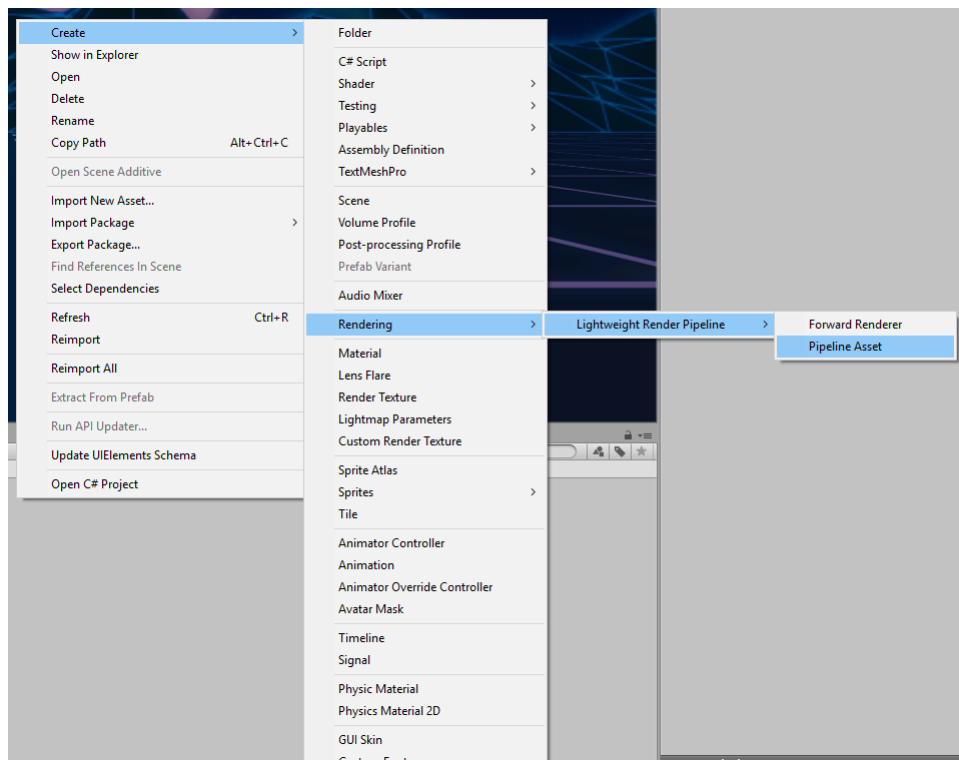


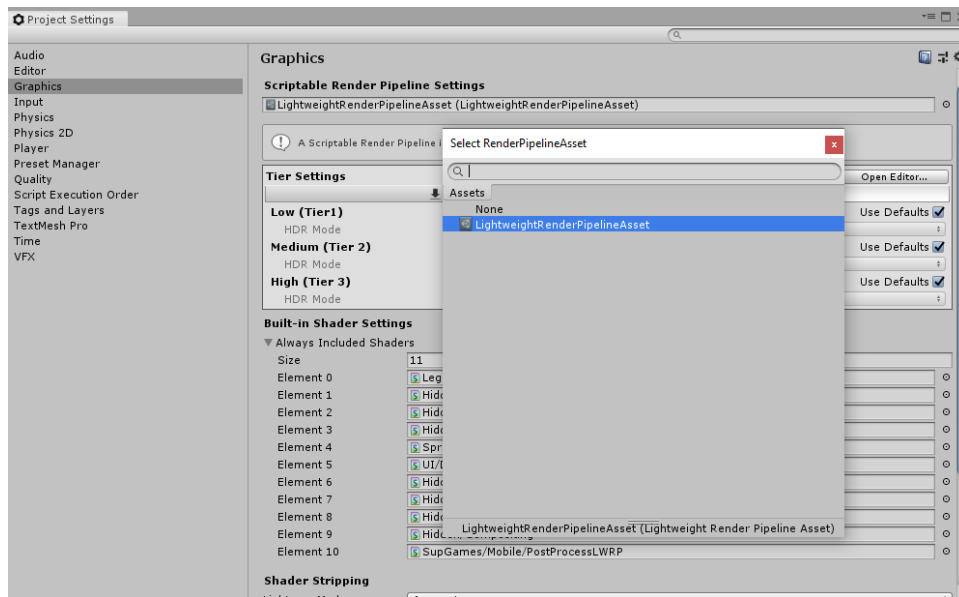
# MOBILE BLOOM LWRP

**How to setup LWRP**(if you have already configured lwrp for your scene skip this part):

1. Firstly install the LWRP package to your project. Go to **Windows->Package Manager**. In the list find the LightweightRP and install it.
2. Firstly we need to create the Pipeline Asset. For that press **RightClick->Create->Rendering->LightWeightRenderPipeline->PipelineAsset**



3. Go to **Edit->ProjectSettings->Graphics**. In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section

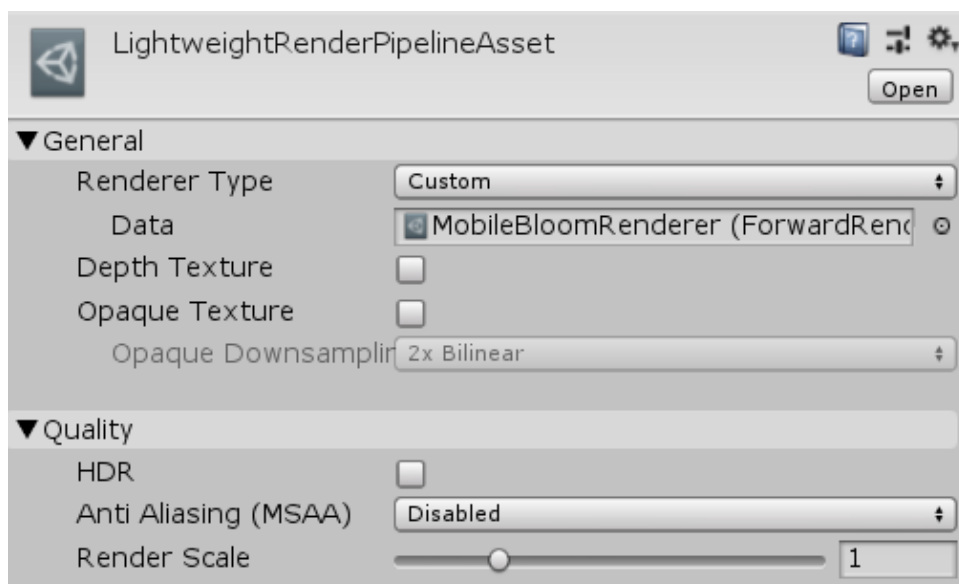


## How to apply LWRP Mobile Bloom:

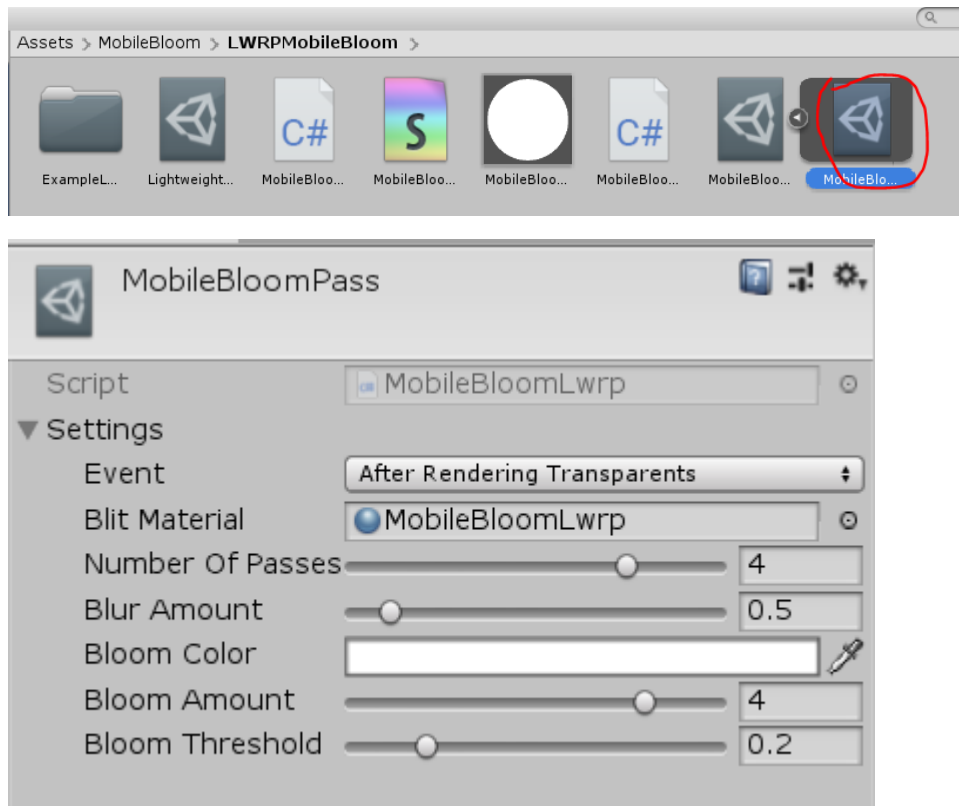
1. Firstly import the package LWRPMobileBloom which is included in the asset



2. Open the settings of the LWRP pipeline asset. In the General tab for RenderType pick the Custom and pick the MobileBloomRenderer



3. That is pretty much it. To change the parameters go to the **LWRPMobileBloom** folder. Find **MobileBloomRenderer**, extend it and select **MobileBloomPass**. You will see in the inspector the parameters of it.



## PARAMETERS

- **NUMBER OF PASSES** – number of passes used for blurring
- **BLUR AMOUNT** – level of blur on your scene
- **BLOOM COLOR** – color of the bloom effect
- **BLOOM AMOUNT** – amount of bloom applied to final image
- **BLOOM THRESHOLD** -threshold, which reduces the brightness of not bloomed part of the scene.

## SHADERS

- **BLOOM**- The fastest bloom in the Asset Store. Completely optimized bloom. Runs at **45-58 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**