Image Effect Smear Behavior

Descripción

Files: CGFImageEffectSmearBehavior.cs

Path: "CGF/Systems/Shaders/ImageEffect"

Description

Behavior that allows the associated GameObject to apply an image effect shader with custom logic.
Smear effect.

Reference

- **Decay** – Internal value used to configure history Render Texture.
- **Duration** – Pending documentation.
- **Epsilon** – Pending documentation.
- **Frames Visible** – Pending documentation.

Use

Add this component to the GameObject that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.