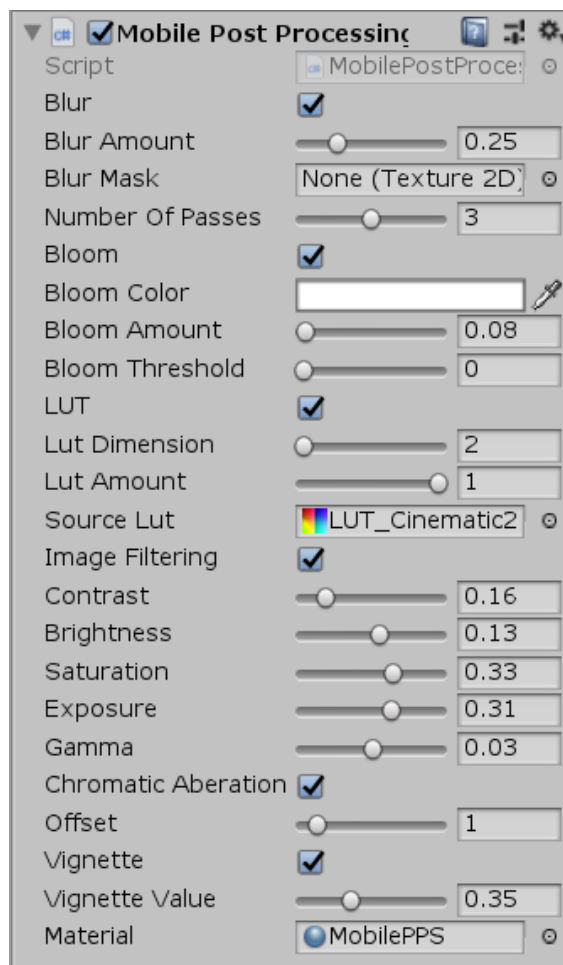


MOBILE POST PROCESSING

This package contains the Post processing shader, which allows you 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 35-39 fps on low end mobiles(tested on Meizu M2 Note with Android 5.1 with ~35fps)

How to apply:

1. Add Mobile Processing Script to your camera



2. Pick the Shader(MobilePostProcess.shader file) , pick the LUT texture from the LUTS folder and pick one of the mask textures(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

- **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** – number of 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
- **CONTRAST** – change the contrast
- **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 from 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 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 – 45-55 fps