

Post Process ASE

Descripción

Files: [PostProcessASE.shader](#)

Path: "CGF/Shaders/PostProcessing"

Shader menu: "CG Framework/Post Processing/Post Process ASE"

Description

Unity shader CG Framework/Post Processing/Post Process ASE.

Reference

- **Effect Mask (RGBA)** – Effect Mask (RGBA).
- **Effect Level** – Effect Level.
- **Fit Mask To Screen** – Fit Mask To Screen.

Use

Assign the shader from CG Framework/Post Processing/Post Process ASE to a material. Configure the grouped material properties listed in Reference from the Unity material inspector.