

FXAA Preset 3

Descripción

Files: [FXAAPreset3.shader](#)

Path: "CGF/Shaders/ImageEffect"

Shader menu: "CG Framework/Image Effect/Anti Aliasing/FXAA Preset 3"

Description

Unity shader CG Framework/Image Effect/Anti Aliasing/FXAA Preset 3.

Reference

- **Base (RGB)** – Base (RGB).

Use

Assign the shader from CG Framework/Image Effect/Anti Aliasing/FXAA Preset 3 to a material.

Configure the grouped material properties listed in Reference from the Unity material inspector.