

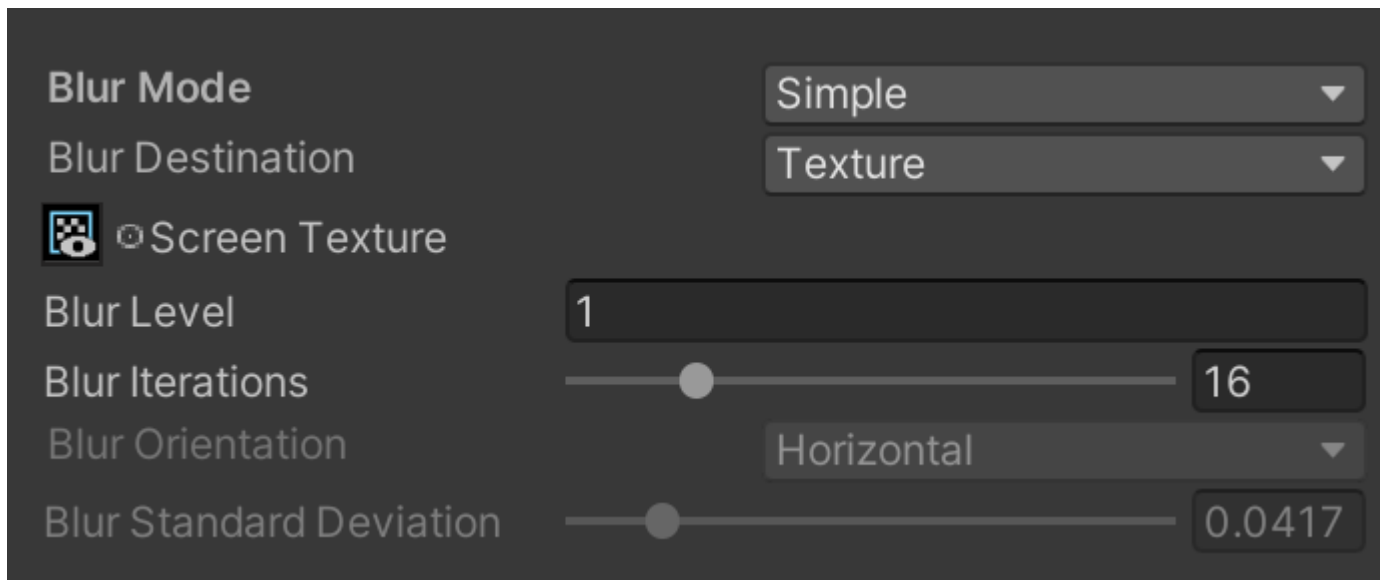
Blur

Descripción

Description

Manages the blur effect.

Reference



- **Blur – Manages the blur effect.**
 - **Blur Mode** – Blur mode.
 - **Simple** – Simple blur in all directions.
 - **Medium** – Standard blur effect with a great quality, improved version of the simple blur.
 - **Advanced** – Improved version of the medium blur with a noise effect.
 - **Box** – Blur applied to top, down, left and right.
 - **Gaussian** – Gaussian blur in one direction.
 - **Blur Destination** – Specifies which texture uses the blur to blur, a render image or a grab texture.
 - **Texture** – A regular texture that comes from OnRender() or from a Render Texture or a regular texture.
 - **Grab Pass** – Grab texture from Grab pass, only supported on Built in render pipeline.
 - **Blur Level** – Level of the blur effect.
 - **Blur Iterations** – Amount of iterations or samples to create the blur effect. More iterations implies more GPU usage but more quality.

- **Blur Iterations** – Orientation or direction of the Gaussian blur effect. Only for Gaussian blur.
 - **Horizontal** – Horizontal direction (left and right).
 - **Vertical** – Vertical direction (top and down).
- **Blur Standard Deviation** – The standard deviation measures how far apart the data points in the observations are from each. Only for Gaussian blur.