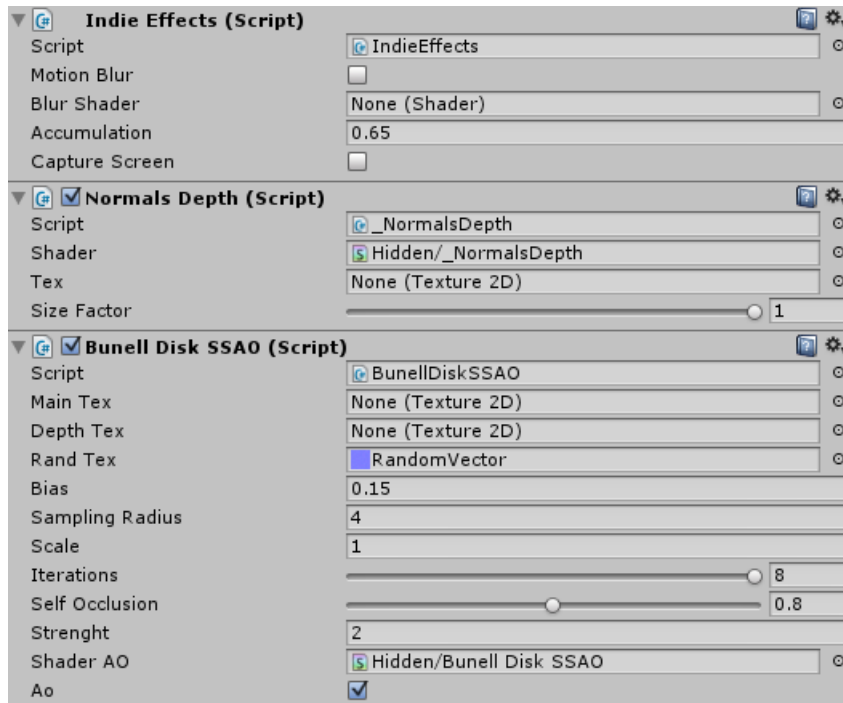


SSAO 4 INDIE by Cyrien5100/toto5100

This little package contains all the needed for my SSAO effect.


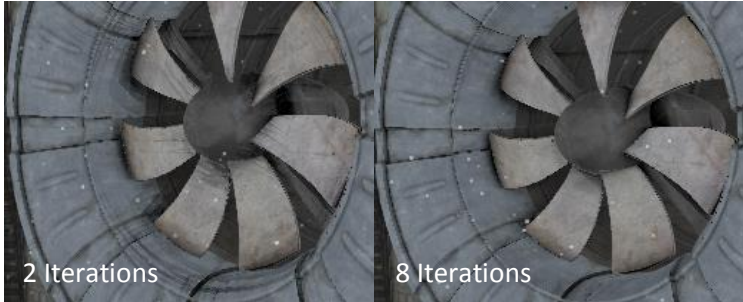
I - How to setup



Setup the shaders and textures like this.

You can find Bunell Disk SSAO in ShaderDir folder and _NormalsDepth too. RandomVector is in Textures folder.

II - Parameters

Bias	Between 0 and 1. Modify it only if you have artifacts.
Sampling radius	<p>Increase the radius of SSAO.</p> 
Scale	Use it if you have halo. Set it between 0.7 to 0.9.
Iterations	<p>Number of iterations. Higher means better quality but a bigger cost. High count reduce banding too.</p> 
Self occlusion	Use it to reduce self occlusion artifacts. If you have no problem, don't modify it.
Strength	Modify the intensity of the effect
<code>_Normals Depth :</code>	
Size factor	Modify the size of renderTexture. Change it to improve performance.

III - Credits

Original technique created by Arkano22. Big thanks to FuzzyQuills for his package, to Otacun for helping me in depth reconstruction, to #Include Graphics and bwhiting from GameDev for helping me to resolve problem of self occlusion.

Add me to your credits ;)