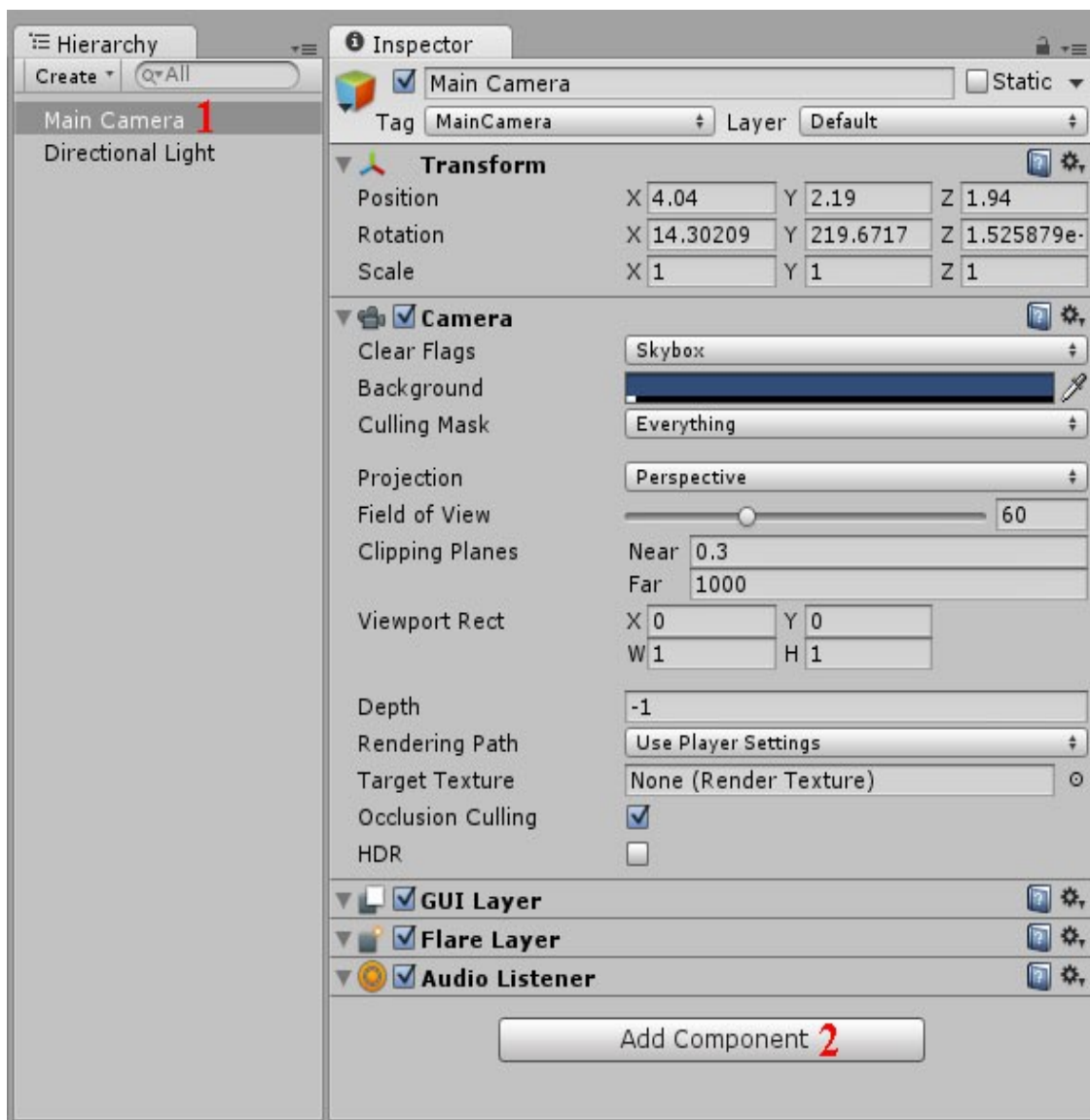


# Ascii – Image Effect

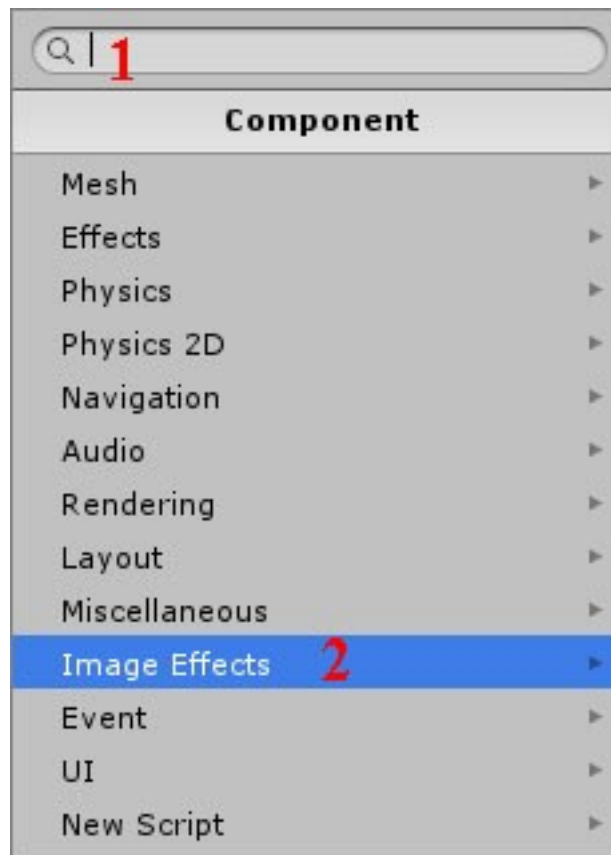
'Ascii - Image effect' is a **free** post-process for Unity3D which creates the old-school ascii render. ([video](#), [demo](#)).

## Add the effect.

Add 'Ascii - Image Effect' is easy. Select the camera you're going to use (usually called 'Main Camera') in the 'Hierarchy' editor window (1), then click on 'Add Component' button in the 'Inspector' window (2).

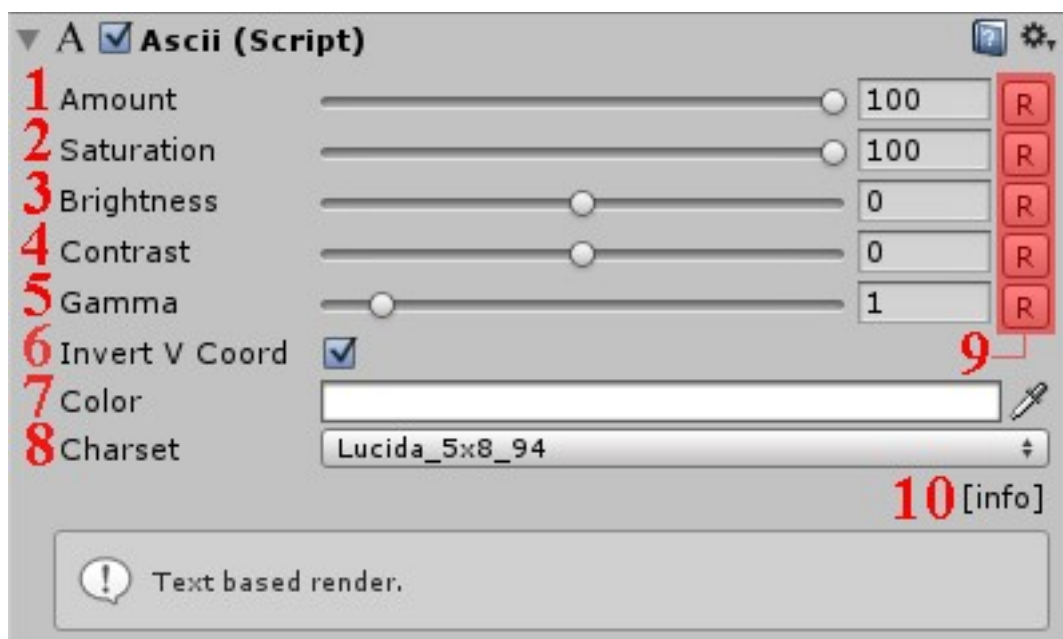


Now you can add the effect in two different ways. The first way is using the search field and write 'Ascii', then select the effect (1). The second way is select the category 'Image Effects', and finally 'Ascii' (2).










## Setting the effect.

'Ascii - Image Effect' is also very easy to adjust.



- 1 is the strength of the effect (0 none, 100 full).
- 2 is the amount of color (0 grey, 100 normal).
- 3, 4 and 6 controls the brightness, contrast and gamma.
- With 6 you can invert the V coordinate of the font texture.
- With 7 you can change the color of the font.
- With 8 you can set the font to use. You have three different fonts to use and a fourth one which you can use your own font.
- All buttons in 9 reset the values and 10 opens the web with the help.

To use your own texture have to select 'Custom' in 'Charset' (8). The first thing you have to do is create a texture. I recommend you use these settings to import it.

Texture Type	Advanced
Non Power of 2	None
Mapping	None
Convolution Type	None
Fixup Edge Seams	<input type="checkbox"/>
Read/Write Enabled	<input type="checkbox"/>
Import Type	Default
Alpha from Grayscale	<input type="checkbox"/>
Bypass sRGB Sampling	<input type="checkbox"/>
Encode as RGBM	Auto
Sprite Mode	None
Generate Mip Maps	<input type="checkbox"/>
Wrap Mode	Repeat
Filter Mode	Point
<div> <div>Default</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>	
Max Size	1024
Format	Automatic Truecolor

The texture should be a single row with all characters you want to use. These characters must be also the same width, so we recommend using a monospace font. It should be something like:

```

- :A=/" D\>I Wxc rs(*)I?||1tae072fLUNT#JCWT9325Fp6wqSghUd4EgXPGZbYk0wX8UJ0KH0BWNMR0C

```

The characters must be sorted by their 'density', the number of pixels, from less to more. For example, if you wanted to make an impact with 10 characters, these might be " .:-=+\*#%@".

The last thing you must do is put the number of characters you used in the 'Char count' field. In the example you must put 10.

## Frequently asked questions.

- **Can I use the free version (Personal Edition) of Unity3D?**

**YES**, since the version 5 of Unity, this package works both free and pro version.

- **What version of Unity should I need?**

You need the version 5 or higher.

- **Does it need any special hardware?**

'Ascii - Image Effect' needs a GPU that supports Shader Model 3.0 or higher. At desktop PCs, any card compatible with DirectX 9.0c are supported (ATI Radeon HD2000 or higher, NVidia GeForce 8 (8xxx) Series or higher or Intel GM965 or higher).

In general, any device with a decent GPU after the 2009 should work.

- **Works with HDR? and with DirectX 11? Deferred Lighting? Linear?**

Yes x 4.

- **Includes source code?**

**Yes**, all source code is included (also shaders).