

Hello, and thank you for buying Darkbringer retro shader package.

This shader was developed in hopes that some developers would want to create a retro-looking game.

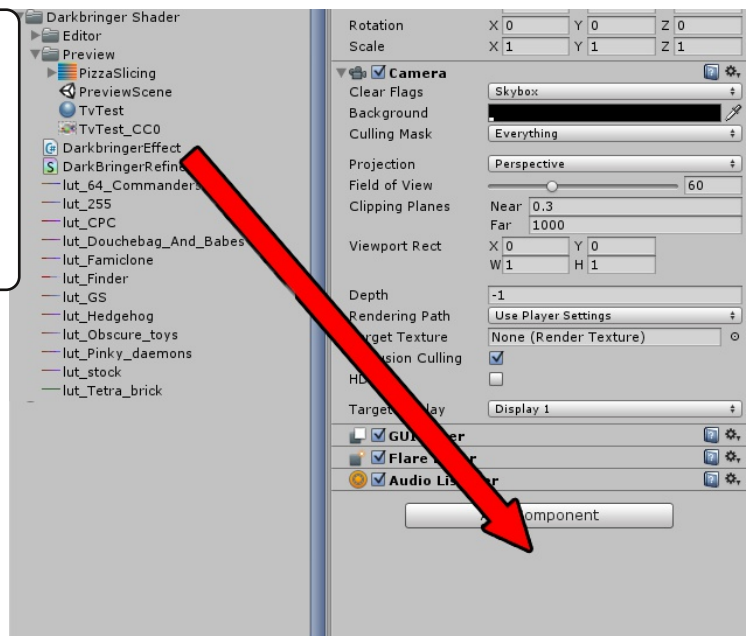
This readme will show you how to apply and adjust the effect, and also how to create new palettes for it.  
Due to copyright matters all console names has been changed to parodying ones. (sorry for the inconvenience)



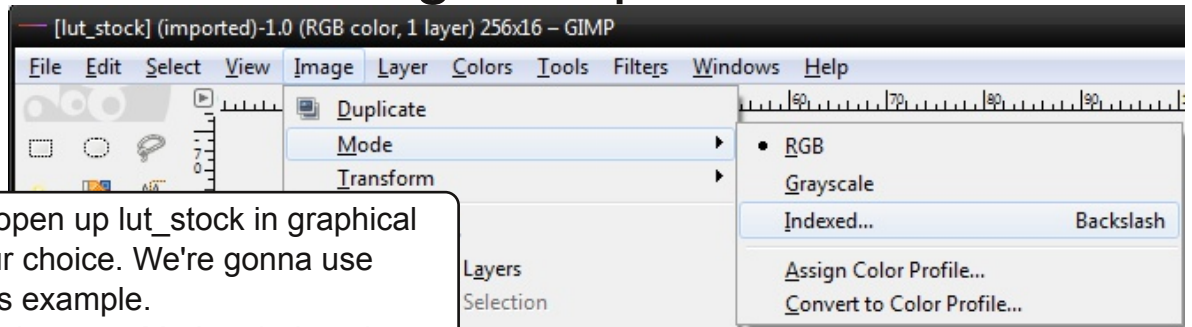
## Applying Shader:

Simply drag DarkbringerEffect script onto target camera and you should be all set.

After that you can adjust the parameters.  
By default shader is in 64 Commanders Mode

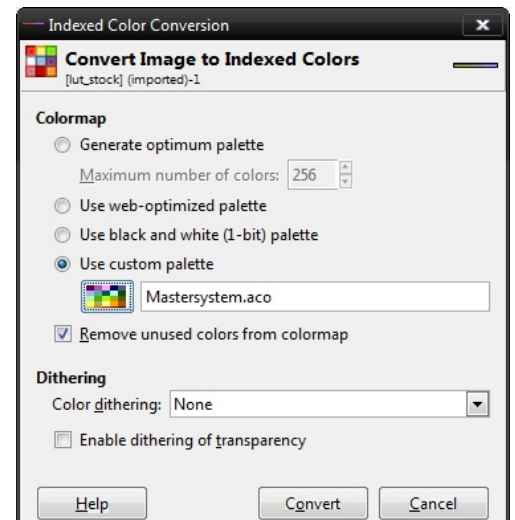


# Creating new palette

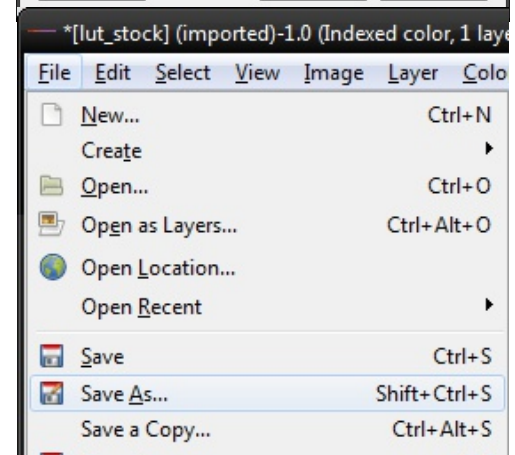


First of all - open up lut\_stock in graphical editor of your choice. We're gonna use GIMP for this example.  
Then - press Image > Mode > Indexed...

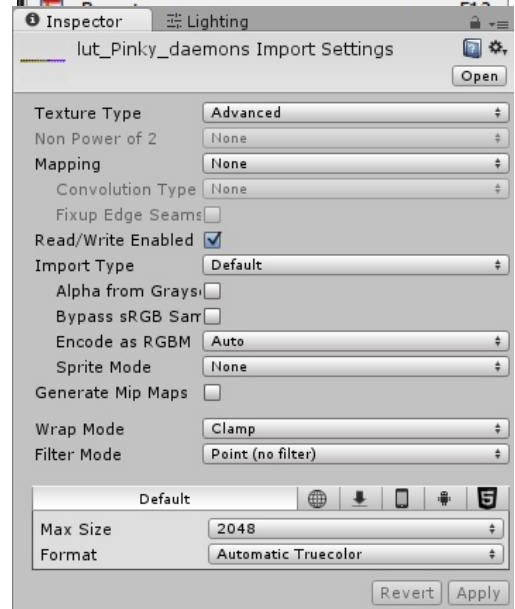
Select \*Use custom palette,  
Select palette you want to use.  
Set dithering to none to avoid artifacts.



Then set mode back to RGB, Save as a new file.



When importing to unity set:  
Texture type: Advanced  
Read/Write Enabled: True  
Generate Mip Maps: False  
Wrap Mode: Clamp  
Filter Mode: Point  
  
Format: Automatic Truecolor (or RGB24)



## Additional info:

Sadly gimp doesn't have as much of a loyal support over the internet as Photoshop does. If you have a palette in .ACT/.PAL and you need to convert it into GIMP GPL palette format, there is a custom tool built for such a thing.

[The Ultimate Palette Converter](#)

Additionally if you want a quick CRT effect, i ported a GLSL shader (made by Mattias) to unity3d CG.

[CRT Shader package](#)

[Original](#)

(this shader port is completely free, you can freely distribute it)

## Table of palettes and their supposed resolutions:

To complement a paletted look, you can always set a custom resolution. Here are screen specs for color palettes:

Palette Name:	Resolution:
lut_255	Doesn't have one. it's a completely custom palette.
lut_CPC	160x200 3-bit palette (stretched 2x horizontally)
lut_finder	640x200 (stretching 2x vertically)
lut_GS	320x200 color mode. 16 palettes 16 colors each (all unified)
lut_Obscure_toys	320x240
lut_64_Commanders	160x200 (stretching 2x hor) palette
lut_Pinky_daemons	320x200
lut_Douchebag_And_Babes	640x400 (x480)
lut_Tetris_brick	160x144
lut_Hedgehog	320x224
lut_Famiclone	256x240