Dithering

Descripción

Files: Dithering.shader

Path: "CGF/Shaders/ImageEffect"

Shader menu: "CG Framework/Image Effect/Dithering"

Description

Unity shader CG Framework/Image Effect/Dithering.

Reference

- **Screen** – Screen.
- **Dither Pattern (RGBA)** – Texture of the dither pattern.
- **Dither Threshold** – Luminance initial value of the dither effect.
- **Dither Level** – Level of the dithering effect.
- **Effect Mask (RGBA)** – Color of the efect mask.
- **Effect Level** – Level of effect in relation the source color.
- **Fit Mask To Screen** – If enabled, fits the mask texture to screen size.
- **UV Scroll** – Manages UV scrolling settings. See Common Features / UV Scroll.
- **Flip UV Horizontal** – Flip UV Horizontal.
- **Flip UV Vertical** – Flip UV Vertical.
- **Scroll By Texel** – Scroll By Texel.

Use

Assign the shader from `CG Framework/Image Effect/Dithering` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.