

# Acid Trip - Post-Processing Effect

## Manual

This manual will help you to quickly creates an acid view to cameras and learn how to use them. This effect is only operating with **Unity 5 or higher**.

## 1 Introduction

Basically, the process is simple to understand. The *post* term refers to the fact that the image processing is performed after the game drawn the scene. We can easily see the process in this order :

1. The engine will draw the scene and render it to the camera.
2. Then, post-processing effects will be applied on the rendered image.
3. Finally, UI objects are displayed over the final rendering.

The step that interest us is the second. Note that you can add as much effects as you want to your camera (but you must keep in mind that the more effects the camera has, the more resources the game will need).

## 2 The Acid Trip effect

### 2.1 Add the effect to a camera

We will begin with a simple static camera. The effect is located in the *Scripts* folder (or you can find it in the *Image Effects* → *Acid Trip* menu). Then you simply just have to drag and drop the effect to your camera.

### 2.2 The parameters of the effect

In this section are explained the parameters of the effect :

- **Waves Frequency** : The effect simulates a trip creating various waves on the screen. This parameter allows to change the frequency of those waves.
- **Distortion Strength** : The distortion is the way how the waves will impact the screen. The more the parameter is high, the more waves "twirl" around the screen.
- **Sparkling** : Enable to add a sparkling effect.

To explain the process of saturation animation, take a look at the following equation. If we note  $S$  the saturation then

$$S = \text{Base} + \cos(t \times \text{Speed}) \times \text{Amplitude}$$

Where  $t$  is the time. Indeed, the saturation will act as a trigonometric function, so it will simulates an up-and-down of saturation.

- **Saturation Base** : This is the default saturation of the effect.
- **Saturation Speed** : The speed of the up-and-down saturation effect.
- **Saturation Amplitude** : The limits of the amplitude. The more this parameter is high, the more saturation will reach extremums levels.

If you have any question, feel free to contact me at [webmaster\[at\]hardgames3d.com](mailto:webmaster[at]hardgames3d.com).