

Welcome to the documentation and thank you for purchasing *Selective Bloom*!

For any questions, don't hesitate to contact me at: maxilevi77@gmail.com

Please consider rating the package in your asset downloads or leave a review on the asset page. This will help the growth of this asset.

Getting Started

Setup

The asset contains 2 main scripts which allow you to configure its usage. These are:

- `SelectiveBloom.cs` : This script should be added to any gameobjects you want to draw with the glowing effect. This script contains some parameters that allow you to configure the bloom color and strength. These options are detailed on the [script reference section](#) below.
- `BloomEngine.cs` : This script should be attached to any camera you want it to render the bloom/glow effect. In the demo scene this script is attached to the main camera. A couple of configuration options can be changed from these scripts, these can be seen below.

`SelectiveBloom.cs` Script Reference

Property	Type	Description	Default Value
Color	Color	Color to use as a tint for the glow effect	(1, 0, 0, 1)
Strength	Float	Strength of the glow effect	1.0

`BloomEngine.cs` Script Reference

Property	Type	Description	Default Value
Step	Float	Granularity of the glow area	1.0
Radius	Float	Radius of the glow effect	4.0