Visual Accessibility Toolkit

Color Blindness

| Normal vision | Deuteranopia |
| Protanopia | Tritanopia |

Colorblindness Simulation

Colorblindness Color Correction

Shader Name: Colorblind
Script Name: ColorblindnessSimulation.cs

Shader Name: Color Corrector
Script Name: ColorCorrectionRuntime.cs

USE CASES

UX Research: Helps designers and developers understand how color-blind users perceive visuals.

Design Iteration: Facilitates adjustments for better readability and accessibility to color-blind users.

Accessibility Compliance: Aids in meeting accessibility standards and ensuring inclusivity.

Educational Tool: Raises awareness about color blindness and its impact on user experience.

USE CASES

Real-Time Adjustments: Provides on-the-fly color corrections for color-blind users in applications.

Inclusive Gaming: Enhances gaming experiences by making games more accessible to color-blind players.

VR Accessibility: Ensures virtual reality applications are usable by users with color vision deficiencies.

Enhanced Usability: Increases usability and user satisfaction for all users, regardless of color vision.

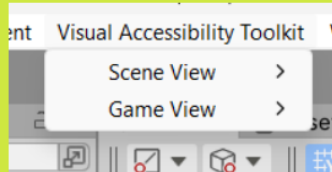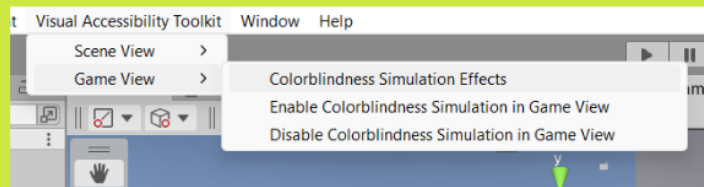# Colorblindness Simulation

Steps to use
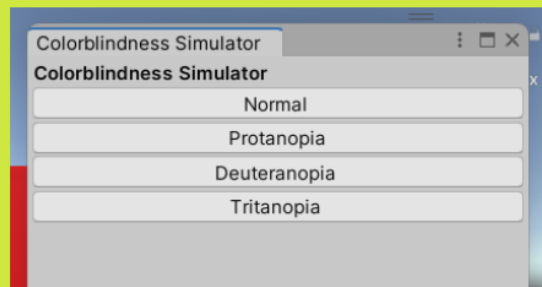1)Attach ColorblindnessSimulation.cs on Main Camera
2)Use Visual Accessibility Toolkit option in the toolbar
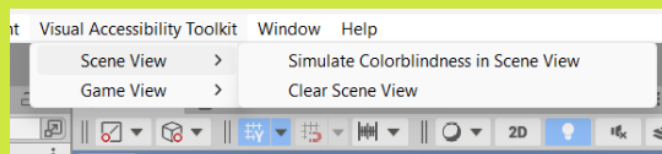

3)Use Game view to enable colorblindness effects,
Enable effect using Colorblindness Simulation in Game View

4)Use Colorblindness Simulation Effects to simulate different types of effects

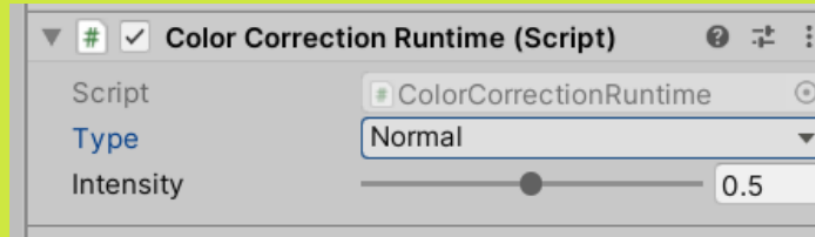5)The effect can also be used in Scene View,there is option to enable and disable it

Can be used in Editor view and Playmode, Also include both Game and Scene view

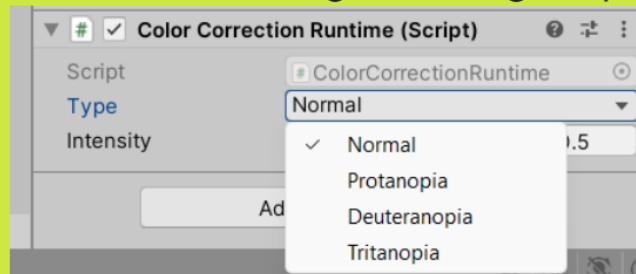## The toolbar menu only works when ColorblindnessSimulation.cs is attached on Main Camera
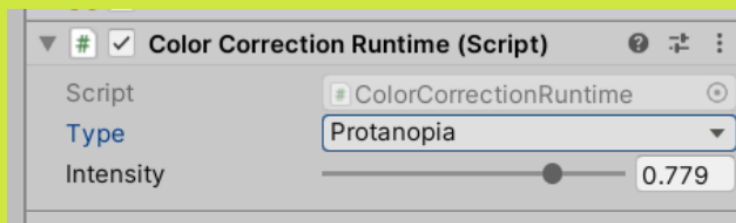
Colorblindness Correction

Steps to use

1)Attach ColorCorrectionRuntime.cs on Main Camera

2)You can use correction by choosing dropdown options

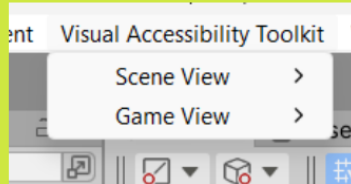
3)You can set intensity of effects using the slider
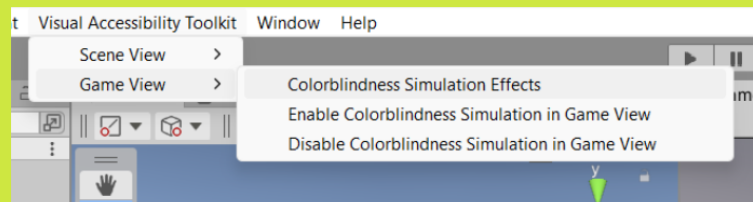

Can be used in Editor/Playmode and Game view only
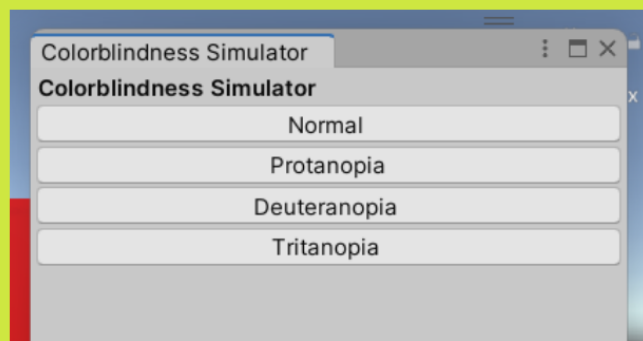
Colorblindness Simulation

Steps to use

1)Attach ColorblindnessSimulation.cs on Main Camera

2)Use Visual Accessibility Toolkit option in the toolbar

3)Use Game view to enable colorblindness effects,
Enable effect using Colorblindness Simulation in Game View

4)Use Colorblindness Simulation Effects to simulate different types of effects

5)The effect can also be used in Scene View,there is option to enable and disable it