Mobile Gaussian Blur

V1.01

Fixed a bug :

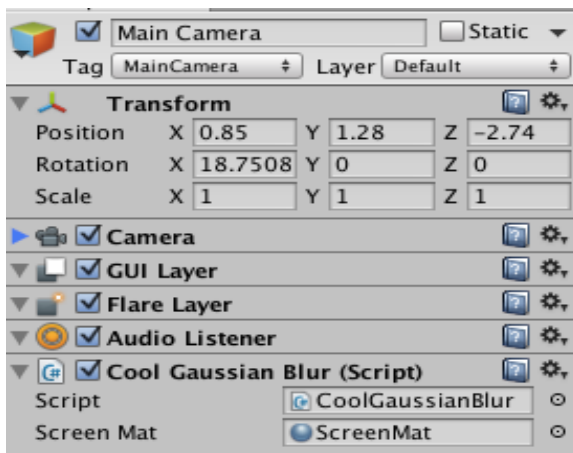It doesn't work on some low end devices when using Unity5.3.* .

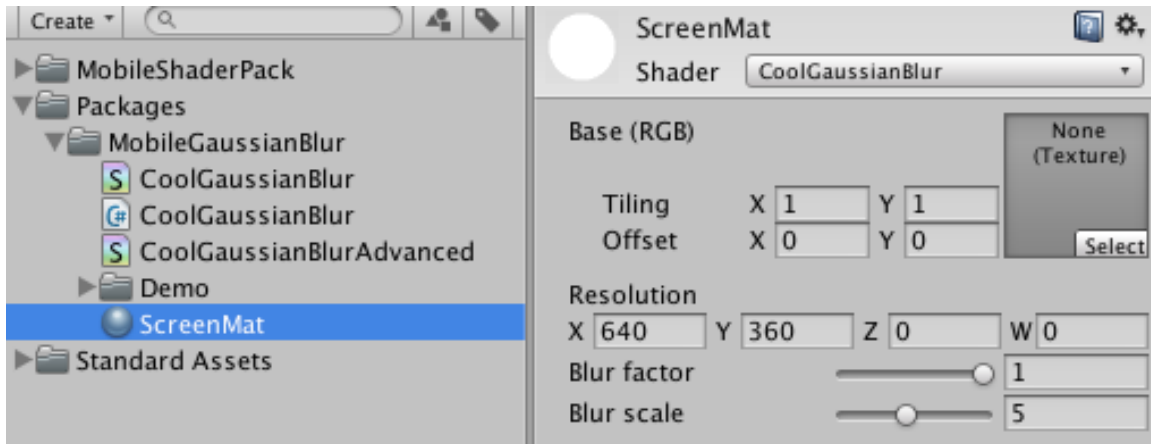## V1.0:

First release.

How to use it

You only need to add component CoolGaussianBlur.cs to the camera and assign screenMat.mat to it.

Like the following:

More information

You don't need to assign "Base(RGB)" and "Resolution", they are automatically assigned in CoolGaussianBlur.cs.

"Blur factor": controls fade between "no blur " -> "full blur".
"Blur scale": controls blur strength.

About "CoolGaussianBlurAdvanced.shader"

Play with the value of "RADIUS" and "ARRAY_SIZE" to get different blur quality.

If you have any questions，please contact me via the following:
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