Smear

Descripción

Files: Smear.shader

Path: "CGF/Shaders/ImageEffect"

Shader menu: "CG Framework/Image Effect/Smear"

Description

Unity shader CG Framework/Image Effect/Smear.

Reference

- **Current Frame** – Current Frame.
- **History Frame** – History Frame.
- **Smear Mode** – Relative to a multiplier or absolute to a fixed resolution.
  - **Decay** – Selects the Decay option.
  - **Frames** – Selects the Frames option.
  - **Time** – Selects the Time option.
- **Decay** – The percentage of the previous frame that is retained in the current frame. 0 = no. decay = 0.5 ? you retain 50% of the previous frame, decay = 0.9 ? you retain 90% of the previous frame.
- **Frames Visible** – Number of frames of the smear effect.
- **Duration** – Smear effect duration in seconds.
- **Delta Time** – Delta Time.
- **Fade Epsilon** – Threshold at which the frames of the effect completely fade away.
- **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.

Use

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