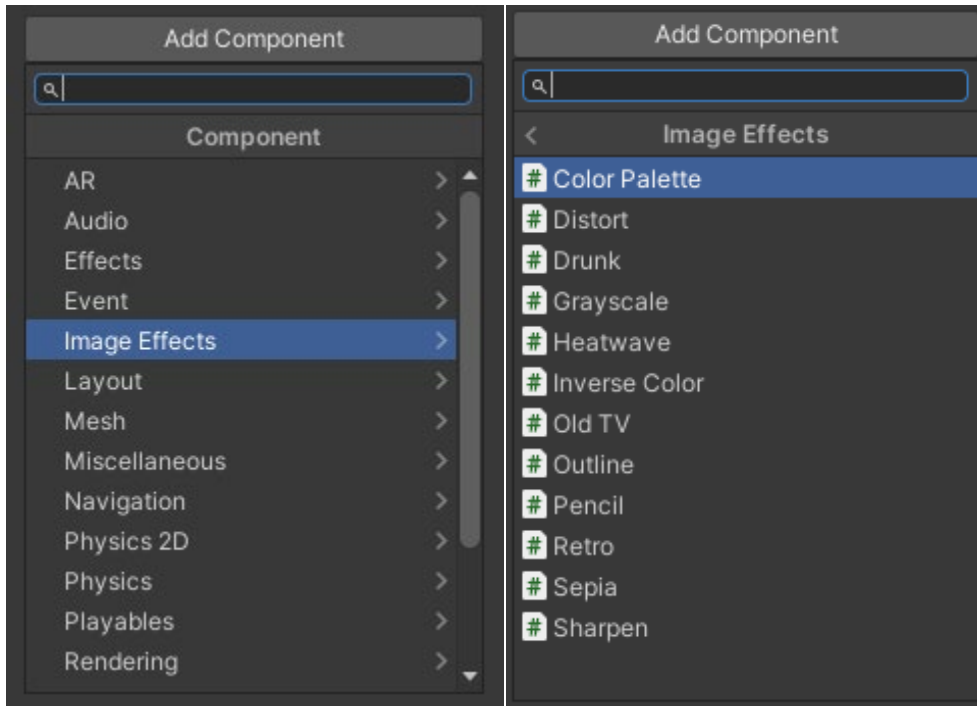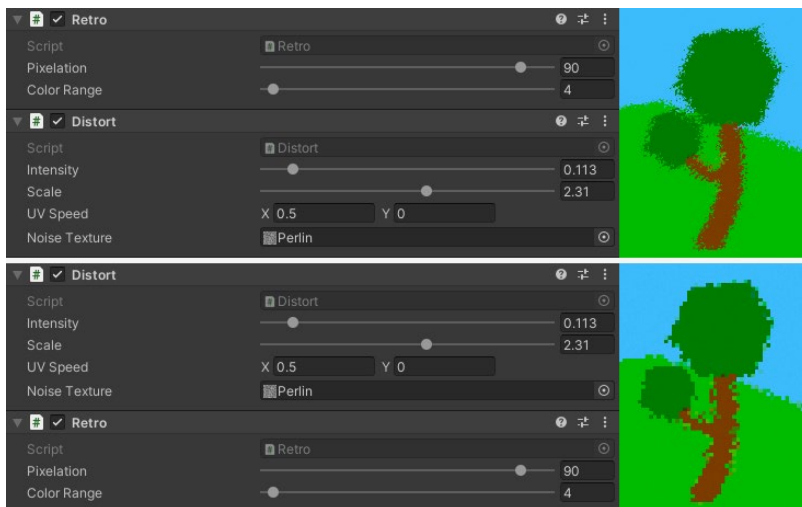# Image Effect Bundle Documentation

ADDING EFFECTS TO YOUR CAMERA

To add an effect to your camera, click the "Add Component" button on your camera GameObject, and choose Image Effects. From there you can select one of the Image Effects to add. Alternatively, you can use the search bar at the top to search for your desired effect.

The order of the Image Effect components on your GameObject determines the order they are applied to the image. If you want one effect to occur before another, simply put it above that effect.

Order matters.

IMAGE EFFECT COMPONENT PROPERTIES

Name	Description	Variables
Color Palette	Every color in the scene will change to the nearest color in the palette, either based on RGB values or on brightness as selected.	**Colors:** The array of colors used as the palette. **Color Assign Mode:** Choose how you want colors to be assigned. RGB means it will choose the closest color in the palette to the one on the screen using the RGB values. Brightness means it will choose the color based on the brightness value.
Distort	Distorts the image based on a texture.	**Intensity:** Intensity of the effect. 0 hides the effect completely. **Scale:** The scale of the distortion texture. **UV Speed:** The speed at which the texture will scroll. You can assign separate scroll speeds for the X and Y directions. **Texture:** The texture which creates the distortion. Leave it empty to have it automatically assign to the repeating noise texture.
Drunk	Nausea-like distortion effect.	**Intensity:** Intensity of the effect. 0 hides the effect completely. **Speed:** The speed at which the effect plays.
Grayscale	Makes the screen black and white.	**Intensity:** Intensity of the effect. 0 hides the effect completely.
Heatwave	A mirage-like effect which makes distant objects distort in a wavelike fashion as if it is very hot.	**Intensity:** Intensity of the effect. 0 hides the effect completely. **Speed:** The speed at which the effect scrolls. **Width:** The width of the individual heat waves. **Depth Aware:** If checked, the heatwave effect will amplify the farther away it is from the camera. **End Distance:** This distance is where the heatwave effect will reach its full intensity. If Depth Aware is enabled, this will be ignored.

Inverted Colors	Inverts the colors.	**Intensity:** Intensity of the effect. 0 hides the effect completely.
Old TV	An Old-TV effect with noise, black & white, and scanlines.	**Grayscale Intensity:** Intensity of the grayscale effect. 0 hides the grayscale completely. **Noise Intensity:** Intensity of the noise. 0 hides the noise completely. **Band Scale:** The scale of the bands that scroll vertically. 1 is the full height of the screen. **Band Speed:** The speed of the vertical bands. **Band Color Intensity:** The color intensity of the vertical bands. Set to 0 for invisible bands, set to 1 for fully visible. **Band Jitter Intensity:** The amount of displacement and noise the bands cause when they scroll over the screen.
Outline	Adds a border around objects.	**Thickness:** The thickness of the outline. **Tolerance:** The lower the tolerance, the more likely the outline is to spread to similar colors/depths. **Outline Color:** The color of the outline. **High Quality:** Increases the sample size, which makes the effect look better but takes slightly higher performance. **Edge Detection:** Changes the type of edge detection. Depth will detect edges based on change in depth (a close object on top of a far away object will get an outline), while color will detect edges based on color (a close object on top of a far away object will get an outline if they are different colors). You can also choose both to get the best of both worlds.
Pencil	Adds a border around objects and makes the background a solid color.	**Thickness:** The thickness of the outline. **Tolerance:** The lower the tolerance, the more likely the outline is to spread to similar colors/depths. **Pencil Color:** The color of the outline. **BG Color:** The color of the background. If the skybox is ignored, this just means the color of objects.

		High Quality: Increases the sample size, which makes the effect look better but takes slightly higher performance. **Edge Detection:** Changes the type of edge detection. Depth will detect edges based on change in depth (a close object on top of a far object will get an outline), while color will detect edges based on color (a close object on top of a far object will get an outline if they are different colors). You can also choose both to get the best of both worlds. **Ignore Skybox:** Choose whether to ignore the skybox and only color in objects. You can set the skybox to a solid color if you want to keep the style consistent.
Retro	Pixelates the image and clamps the color range.	**Pixelation:** Pixelation ratio percentage. **Color Range:** The range of colors in bytes.
Sepia	Adds a reddish-brown tint to the screen, reminiscent of old film and photos.	**Intensity:** Intensity of the effect. 0 hides the effect completely.
Sharpen	Enhances the definition of edges in the image.	**Intensity:** Intensity of the effect. 0 hides the effect completely.