

Lens Wetness

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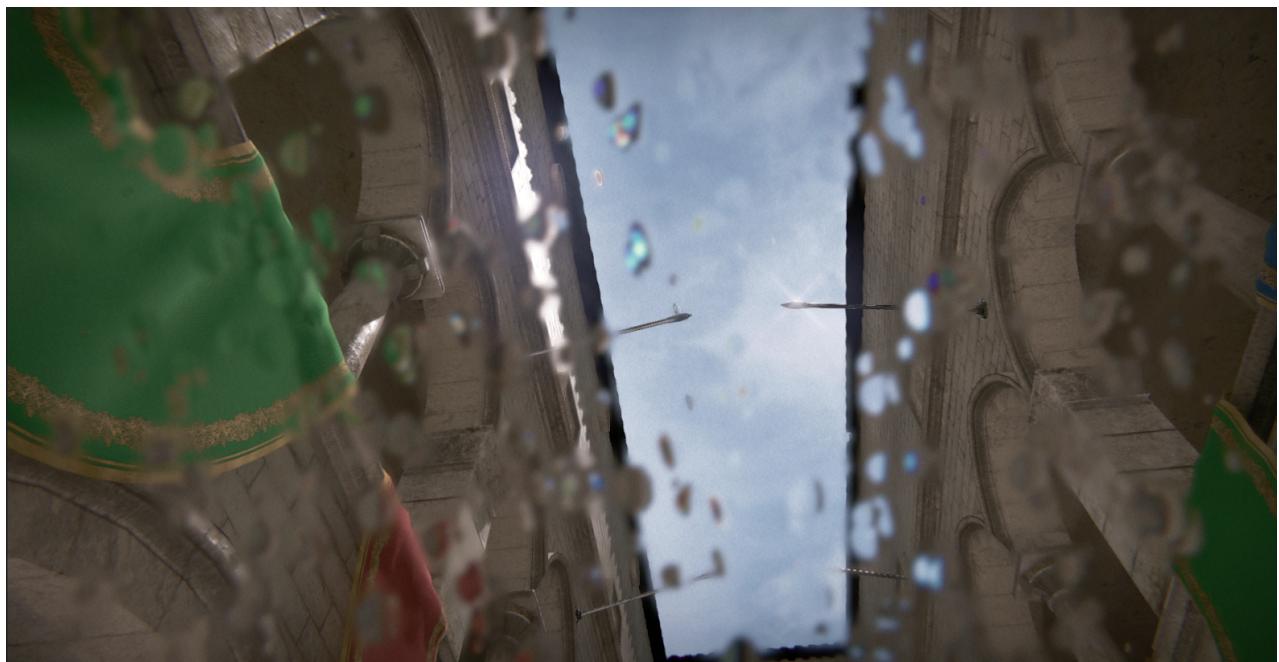
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“Lens Wetness” tries to simulate how water drops look on the lens surface. It will take into account scene depth for a correct behaviour.



Unity DoF won't affect it

Water drops can't be focused, as it is over the lens surface. To accomplish this mission, a custom DoF is included.

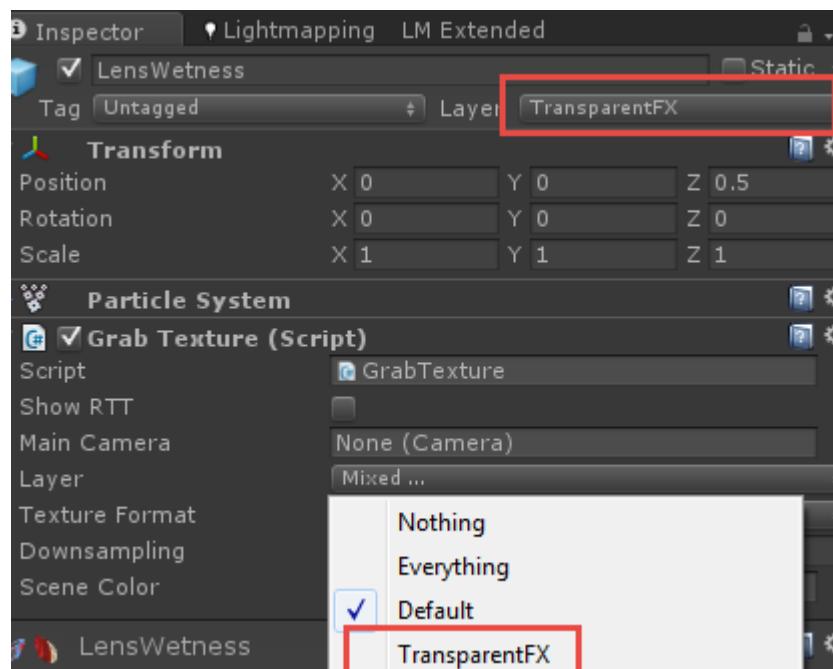


Usage

The effect is mainly a particle effect + postprocess for final blurring. First of all, attach the LensWetness prefab to your main camera

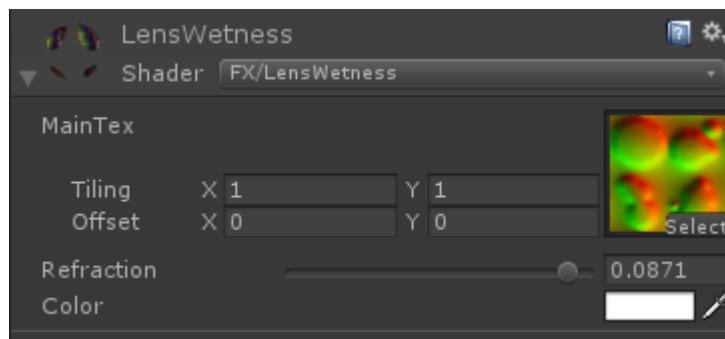


What you have here is a particle effect and a custom “GrabPass” method. You have to exclude the effect from the render.



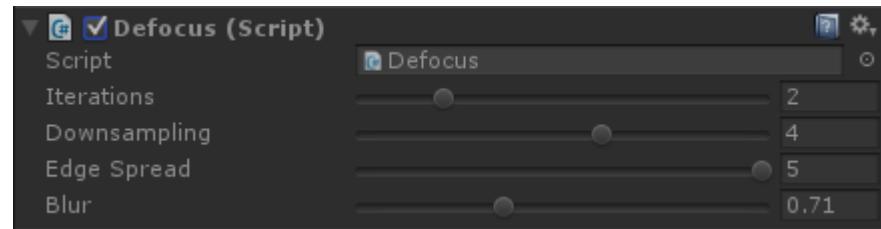
Other stuff you can do here is to make the texture smaller with the Downsample slider.

Then, the material:



There are only 2 parameters, your effect texture and “Refraction”, which goes from -1 to 1. In this case a 2x2 sheet where R and G are used as distortion intensity and alpha channel is the transparency mask.

At this point you will get a sharp effect. Now its time to defocus it. Add the “Defocus” script to the camera.



You can tweak here how many times to blur, texture size, edge blur size and image blur.