Cubemap Blur v1.0

Readme

1. INSTALLATION

Simply place the CubemapBlur folder anywhere within your Assets folder.

2. USING CUBEMAP BLUR

First of all, make sure the cubemap texture you are working with has appropriate import settings:

- Texture shape: Cube
- Advanced | Read/Write Enabled: checked

Open the Cubemap Blur Window (Tools | Cubemap Blur) and drag your cubemap texture into the Cubemap field. You should now see a preview of your cubemap.

Choose settings:

- Sigma is the standard deviation of the Gaussian distribution. In this context, it controls the strength of the blur effect (higher sigma results in a more blurry image).
- Passes defines how many times the filter is applied consecutively. A higher number of passes results in a more blurry image.

Press the Blur button to start the filtering process. Depending on the size of the cubemap texture and your settings, this may take some time. Upon completion of the blur process, the preview shows the blurred cubemap.

When you are satisfied with the result, press the save button and choose a format to save your cubemap. HDR cubemaps should be saved as EXR. Otherwise, the HDR information is lost.

3. TROUBLESHOOTING

If you encounter areas near the edges or corners where the blurred cubemap looks strange (sharp edges, wrong colors), try reducing the sigma value and increase the passes value instead. Running the Gaussian blur with a smaller kernel and more repetitions may help smooth discontinuities in edge regions. Additional help can be found on https://ropelato.net or by contacting sandro@ropelato.net.