



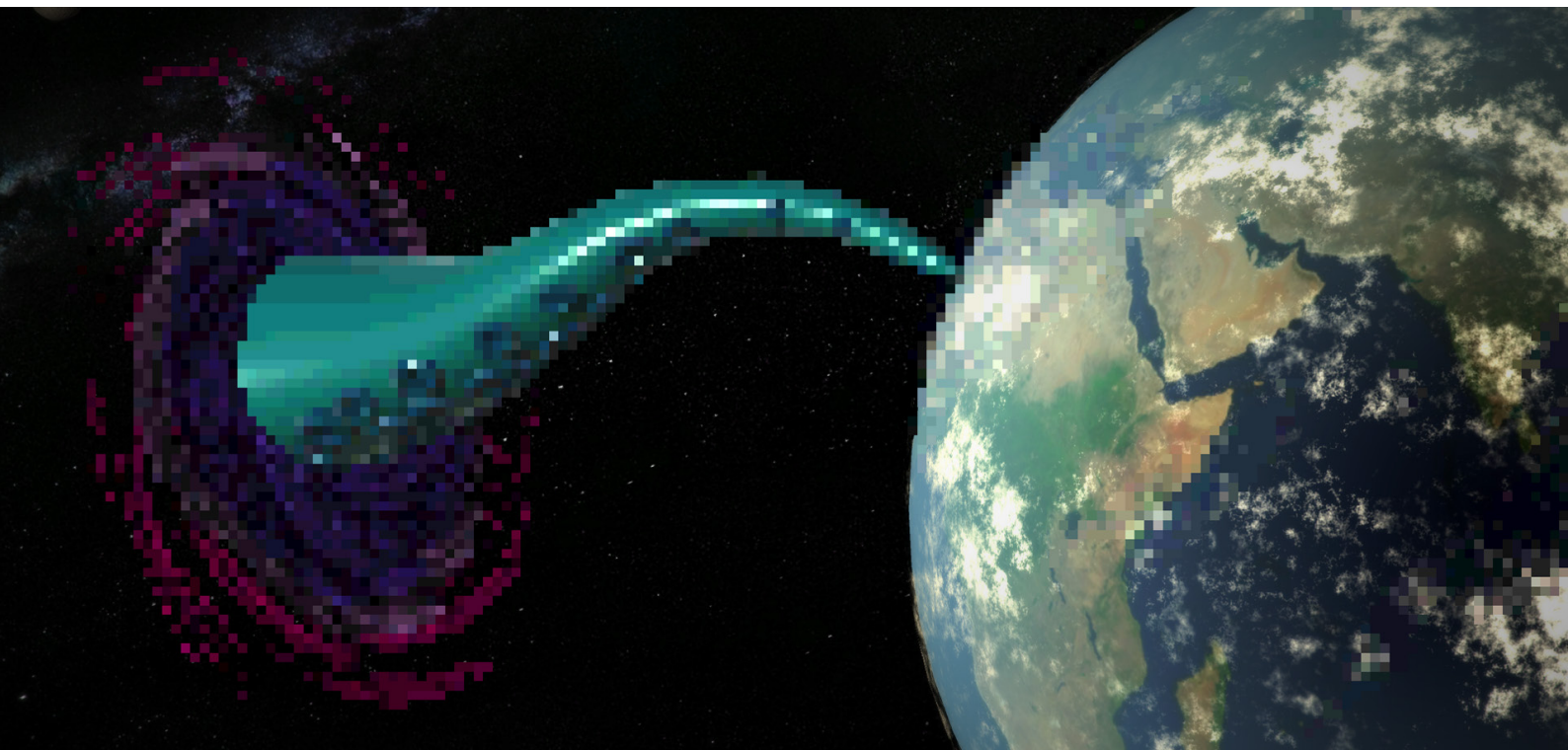
# Pixelation Camera Manual

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## Introduction

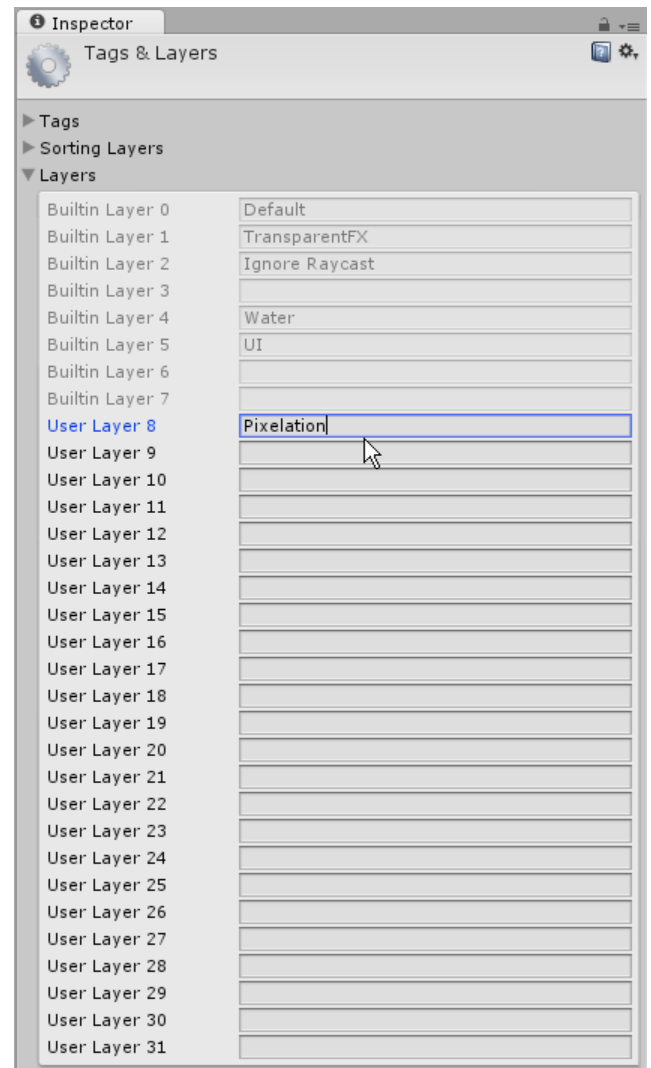
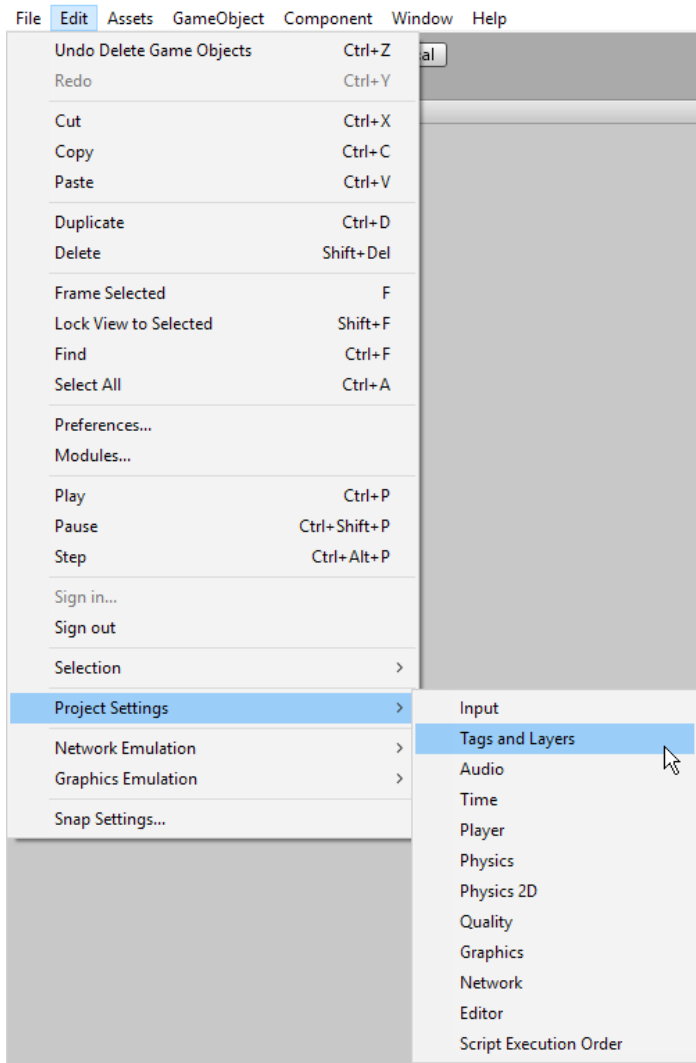
The Pixelation Camera allows you to quickly setup a separate pixelized render layer. This allows you to create assets with retro aesthetics with all the benefits of 3D assets (no need to draw individual sprites per frame, real time lighting and shading, smooth animations, etc.) You can mix pixelized assets with high resolution assets in the same scenes to create a unique look for your game!



# Installation

To enable the mixing of high resolution 3D objects and pixelized objects via the Pixelation Camera, you have to manually add a separate render layer to your project.

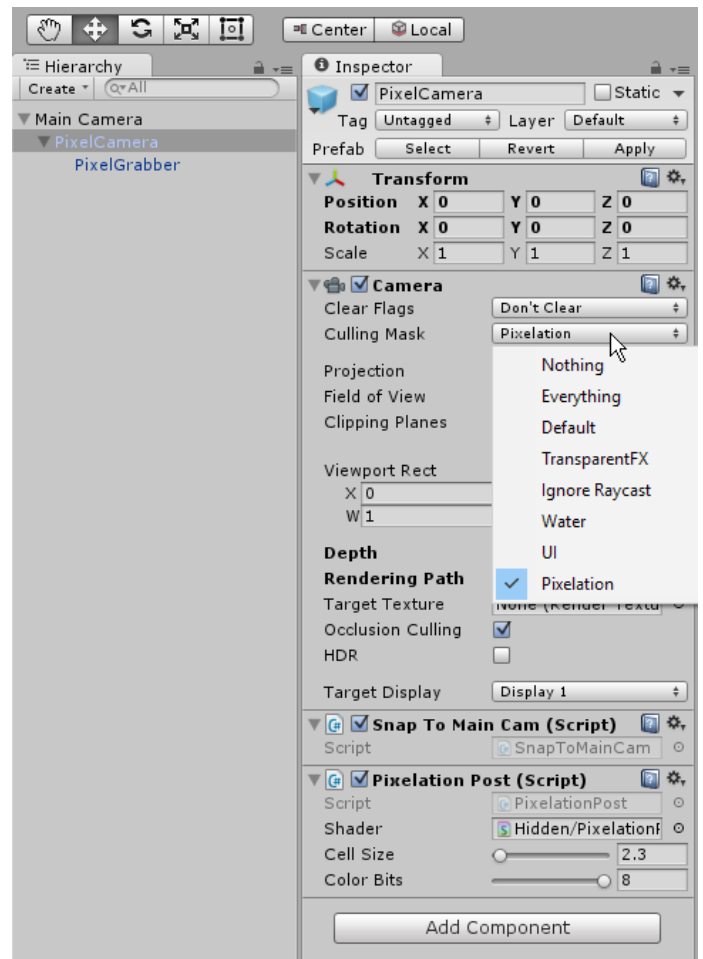
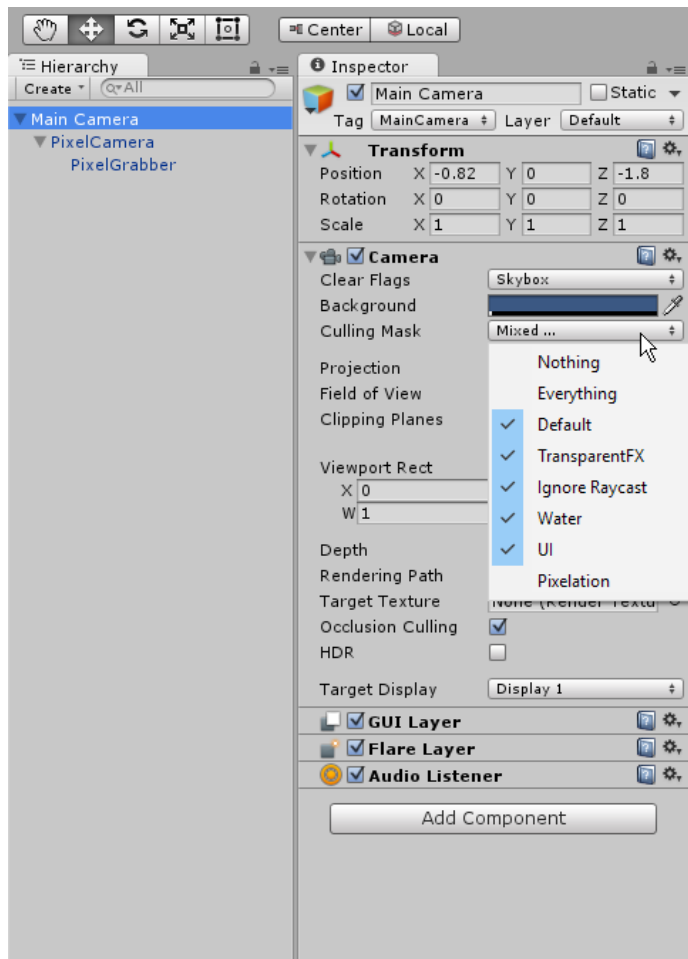
To do so go to “Edit/Project Settings/Tags and Layers” and add a new layer named Pixelation to the User Layers (this step can not be integrated into the unitypackage without risking breaking existing projects).



Add the PixelCamera prefab to the scene. It should automatically snap to the main camera (if not, make the PixelCamera a child of the main camera manually).

Change the main camera's culling mask to exclude the newly added Pixelation layer.

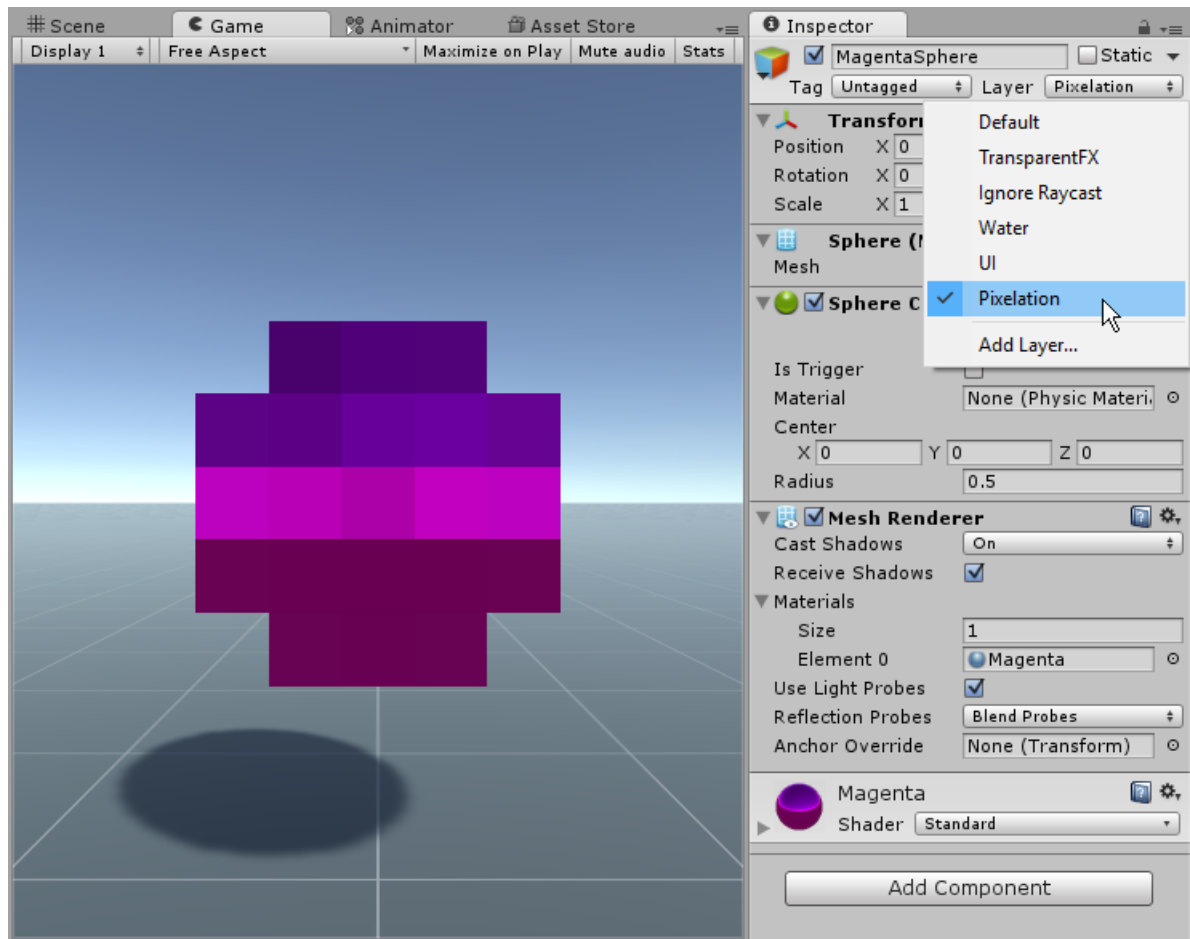
Change the PixelCamera's culling mask to only the Pixelation layer.



# Using the Pixelation Camera

After setting up the render layers of your main camera and PixelCamera (see previous section) you can add your 3D objects to the Pixelation layer to see them pixelated.

Note that you will only see the effect in the Game scene, not in the Editor, since it is a post effect on the camera.



The pixel size and color depth of the Pixelation effect can be controlled from the PixelCamera.

CellSize sets the pixels size.

Color Bits controls the color depth.

