DLAA

Descripción

Files: DLAA.shader

Path: "CGF/Shaders/ImageEffect"

Shader menu: "CG Framework/Image Effect/Anti Aliasing/DLAA"

Description

Unity shader CG Framework/Image Effect/Anti Aliasing/DLAA.

Reference

- **Base (RGB)** – Base (RGB).

Use

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