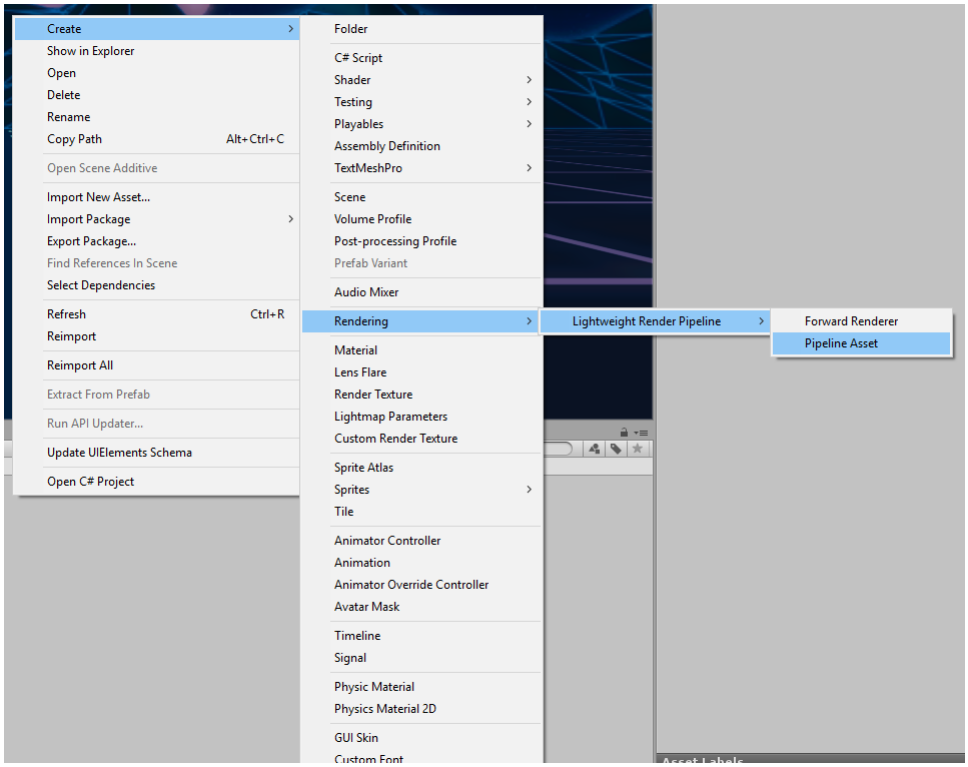
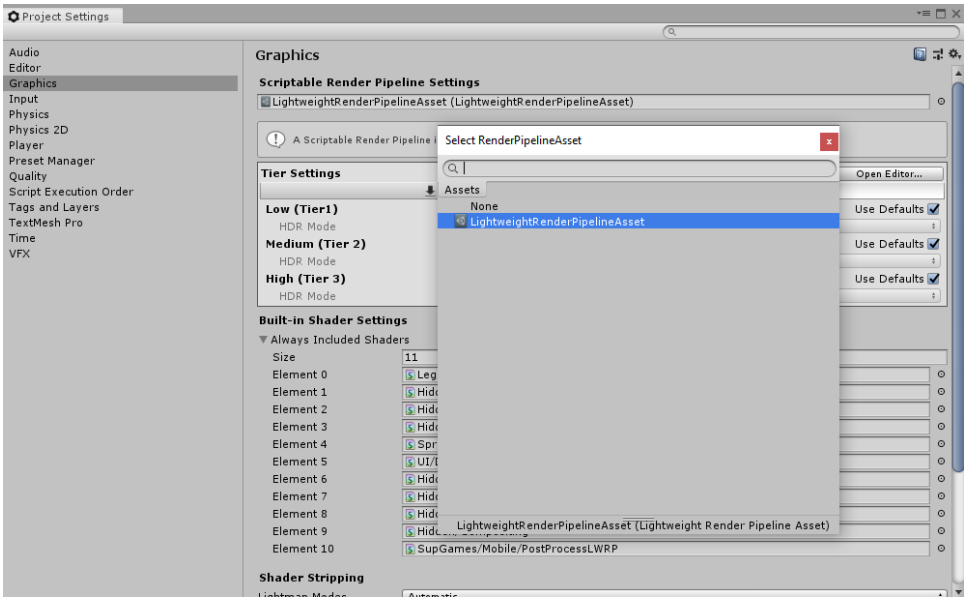
MOBILE POST PROCESSING LWRP

How to setup LWRP(if you have already configured lwrp for your scene skip this part):

1. Firstly install the LWRP package to your project. Go to **Windows->Package Manager.** In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->LightWeightRenderPipeline->PipelineAsset**



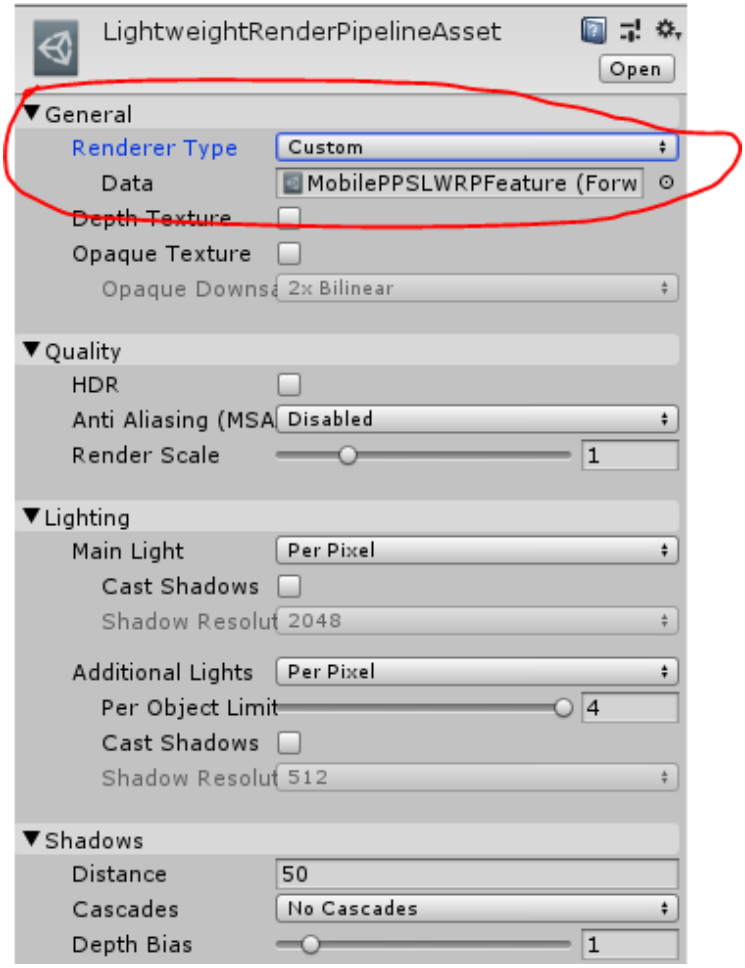
3. Go to **Edit->ProjectSettings->Graphics.** In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section


Project Settings
Audio
Editor
Graphics
Input
Physics
Physics 2D
Player
Preset Manager
Quality
Script Execution Order
Tags and Layers
TextMesh Pro
Time
VFX
Graphics
Scriptable Render Pipeline Settings
LightweightRenderPipelineAsset (LightweightRenderPipelineAsset)
Select RenderPipelineAsset
Assets
None
LightweightRenderPipelineAsset
LightweightRenderPipelineAsset (Lightweight Render Pipeline Asset)
Tier Settings
Open Editor...
Low (Tier1)
HDR Mode
Use Defaults
Medium (Tier 2)
HDR Mode
Use Defaults
High (Tier 3)
HDR Mode
Use Defaults
Built-in Shader Settings
Always Included Shaders
Size
11
Element 0
Element 1
Element 2
Element 3
Element 4
Element 5
Element 6
Element 7
Element 8
Element 9
Element 10
SupGames/Mobile/PostProcessLWRP
Shader Stripping

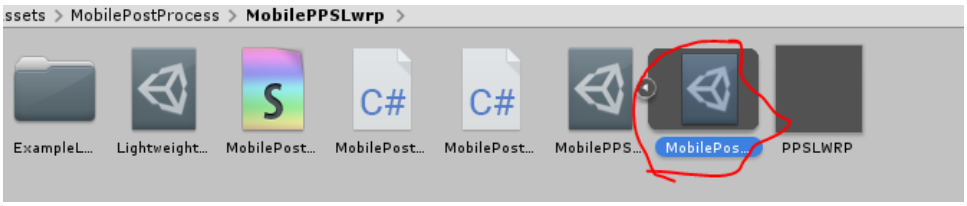
How to apply LWRP Mobile Post Posprocessing:

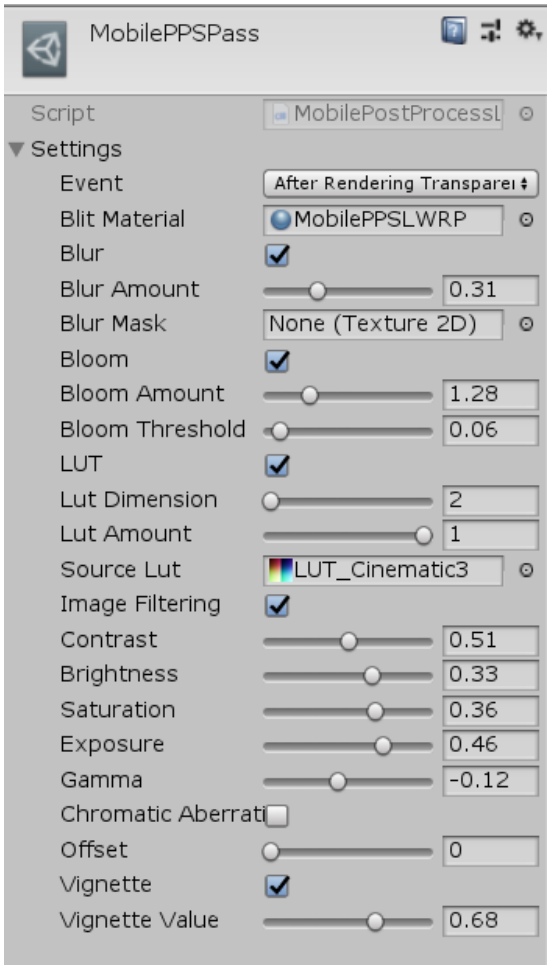
1. **Firstly import the package LWRP_MobilePPS which is included in the asset**

2. **Open the settings of the LWRP pipeline asset. In the General tab for RenderType pick the Custom and pick the MobilePPSLWRPFeature**



3. **That is pertty much it. To change the parameters go to the MobilePpsLwrp folder. Find MobilePPSLWRPFeature, extend it and select MobilePostProcessLWRP. You will se in the inspector the parameters of it.**





- # PARAMETERS

- **BLUR –** if you tick this checkbox Blur will be applied to your scene
- **BLUR AMOUNT –** level of blur on your scene
- **BLURMASK-** Mask texture is greyscaled texture, used by blur shader. Darker the area, less blur will be applied to that area in final image. Strongly advice for mobile to have at least some areas not blurred, to increase the performance.
- **BLOOM –** if you tick this checkbox Bloom will be applied to your scene.
- **BLOOM AMOUNT –** amount of bloom applied to final image
- **BLOOM THRESHOLD –** reduces the brightness of not bloomed part of the scene.

- **LUT -** if you tick this checkbox Color Correction(LUT) will be applied to your scene
- **LUT DIMENSION –** 2D or 3D lut texture. For mobile use 2D, but it may have some glitches, if the quality is vital use 3D Lut
- **LUT AMOUNT -** amount of lut applied to the scene. Not active when blur applied due to performance reasons.
- **SOURCE LUT -** the lut texture
- **IMAGE FILTERING –** enable image filters
- **CONSTRAST –** change the constrast
- **BRIGHTNESS –** change the brightness
- **SATURATION –** change the saturation
- **EXPOSURE –** change the exposure
- **GAMMA –** change the gamma
- **CHROMATIC ABERRATION –** enables chromatic aberration effect
- **OFFSET –** offset of the color layer form main image
- **VIGNETTE –** enable vignette effect
- **VIGNETTE VALUE –** blacks out the edges of the image
- **MATERIAL–** here just select the PostProcessing material

Overall, in the 40k poligonal scene, with 68 materials applied to 50 gameobjects and one Directional light we have this results on Meizu M2 Note(Octa-core 1.3 GHZ ARM Cortex-A53, Mediatek MT6753, GPU Mali-T720MP3, RAM 2 GB)

Lut+Blur+Bloom+Image Filtering+Chromatic Aberration+Vignette – 32-40 fps