Thanks for installing the asset!

How to integrate an asset into your project is shown in this tutorial: https://youtu.be/WEKq80jJFdA.

Or you can use this instruction:

1. Create a material with the Shader Graphics/LitBlur shader if you want to use it on 3D objects that cast a shadow. If you need it for blurring UI or unlit objects, then use Shader Graphs/UnlitBlur. At this step, you can immediately specify a mask (in most cases, this feature is good for the UI);

2. Specify the created material to the object;

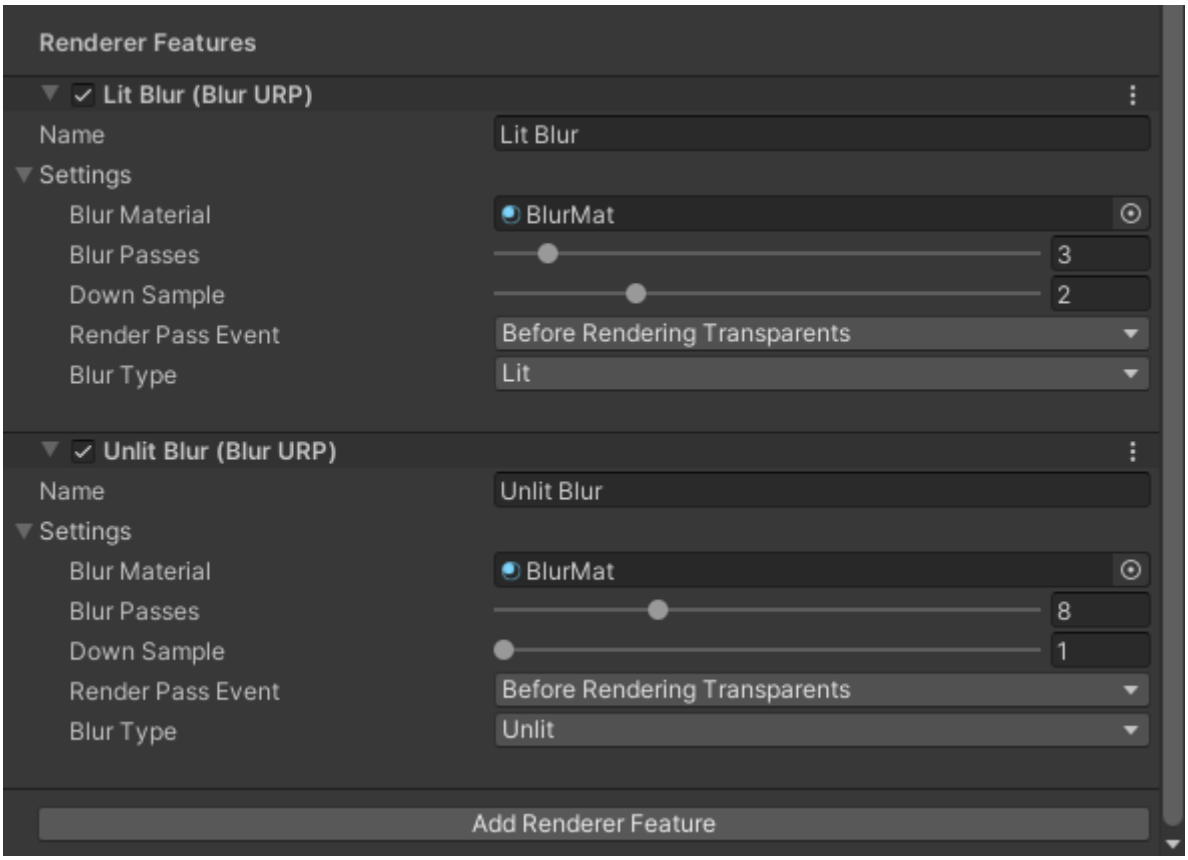
3. Find the Scriptable Render Pipeline Setting you are using in Project Settings, and select the asset you are using from the Renderer List;

4. In this file in the Inspector window, click on the Add Renderer Feature button and select Blur URP

5. In the created settings, specify the BlurMat material in the Blur Material field and select the blur type from the Blur Type drop-down list;

6. Great! It remains only to adjust the untouched settings for you.

To access the blur parameters via a script, for example, the blur intensity, write BlurURP.Instances[0].Settings.BlurPasses, where instead of 0, specify the Renderer Feature sequence number as it was added (for the picture below, these are the numbers 0 or 1).



But before that, make sure that you have enabled the SimpleBlurURP namespace by writing "using SimpleBlurURP;" before the script class. If limit values of fields are needed, for example, the maximum value that the Intensity parameter can take, write BlurURP.BlurSettings.BLUR_PASSES_MAX_VALUE.

Common problems and their solutions

Blur doesn't work:

If you have any problems with the blur display, then try using the settings that are located in the Assets\Isle of Assets\Simple Blur - URP\Demo\Settings directory. This usually helps to solve most problems. To set the settings automatically, delete the existing Settings folder in your project. If 3D Core (URP) was selected when creating the project, then this folder is located in the Assets\Settings directory. Delete it and the problems will most likely be solved.

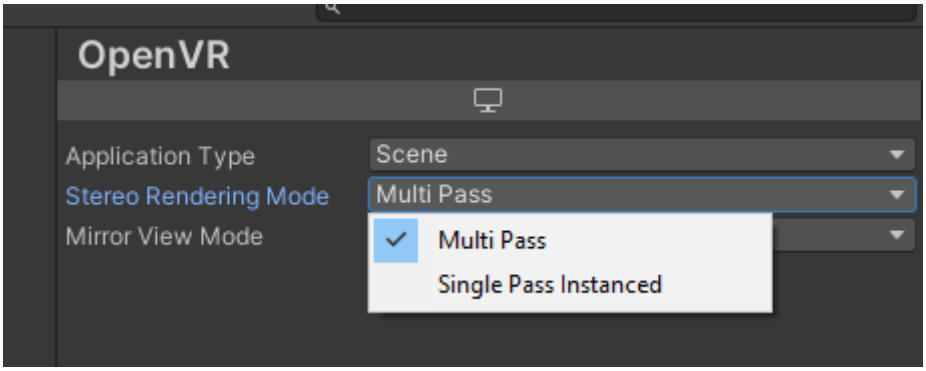
This does not mean that you cannot use your own settings, but if you do not know how to properly configure UniversalRenderPipelineAsset and UniversalRenderPipelineAsset_Renderer with each other, then it is better to simply follow the steps described above.

Blur doesn't work with Screen Space – Overlay:

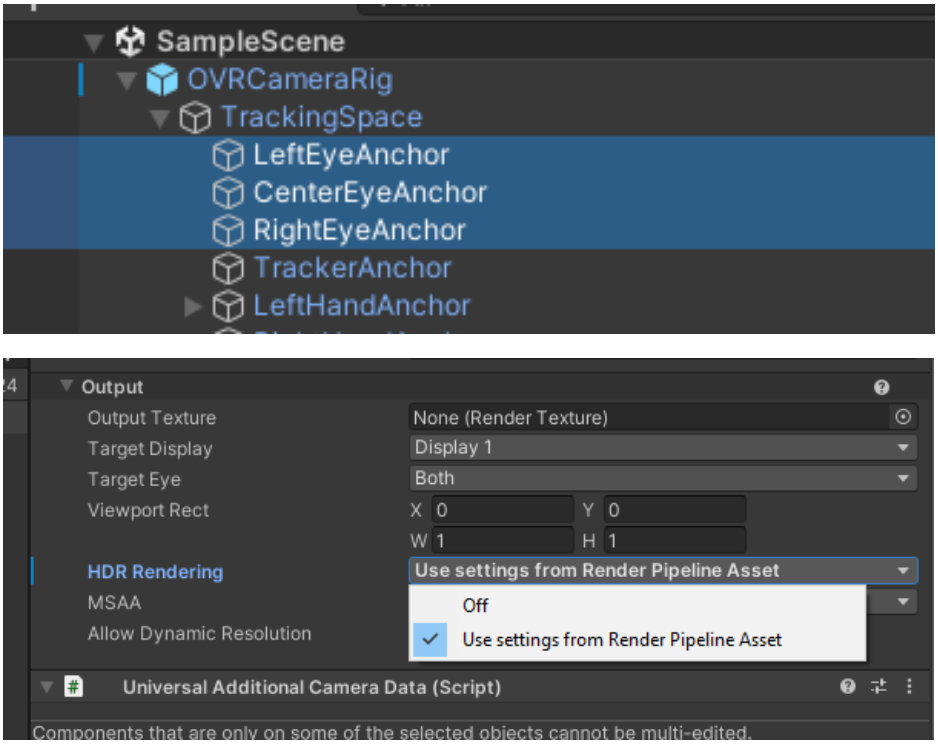
If you want to use blur in Canvas with Render Mode "Screen Space - Overlay", then create a separate Canvas with the "Screen Space - Camera" rendering mode. It remains only to set the Plane Distance value to a minimum (the boundary is set by the Clipping Plane parameter at the main camera). Thus, the behavior of this Canvas will be exactly the same as that of the "Screen Space - Overlay", because only the objects of the scene are blurred, not the interface.

Blur doesn't work with VR:

If you want to use an asset in a VR project and it doesn't work for you in it, then try to put a multi-pass rendering as shown in the picture.



If you are using the Oculus VR SDK, you need to enable HDR Rendering in all OVRCameraRig prefab cameras:



If you find the shader starts working, but your UI is glitching with following behaviors (if you are using OVR's demo UI, typically with a Mesh along with Canvas):

• The UI in front of blur shader object is turned black completed;

• The UI's transparent parts became solid color with glitchy horizontal strips;

• The UI in front of is covered by blur shader objects, even if they are in front of them.

Try following solution:

1. Set OVR UI/Mesh/OVR Canvas Mesh Renderer/Rendering Mode to alpha blend;

2. Set material sorting priority to -50 (to the materials that you apply to your blur shader object).

All files are signed and placed in their respective folders, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)