

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.