Downsampling Resolution

Descripción

Files: DownsamplingResolution.shader

Path: "CGF/Shaders/ImageEffect"

Shader menu: "CG Framework/Image Effect/Downsampling Resolution"

Description

Unity shader CG Framework/Image Effect/Downsampling Resolution.

Reference

- **Screen** – Screen.
- **Downsampling ModeType** – Relative to a multiplier or absolute to a fixed resolution.
  - **Relative** – Selects the Relative option.
  - **Absolute** – Selects the Absolute option.
- **Downsampling Level** – Level of the downsampling effect.
- **Custom Downsampling** – Fixed resolution of the 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/Downsampling Resolution` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.