Blur

Descripción

Files: Generated common feature

Path: "cgf/Shaders/Common Features"

Description

Manages the blur effect.

Reference

- **Blur** – Manages the blur effect.
  - **Blur Mode** – Blur effect.
    - **Simple** – Simple blur in all directions.
    - **Medium** – Standard blur effect with greater quality, improved version of the simple blur.
    - **Advanced** – Improved version of the medium blur with a noise effect.
    - **Box** – Blur applied to top, down, left and right.
    - **Gaussian** – Gaussian blur in one direction.
  - **Blur Destination** – Destination of the blur effect, a texture from the camera or the grab pass texture.
    - **Texture** – A regular texture that comes from OnRender(), a Render Texture, or a regular texture.
    - **Grab Pass** – Grab texture from Grab Pass, only supported on the Built-in render pipeline.
  - **Blur Level** – Level of the blur effect.
  - **Blur Iterations** – Iterations of the blur effect. More iterations implies more GPU usage.
  - **Blur Orientation** – Orientation of the blur, only for Gaussian blur.
    - **Horizontal** – Horizontal direction, left and right.
    - **Vertical** – Vertical direction, top and down.
  - **Blur Standard Deviation** – Standard deviation of the blur, only for Gaussian blur.

Use

Use this page as the shared reference for every shader or system page that links to this common feature.
Configure the nested options listed in Reference from the page where the feature appears.