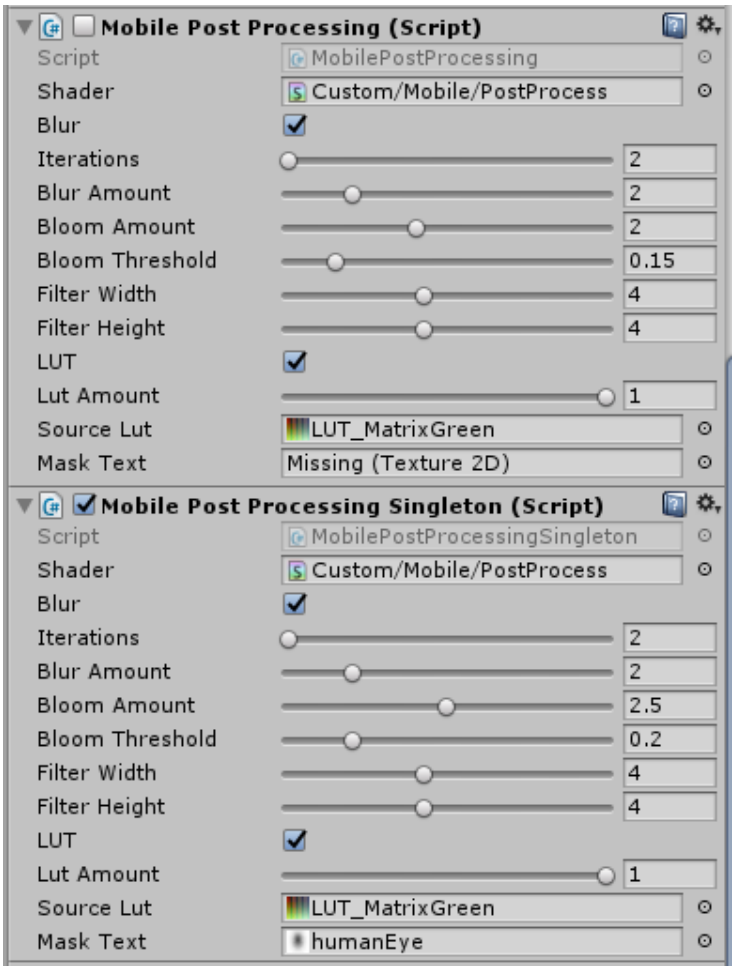
# MOBILE POST PROCESSING

This package contains the Post processing shader, which allows your to add some effects to camera renders. You can separately apply bloom, blur or color correction to your scene and even all of them together. Overall performance remains 32-35 fps on low end mobiles(tested on Meizu M2 Note with Android 5.1 with ~35)

## How to apply:

1. **Add Mobile Processing Script to your camera**




2. **Pick the Shader(PostProcessing.shader file) , pick the LUT texture from the LUTS folder and pick one of the mask textures(BlurMask.png, humanEye.png)**

**And here it is you have the color correction applied to your scene.**

**You can also check the Lut and Blur checkboxes to turn on or off these effects. P.S you can apply both of them simultaneously.**

# PARAMETERS

- **SHADER –** here just select the PostProcessing shader
- **BLUR –** if you tick this checkbox Blur will be applied to your scene
- **ITERATIONS –** the number of blurring iteration. More iterations, more blurrish the scene, whichs requires more operations, so for mobile games it would be quite expencive. I strongly advice to keep it at the value of 2(saves 1-5 fps)
- **BLUR AMOUNT –** level of blur on your scene
- **BLOOM AMOUNT –** amount of bloom applied to final image
- **BLOOM THRESHOLD –** reduces the brightness of not bloomed part of the scene.
- **FILTER WIDTH –** how much the blur image width, which is applied ot the scene is scaled down. Try to keep more than 1 to increase the fps for mobile
- **FILTER HEIGHT -** how much the blur image width, which is applied ot the scene is scaled down. Try to keep more than 1 to increase the fps for mobile.
- **LUT -** if you tick this checkbox Color Correction(LUT) will be applied to your scene
- **LUT AMOUNT -** amount of lut applied to the scene. Not active when blur applied due to performance reasons.
- **SOURCE LUT -** the lut texture
- **MASK TEXTURE -** Mask texture is greyscaled texture, used by blur shader. Darker the area, less blur will be applied to that area in final image. Strongly advice for mobile to have at least some areas not blurred, to increase the performance.

Overall, in the 40k polugonal scene, with 68 materials applied to 50 gameobjects and one Directional light we have this results on Meizu M2 Note(Octa-core 1.3 GHZ ARM Cortex-A53, Mediatek MT6753, GPU Mali-T720MP3, RAM 2 GB)

**Lut+Blur+Bloom – 32-40 fps**

**Blur+Bloom – 45-52 fps**