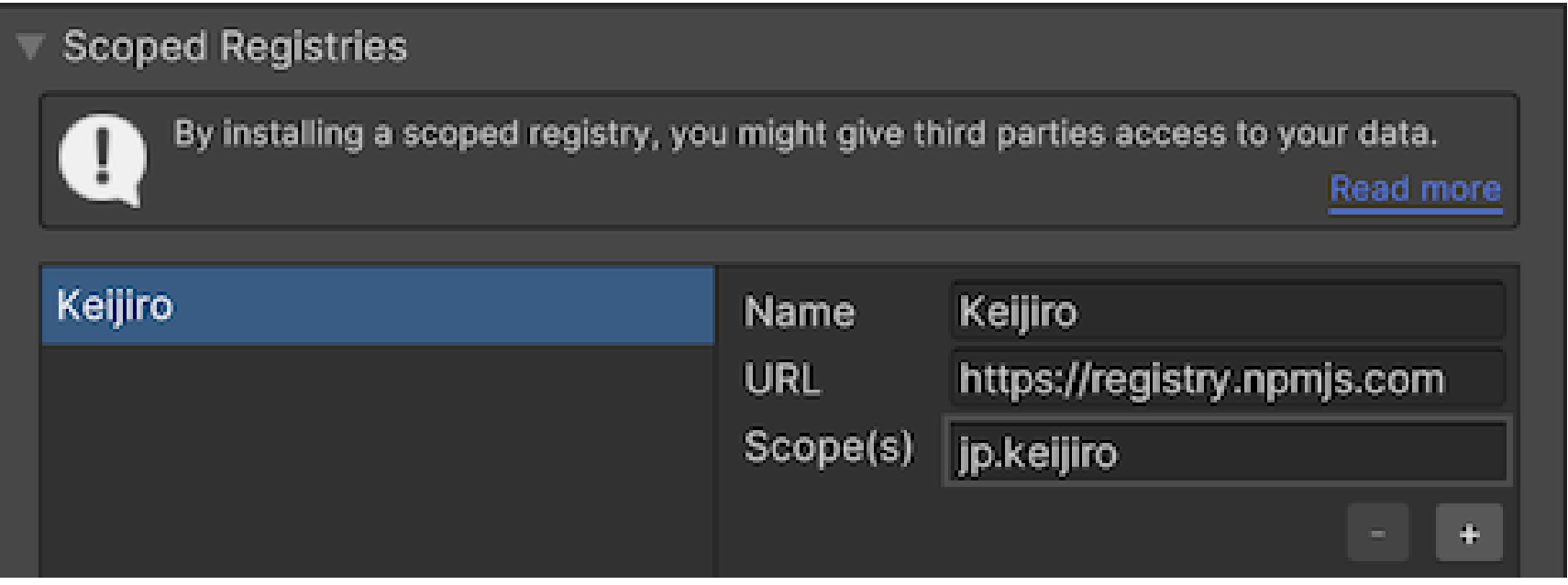
- Unity 2021.3 or later

Note that the shader hasn't been optimized enough for practical use. Although it's compatible with most of the platforms, it may run significantly slow on some devices like mobiles.

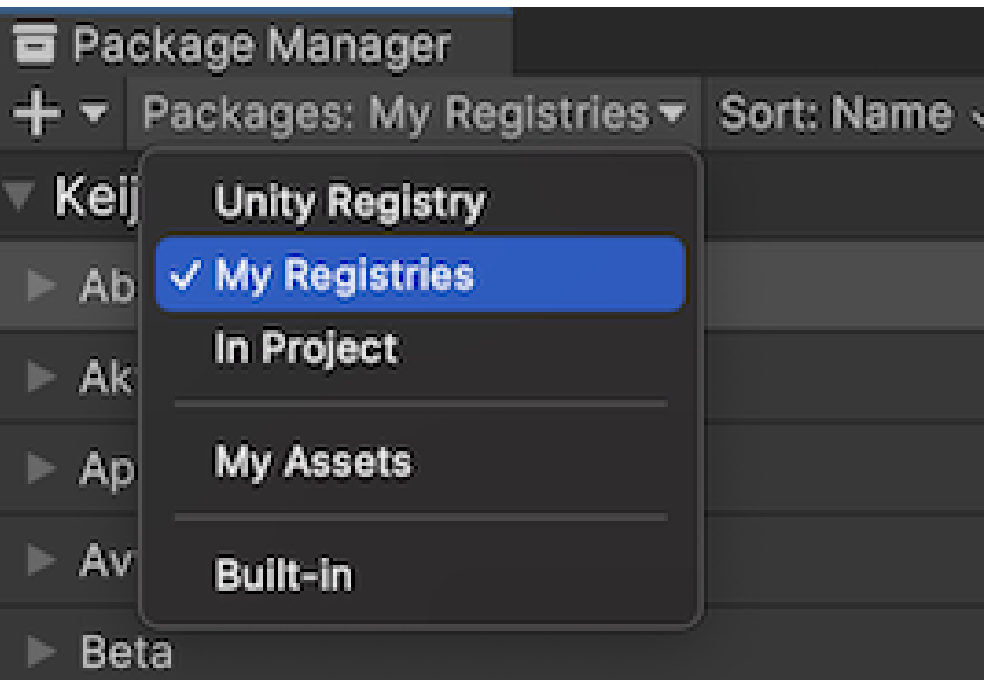
How to Install

This package uses the [scoped registry](#) feature to resolve package dependencies. Open the Package Manager page in the Project Settings window and add the following entry to the Scoped Registries list:

- Name: Keijiro
- URL: <https://registry.npmjs.com>
- Scope: jp.keijiro



Now you can install the package from My Registries page in the Package Manager window.



How to Use on URP

The effect is implemented as a renderer feature on URP. To use the effect, add the **Aqua Effect Feature** to the renderer feature list.






You also have to add the **Aqua Effect** component to camera objects. You can control the effect parameters via it, and the effect is only enabled within the attached camera objects.

How to Use on HDRP


The effect is implemented as a custom post-processing effect on HDRP. To use the effect, add `Kino.PostProcessing.Aqua` to the Custom Post Process Orders list in the HDRP Global Settings (you can find the entry in the "After Post Process" list box).

About

Watercolor effect for Unity URP/HDRP

-  Readme
-  Unlicense license
-  336 stars
-  7 watching
-  19 forks

Releases 10

 2.1.0: Improved overlay support

Latest

on May 24

+ 9 releases

Used by 1

 @keijiro / KinoAqua

Languages

