NFAA

Descripción

Files: NFAA.shader

Path: "CGF/Shaders/ImageEffect"

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

Description

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

Reference

- **Base (RGB)** – Base (RGB).
- **Base (RGB)** – Base (RGB).
- **Offset Scale** – Scale factor applied to the texel size that defines the sampling offset distance for neighboring pixels, controlling the edge detection sensitivity of the NFAA algorithm.
- **Blur** – Multiplier that defines the magnitude of the directional blur offset applied along the detected edge, controlling the strength of the anti-aliasing smoothing. See Common Features / Blur.

Use

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