

Lens Dirtiness

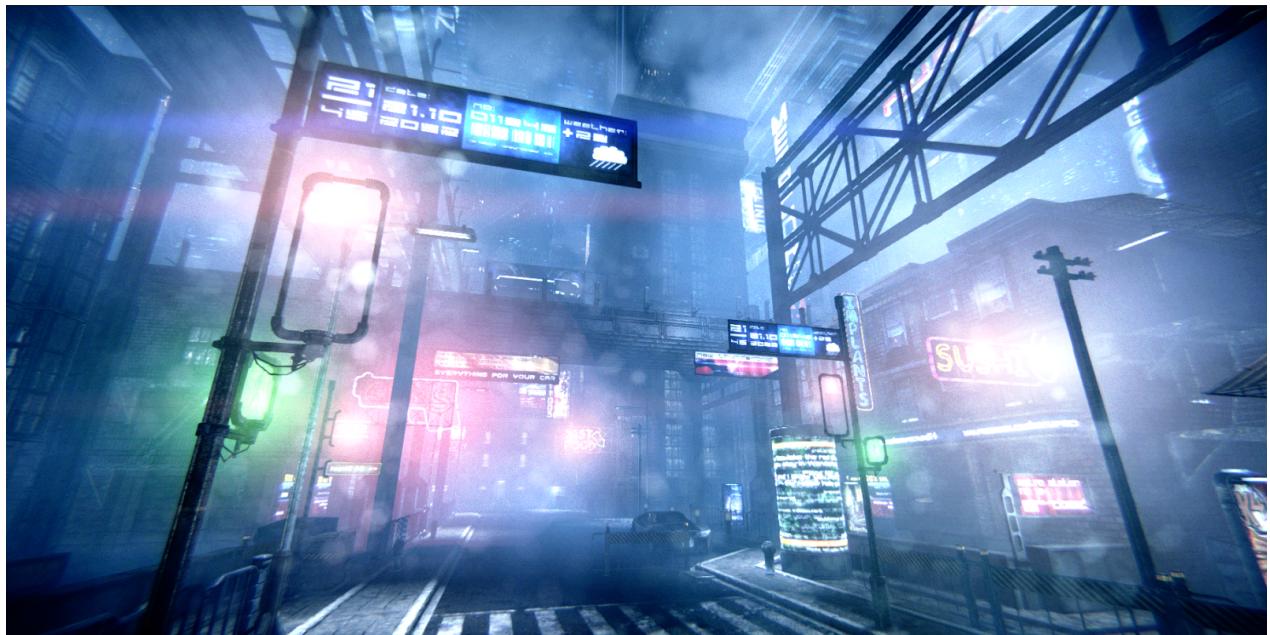
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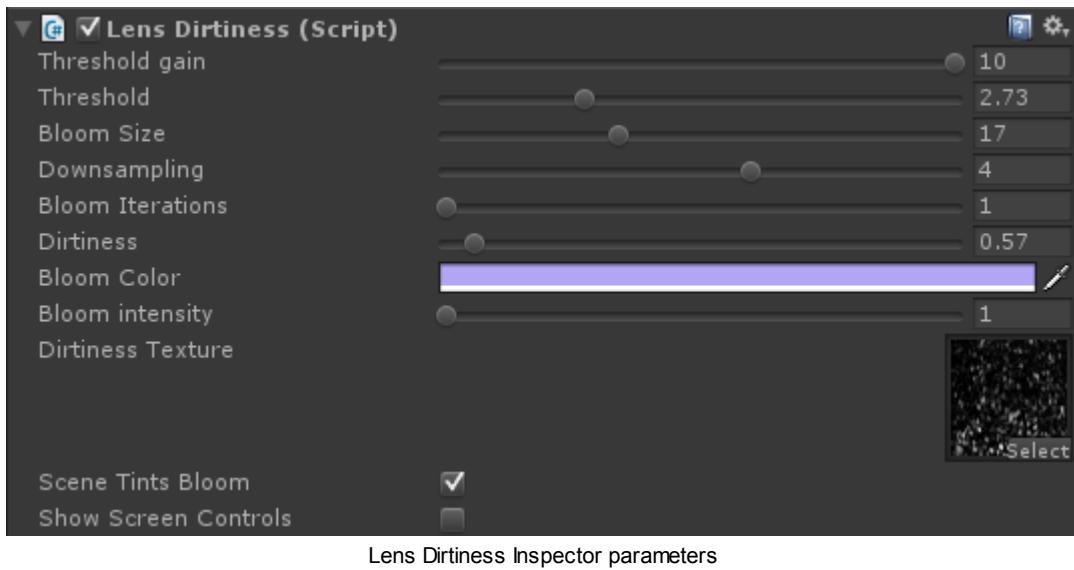
Abstract

“Lens Dirtiness” is an Image effect for cameras. It’s essentially a bloom post-process with texture overlay. As seen in other game engines such as Unreal Engine 4 or Frostbite, this effect will simulate the light behaviour in a dirty lens.



Lens Dirtiness used in Dark City environment by [Manufactura K4](#)

Interface



Lens Dirtiness can be found at **Component / Image Effects / Lens Dirtiness**

Parameters

Threshold Gain:

Intensity for threshold pass

Dirtiness:

Dirtiness intensity

Threshold:

Scene intensity minimum value for bloom

Bloom Color:

Tints bloom effect

Bloom Size:

Effect spread

Bloom intensity:

Boosts final bloom intensity

Downsampling:

Makes input texture smaller

Dirtiness Texture:

Dirtiness texture. It will be modulated by bloom

Bloom Iterations:

How many times to perform blur

Scene Tints Bloom:

Tints bloom with scene color values

Web Demo

You can play the [web player demo](#) for testing purposes

Compatibility

Lens Dirtiness is ready for mobile devices. Needs Unity Pro.