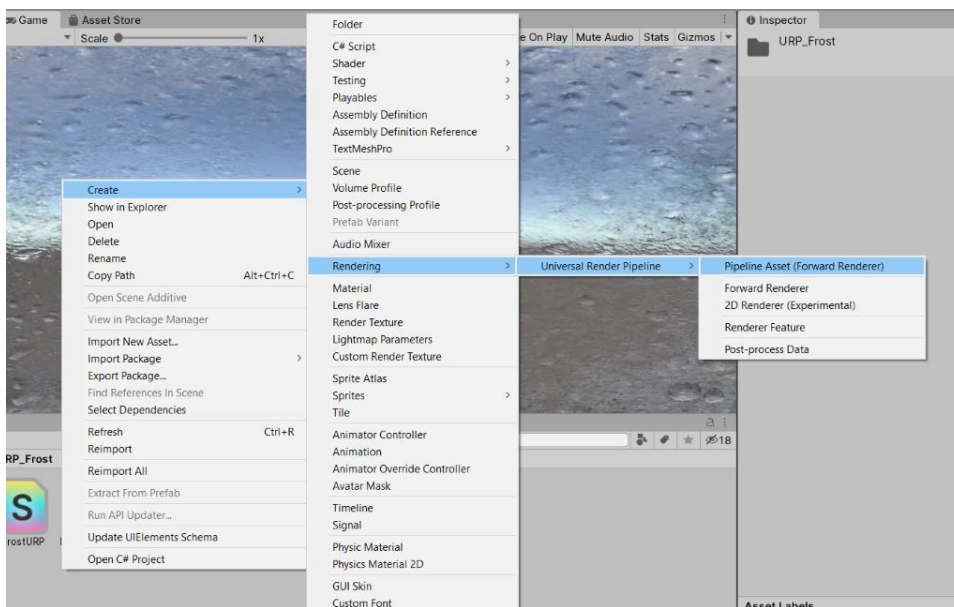


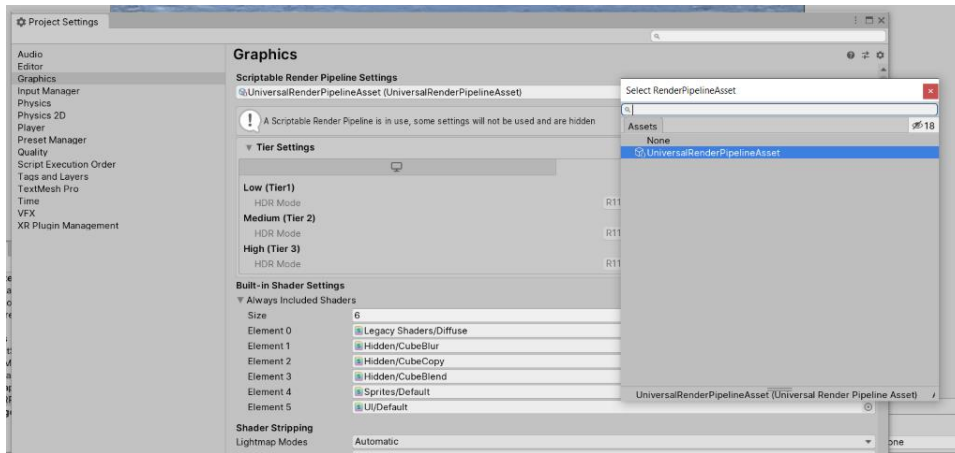
FAST PIXELLATE URP

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

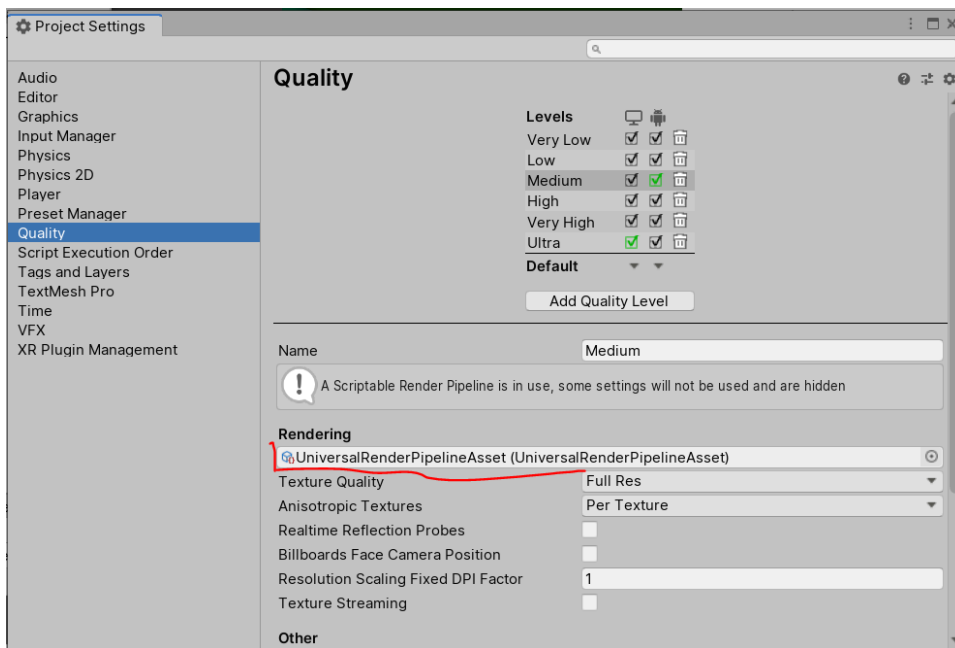
1. Firstly install the URP package to your project. Go to **Windows->Package Manager**. In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->UniversalRenderPipeline->PipelineAsset**



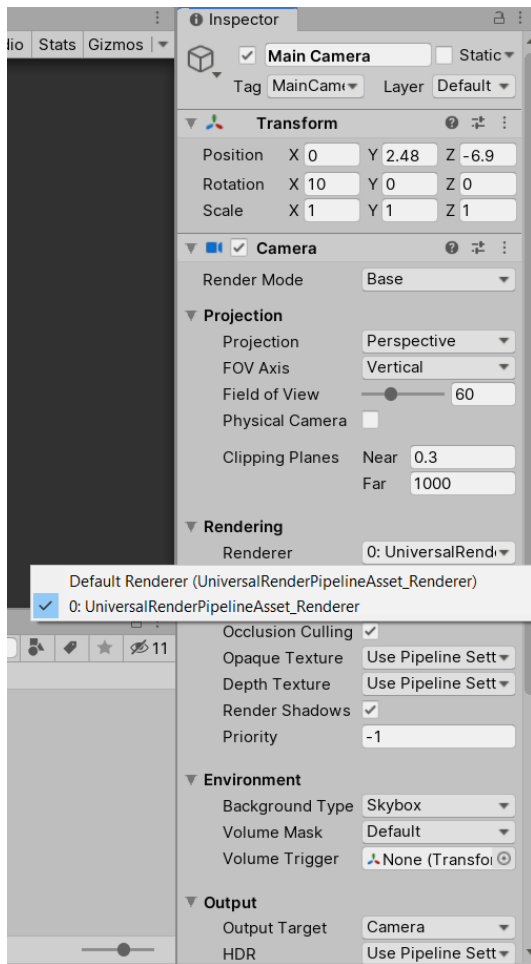
3. Go to **Edit->ProjectSettings->Graphics**. In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section



4. Go to **Edit->Project Settings->Quality**. In rendering section drag and drop the pipeline asset you created

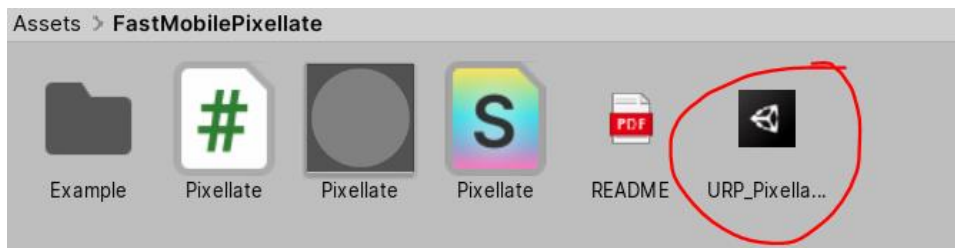


5. Go to your camera object and in **Rendering** settings pick for **Renderer** the pipeline asset you created

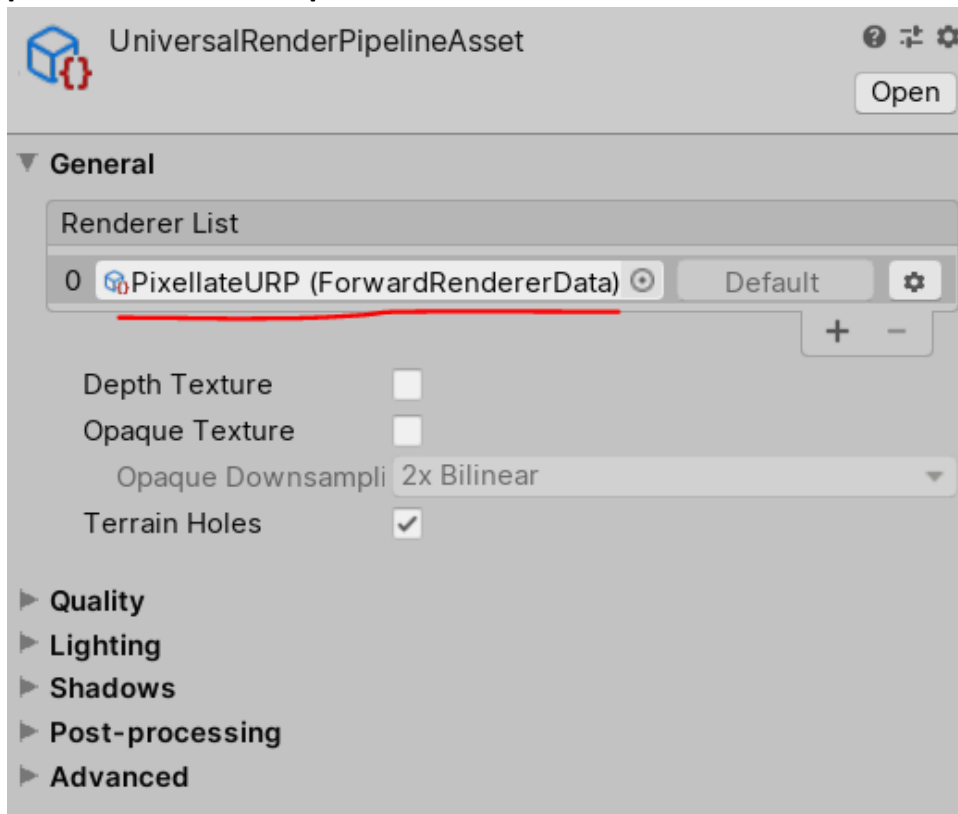


How to apply URP Fast Pixellate:

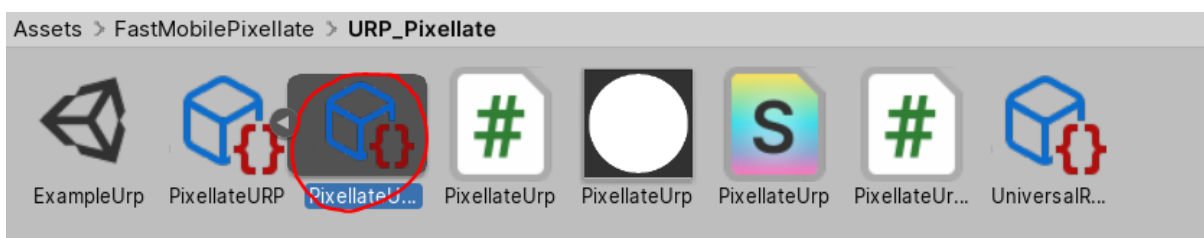
1. Firstly import the package URP_Pixellate which is included in the asset

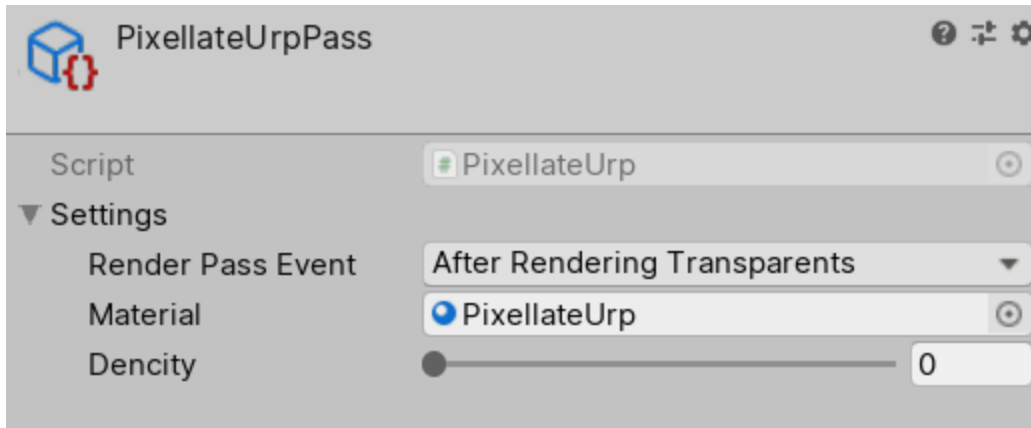


2. Open the settings of the URP pipeline asset. In the General tab for RenderType pick the Custom and pick the PixellateURP



3. That is pretty much it. To change the parameters go to the PixellateURP folder. Find PixellateURP, extend it and select PixellateUrpPass. You will see in the inspector the parameters of it.





PARAMETERS

- **EVENT** – set the rendering event on which the shader will affect
- **DENCITY** – the level of dencity of the pixiels in the screen

SHADERS

- **PIXELLATE-** the fastest pixellate in the AssetStore. Completely optimized Pixellate shader. Runs at **55-58FPS** on lowend mobile device(with proper settings).

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:

- 101 different gameObjects,
- 101 different Materials,
- 51 different Textures,
- 1 Directional Light(realtime),
- approximately 45k polygons

