Retro 3D Effects

Descripción

Files: Retro3DEffects.shader

Path: "CGF/Shaders/ImageEffect"

Shader menu: "CG Framework/Image Effect/Retro 3D Effects"

Description

Unity shader CG Framework/Image Effect/Retro 3D Effects.

Reference

- **Screen** – Screen.
- **Downsampling Resolution** – Downsampling Resolution.
  - **Downsampling Resolution** – Downsampling Resolution.
  - **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.
- **Image Processing** – Image processing.
  - **Image Processing** – Image processing.
  - **Contrast Level** – Contrast level of the screen that emphasizes the red channel.
  - **Fade To Black** – Fade the screen to black.
  - **Fade To White** – Fade the screen to white.
- **Dithering** – Dithering.
  - **Dithering** – Dithering.
  - **Dither Pattern (RGBA)** – Texture of the dither pattern.
  - **Dither Threshold** – Luminance initial value of the dither effect.
  - **Dither Level** – Level of the dithering effect.
- **Color Depth** – Color Depth.
  - **Color Depth** – Color Depth.
  - **Color Bit Depth** – Sets the bits for each color channel.
  - **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/Retro 3D Effects` to a material. Configure the grouped material properties listed in Reference from the Unity material inspector.