

Alpha Blur

Descripción

Files: [AlphaBlur.shader](#)

Path: "CGF/Systems/Shader/EffectMask/Resources/Shader"

Shader menu: "Hidden/Post FX/AlphaBlur"

Description

Unity shader Hidden/Post FX/AlphaBlur.

Reference

- **Texture** – Texture.
- **BlurSize** – BlurSize.

Use

Assign the shader from Hidden/Post FX/AlphaBlur to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.