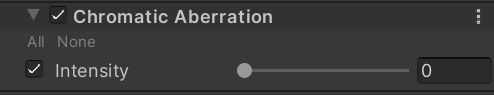
**Chromatic Aberration(色差)**



**Intensity**

Amount of tangential distortion.

#if \_CHROMATIC\_ABERRATION{

float2 coords = 2.0 \* uv - 1.0;

float2 end = uv - coords \* dot(coords, coords) \* ChromaAmount;

float2 delta = (end - uv) / 3.0;

half r = SAMPLE\_TEXTURE2D\_X(

\_SourceTex,sampler\_LinearClamp,uvDistorted).x;

half g = SAMPLE\_TEXTURE2D\_X(

\_SourceTex, sampler\_LinearClamp, DistortUV(delta + uv)).y;

half b = SAMPLE\_TEXTURE2D\_X(

\_SourceTex, sampler\_LinearClamp, DistortUV(delta \* 2.0 + uv)).z;

color = half3(r, g, b);

}