

GaussianBlur

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[GaussianBlur+](#)

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Enjoy! 😊

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Contact

Questions, suggestions, help needed?

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Description Features

1. [GaussianBlur_Live](#)
 - Layered Blur
 - WorldSpace
 - Alpha Mask
 - Adjust Blur and Lightness
 - Quality setting (to use less resources)
 - Unity Free friendly
 - Fully commented C# code
 - Awesome demo
 - NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)

2. [GaussianBlur_Mobile](#)

- Alpha Mask
- Mobile Friendly
- Adjust Blur, Lightness, Saturation, and TintColor
- Works in ScreenSpace-Camera Mode
- Unity Free friendly
- Fully commented C# code
- Awesome demo
- Additional DEMOS!
 - Drop Glow
 - Drop Shadow
 - Pause/Play
 - ScreenSpace Camera
 - Use with ScrollView
- NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)

3. [GaussianBlur_CamTransition](#)

- Blur and Transition between two Cameras
- NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)

4. [GaussianBlur_PPM](#)

- Alpha Mask
- Mobile Friendly
- Adjust Blur, Lightness, Saturation, and TintColor
- Layered Blur
- WorldSpace
- uses Unity's Post Processing Method
- NOTE: This will not work with Scriptable Render Pipelines (LWRP/HDRP)

5. [GaussianBlur_SRP](#)

- **(only in GaussianBlur+)**
- Alpha Mask
- Mobile Friendly
- Adjust Blur, Lightness, Saturation, and TintColor
- Compatible with Unity's Scriptable Rendering Pipelines

Terms of Use

You are free to add this asset to any game you'd like

However:

please put my name in the credits, or in the special thanks section.
please do not re-distribute.