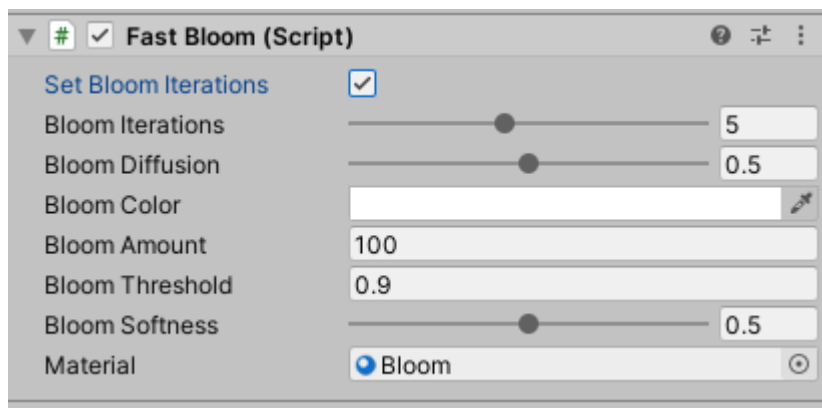


FAST BLOOM

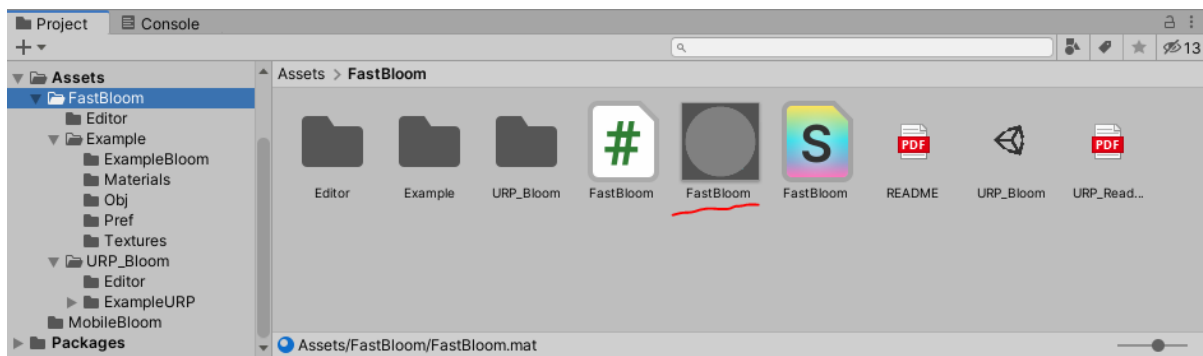
This package consists of bloom post processing effect applied on the screen. This solution is currently the fastest bloom in the market. The shader was tested on low-end mobile device in loaded scene in order to optimize the performance and fps.

How to apply:

1. **Add FastBloom.cs script to Camera object**



2. **You need to attach to the Material property, the FastBloom material from the package**



PARAMETERS

- **SET BLOOM ITERATIONS** – Tick to set manual number of bloom iterations. If disabled bloom iterations set automatically based on the screen resolution.
- **BLOOM ITERATIONS** – how many iterations are used to draw bloom. **Less iterations, less quality, more performance.** In most cases 6 is the most desired value between quality and performance. In some scenes the reduction of bloom iterations will not affect the quality. Use wisely.
- **BLOOM DIFFUSION** – level of diffusion of the blur
- **BLOOM COLOR** – color of the bloom effect
- **BLOOM AMOUNT** – level of bloom on your scene
- **BLOOM THRESHOLD** – value affects the darker areas of the scene. More threshold, more darker areas are not affected by bloom.
- **BLOOM SOFTNESS** – the smoothness of the threshold

SHADERS

- **BLOOM- The fastest bloom in the Asset Store.** Completely optimized bloom. Runs at **42-53 FPS** on lowend mobile device(with proper settings)..

All the testing was made on low-end mobile device Meizu M2 Note in the scene containing:

- 101 different gameObjects,
- 101 different Materials,
- 51 different Textures,
- 1 Directional Light(realtime),
- approximately 45k polygons