



VERSION : 1.0

This product is a bug fixed and updated version of Aubergines Postprocess Shaders from Unity 3.x & 4.x series.

HOW TO USE :

- The effects are scripted the same way as Unity provided standart image effects.
- Select your rendering camera and apply the desired effect from **Components-> Image Effects - > TOZ**
- Or drag a script on to your rendering camera from the folder TOZ\Image Effects\Scripts\PostProcess
- You can pile up several image effects on the same camera, the effects will render on top of other in the order they are added as a component.
- Forexample; if you add Desaturation effect and then Bleach effect, the raw image will be first desaturated and then the desaturated image will be bleached.
- Some effects are animated, these effects will be visible during gameplay. In order to see these effects in action in the Editor, you must press play and look in the **game view**. Wiggle, Waves, Security Camera, Amnesia....etc. are some the animated ones.
- Provided Textures in the Core\Textures folder are for demonstration only and not created by a skilled artist, you should create your own textures for noise, thermal strip...etc for more beautiful effects, but you can also use the default demo textures if you wish.
- Radial Undistortion is a special image effect which can be used on Oculus Rift kind of gadgets to correct the distortion caused by the gadgets lens. A seperate demo scene with the calibration settings for the distortion is available in the demo folder.

CONTACT :

For any questions and support, please use the following email.

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