FXAA 3 Console

Descripción

Files: FXAA3Console.shader

Path: "CGF/Shaders/ImageEffect"

Shader menu: "CG Framework/Image Effect/Anti Aliasing/FXAA3 Console"

Description

Unity shader CG Framework/Image Effect/Anti Aliasing/FXAA3 Console.

Reference

- – – -.
- **Edge Threshold Min** – Absolute minimum threshold of luminance difference that must exist between neighboring pixels for FXAA to consider that there is a valid edge and apply smoothing, avoiding processing noise or low contrast details.
- **Edge Threshold** – A relative threshold dependent on local peak brightness that determines how much luminance variation is needed to classify a pixel as an edge, controlling how many edges are detected and smoothed by FXAA.
- **Edge Sharpness** – A factor that regulates the intensity and extent of directional filtering along the detected edge, defining the balance between aliasing smoothing and edge sharpness preservation.

Use

Assign the shader from `CG Framework/Image Effect/Anti Aliasing/FXAA3 Console` to a material.
Configure the grouped material properties listed in Reference from the Unity material inspector.