










Code ▾

 togucchi update Readme		71ae7a2 on Jul 9, 2021	 17 commits
	Assets	fix	7 months ago
	Packages	rm	7 months ago
	ProjectSettings	temp	7 months ago
	Thumbnails	add thumbnails	7 months ago
	UserSettings	temp	8 months ago
	.gitignore	ignore	7 months ago
	LICENSE	Initial commit	14 months ago
	README.md	update Readme	7 months ago

```
:= README.md
```

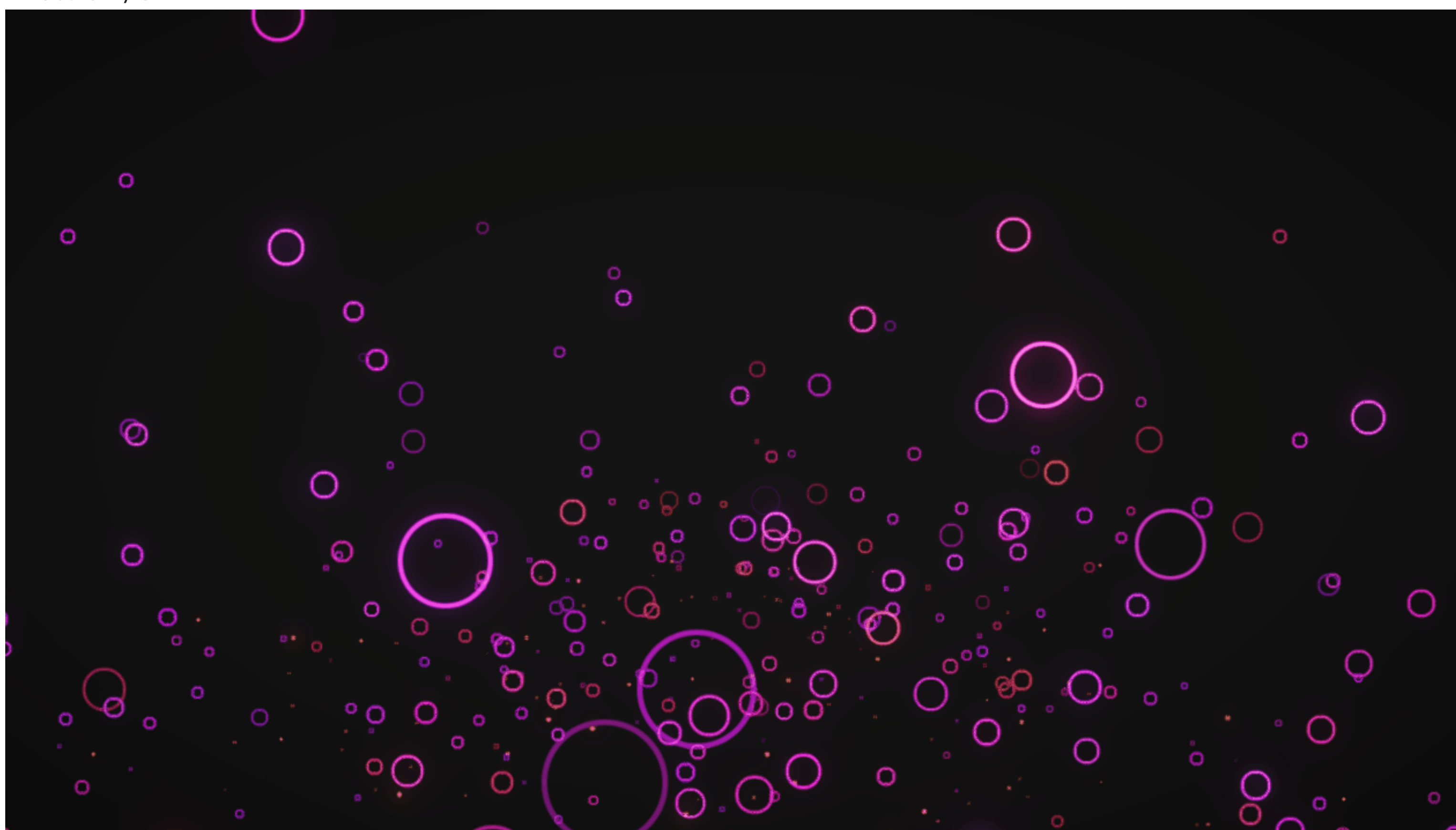
## urp-postprocessing-examples

## Custom post processing examples for Unity URP (Universal Render Pipeline)

## StarGlow

### Cross-shaped glow image effect

Effect ON/OFF



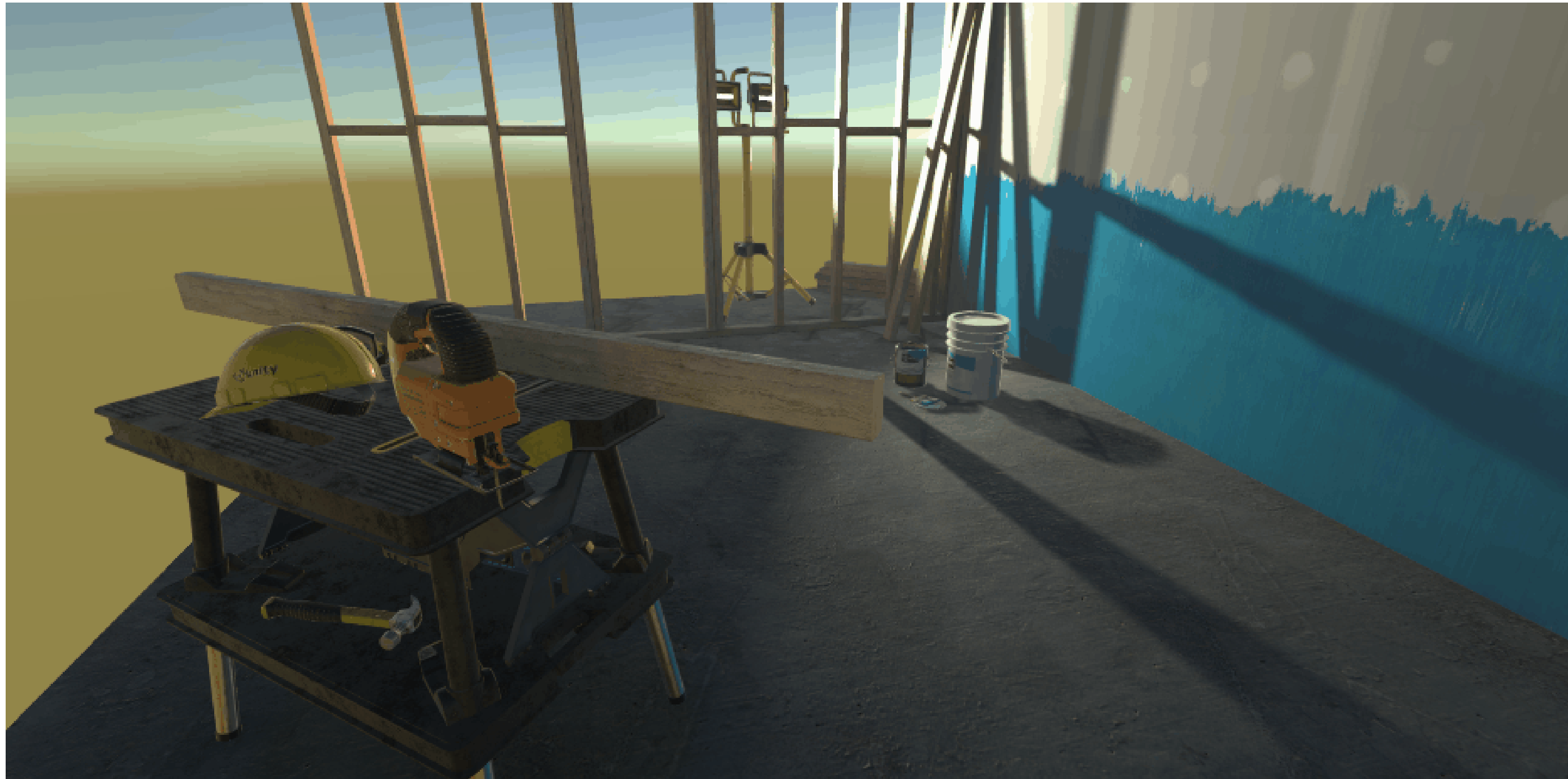
## Reference

## Frame Buffer Postprocessing Effects in DOUBLE-S.T.E.A.L(Wreckless)

UnityGraphicsProgramming vol.4

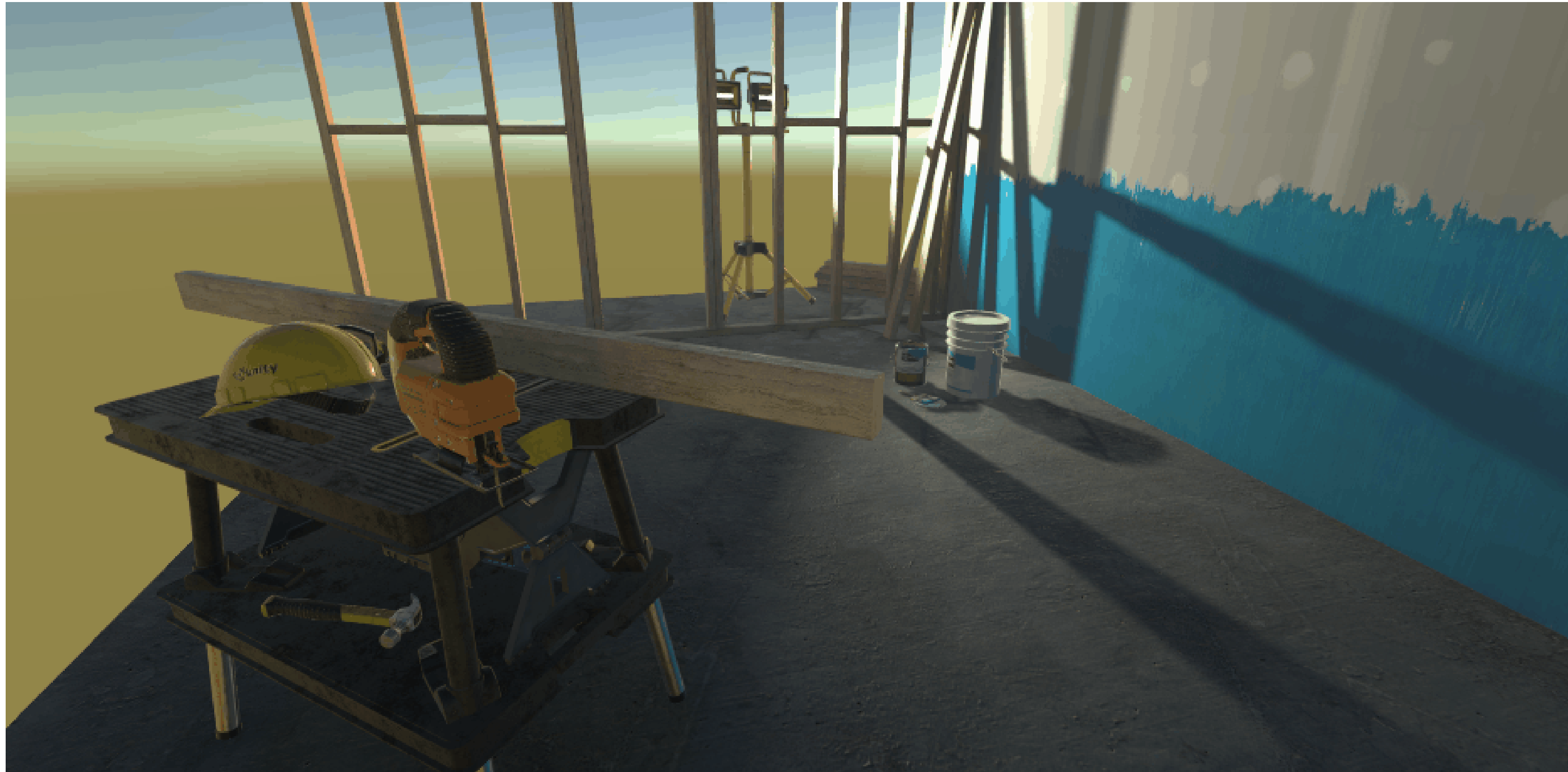
## Flare

Effect ON/OFF



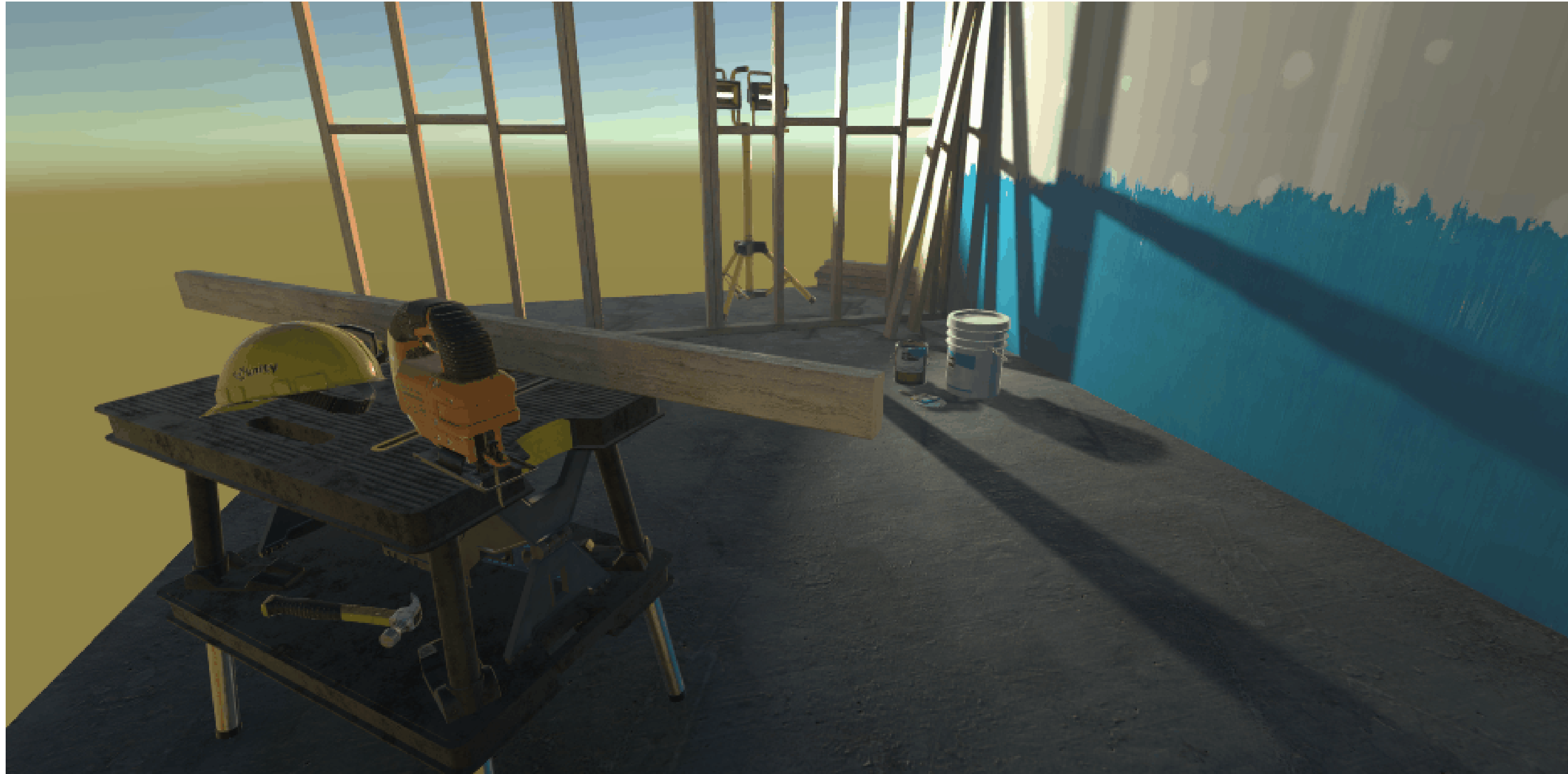
## Diffusion

Effect ON/OFF



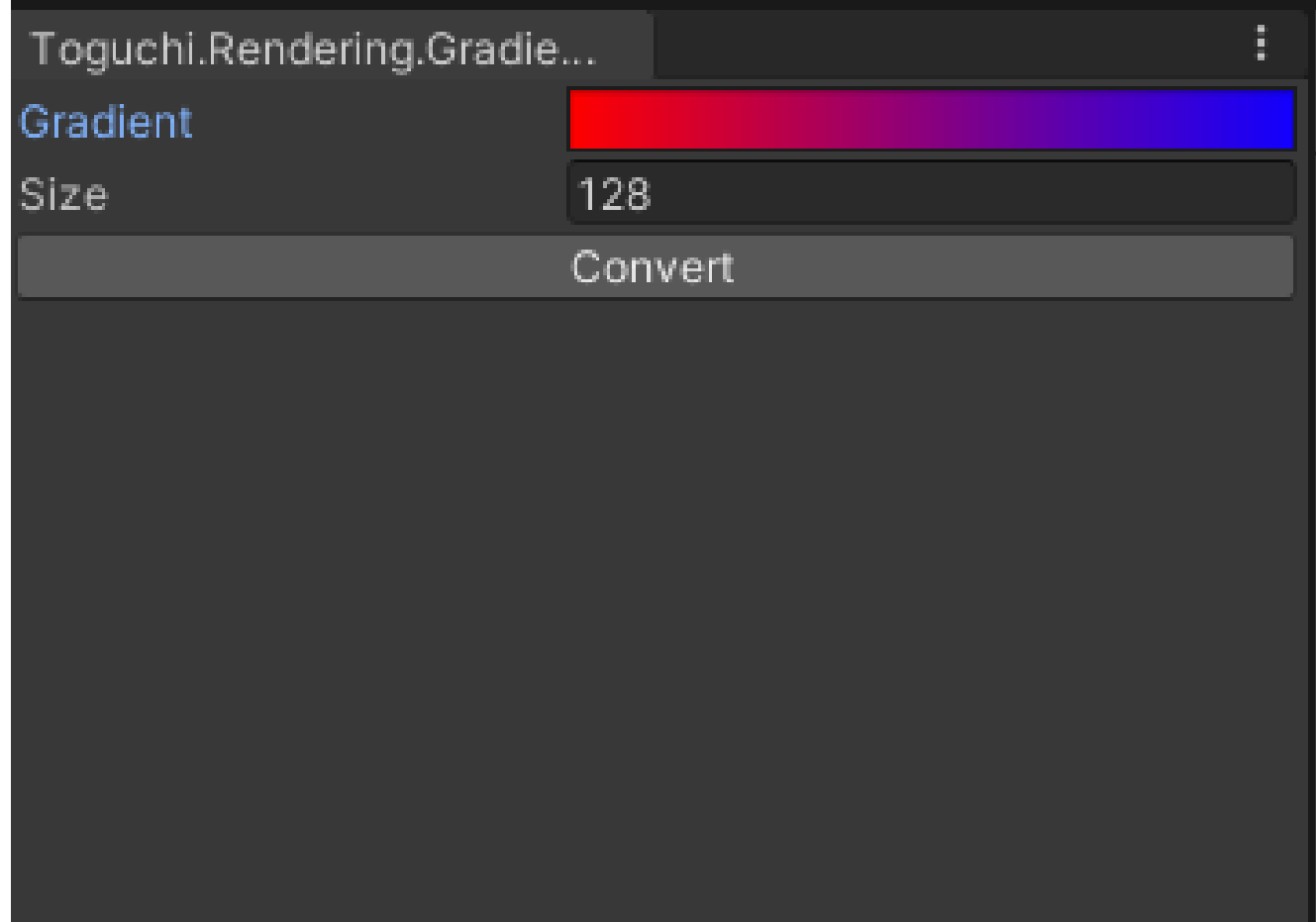
## GradientFog

Effect ON/OFF



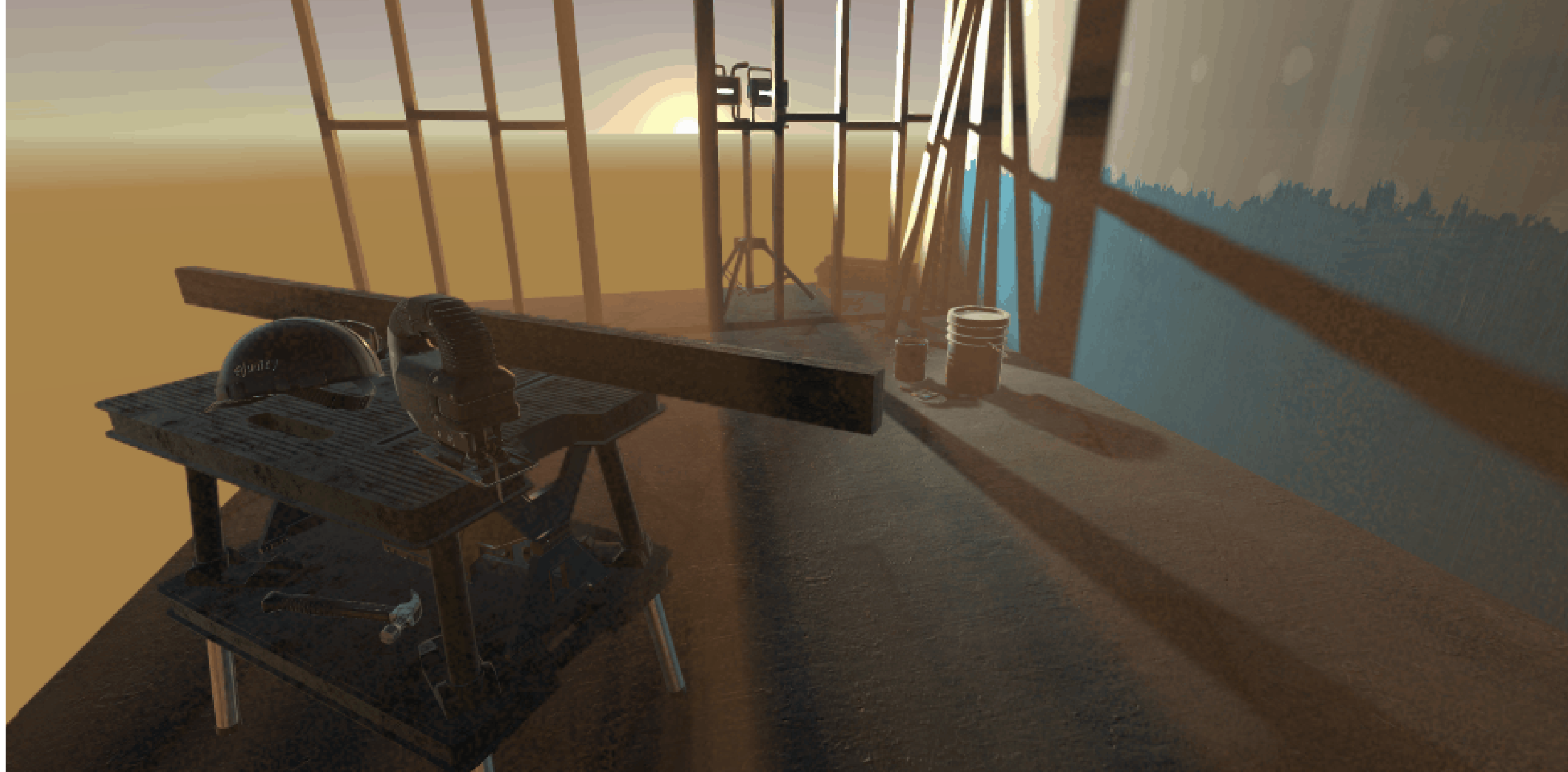
## Gradient Texture Tool

Created a tool to convert Gradient to RampTexture in `Window/GradientRamp`



## LightShaft

Effect ON/OFF



## About

## Custom post processing examples for Unity URP (Universal Render Pipeline)

 [Readme](#)

 MIT License

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1 watch

## Releases

No releases published

## Packages

No packages published

## Languages

