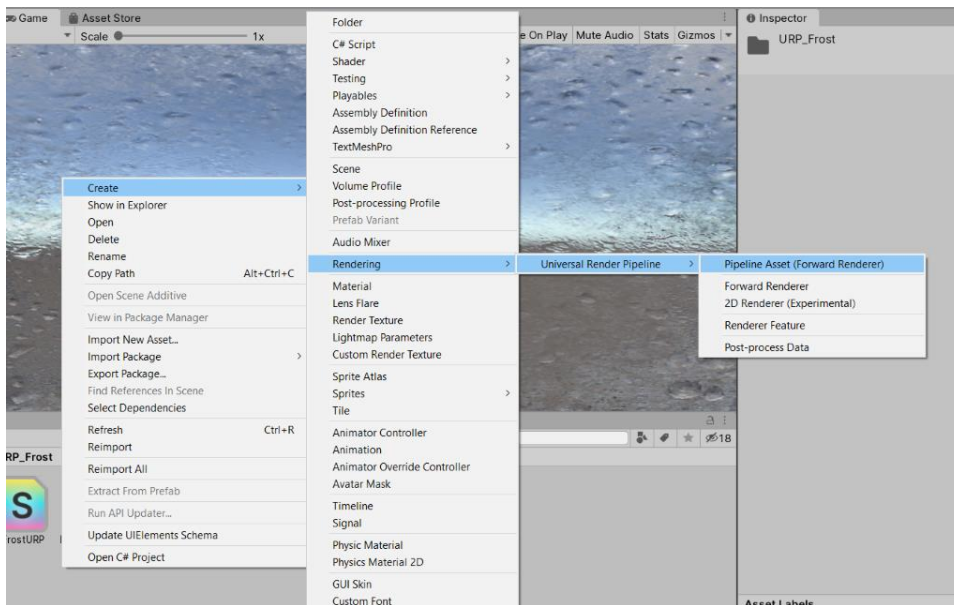


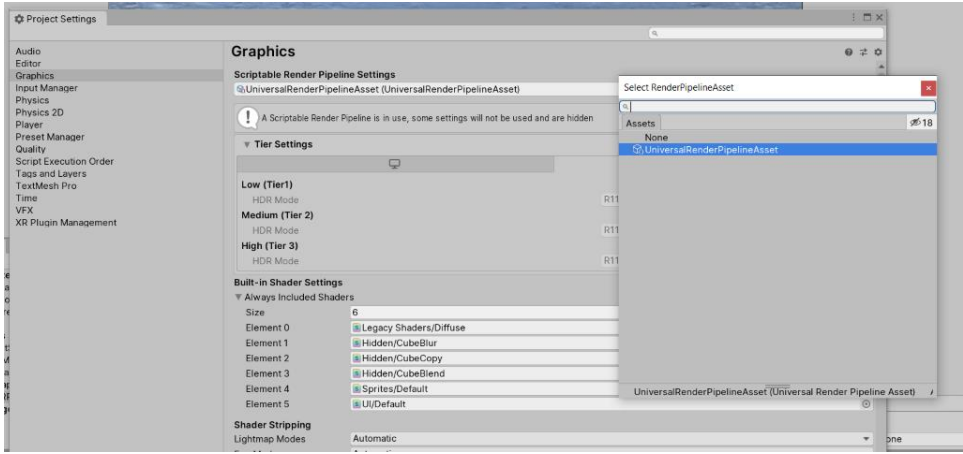
MOBILE POST PROCESSING URP

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

1. Firstly install the URP 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->UniversalRenderPipeline->PipelineAsset**

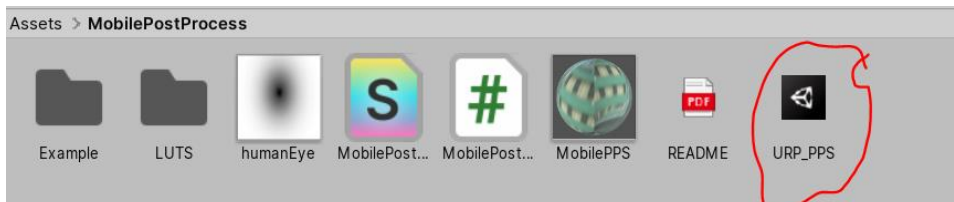


3. Go to **Edit->ProjectSettings->Graphics**. In the Scriptable Render Pipeline Settings, drag and drop the pipeline asset that we created in previous section

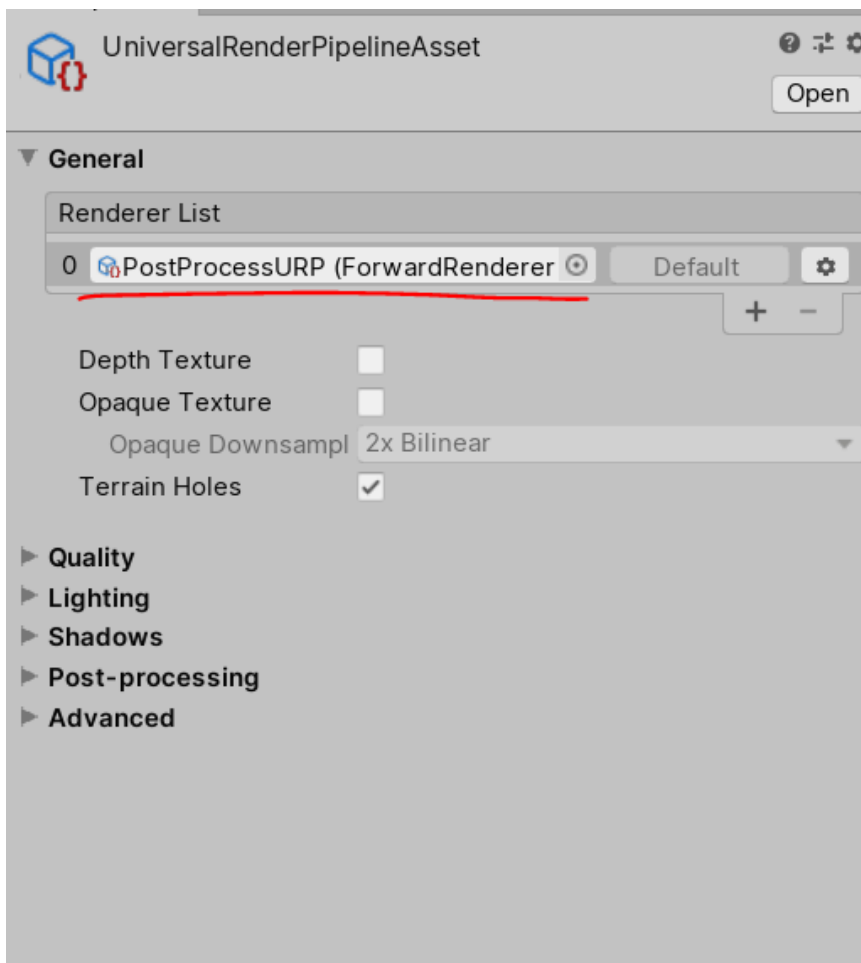


How to apply URP Mobile Post Posprocessing:

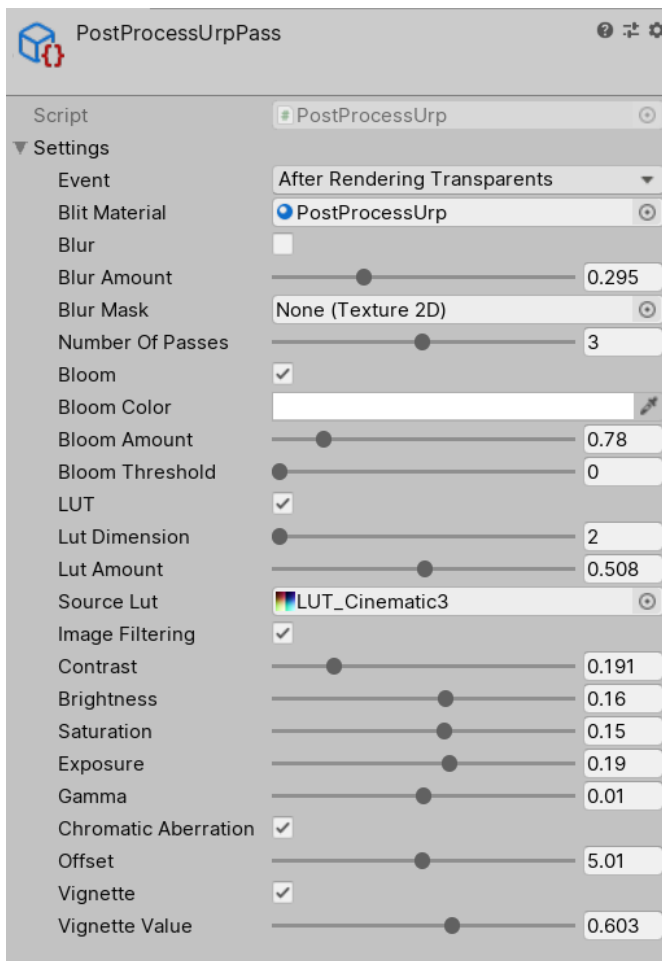
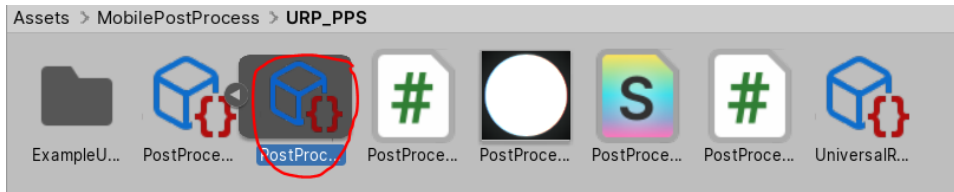
1. Firstly import the package URP_PPS which is included in the asset



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



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



● PARAMETERS

- **BLUR** – if you tick this checkbox Blur will be applied to your scene
- **BLUR AMOUNT** – level of blur on your scene

- **BLURMASK**- 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.
- **NUMBER OF PASSES** – nubmer of render passes used for blurring
- **BLOOM** – if you tick this checkbox Bloom will be applied to your scene.
- **BLOOM COLOR** – color of the bloom effect
- **BLOOM AMOUNT** – amount of bloom applied to final image
- **BLOOM THRESHOLD** – reduces the brightness of not bloomed part of the scene.
- **LUT** - if you tick this checkbox Color Correction(LUT) will be applied to your scene
- **LUT DIMENSION** – 2D or 3D lut texture. For mobile use 2D, but it may have some glitches, if the quality is vital use 3D Lut
- **LUT AMOUNT** - amount of lut applied to the scene. Not active when blur applied due to performance reasons.
- **SOURCE LUT** - the lut texture
- **IMAGE FILTERING** – enable image filters
- **CONSTRAST** – change the constrast
- **BRIGHTNESS** – change the brightness
- **SATURATION** – change the saturation
- **EXPOSURE** – change the exposure
- **GAMMA** – change the gamma
- **CHROMATIC ABERRATION** – enables chromatic aberration effect
- **OFFSET** – offset of the color layer form main image
- **VIGNETTE** – enable vignette effect
- **VIGNETTE VALUE** – blacks out the edges of the image
- **MATERIAL**– here just select the PostProcessing material

Overall, in the 40k poligonal 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+ Image Filtering+ Chromatic Aberration+ Vignette –
32-40 fps**