

Color Palette and Dither Shader made by: Florian Dreschel

Thanks for purchasing this Asset. Here you can find how to set the shader up correctly and troubleshoot any issues you may encounter.

Important Files

The most important files are located at these locations.

- URP_ColorAndDitherShader/Shader/Shader/
 - **ColorPaletteAndDitherShader.shader**: Shader used by the material.
- URP_ColorAndDitherShader/Shader/Material/
 - **ColorPaletteAndDitherShader.mat**: Shader material used for the effect.
- URP_ColorAndDitherShader/Shader/Script/
 - **ColorAndDither.cs**: Script that allows you to edit the Shader settings easily.
- URP_ColorAndDitherShader/Shader/Textures/: Contains 10 different color palettes.

Requirements | Tested with Unity 2021.3.2f1 w/ URP v12.1.6

[Blit Renderer Feature](#)

Unity 2021.2.5f1+

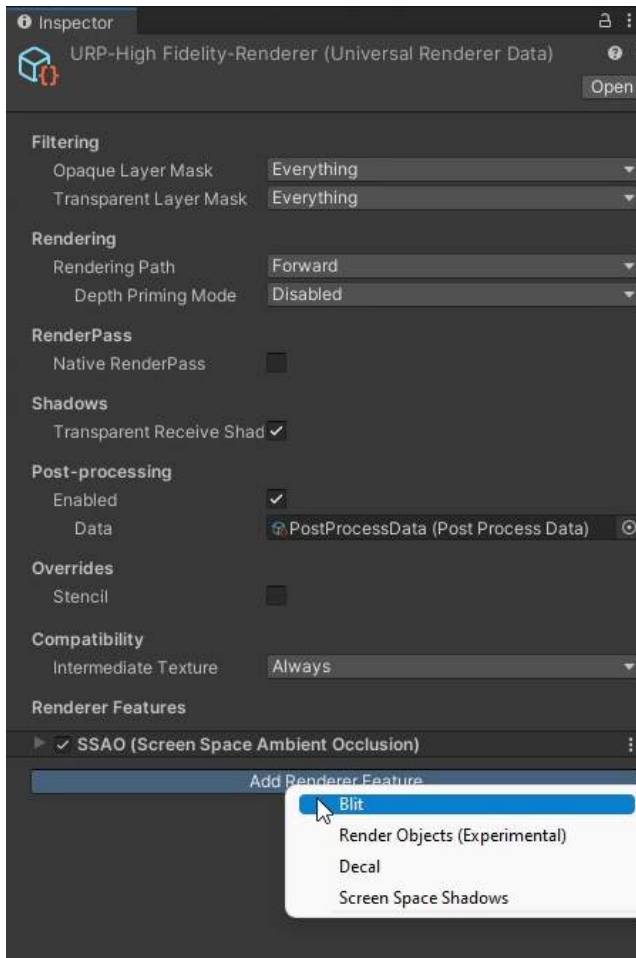
URP v12.1.2+



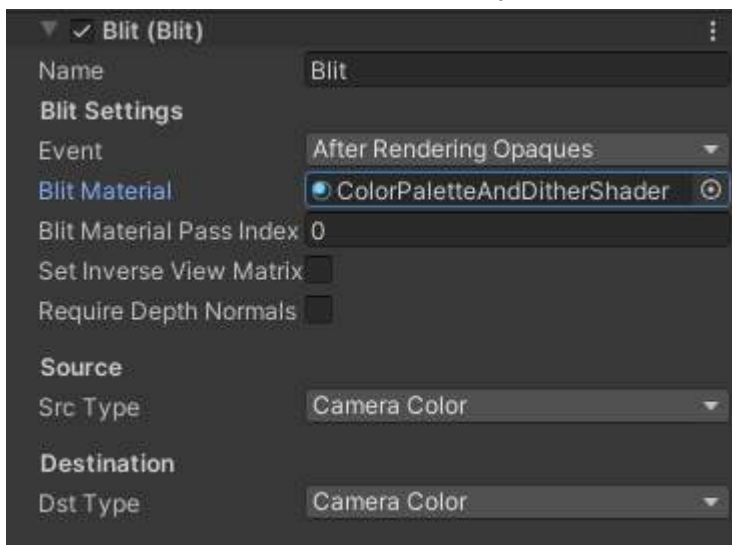
Installation

If you want to add this effect to your scene, follow these simple steps.
A SampleScene is also provided with everything set up already.

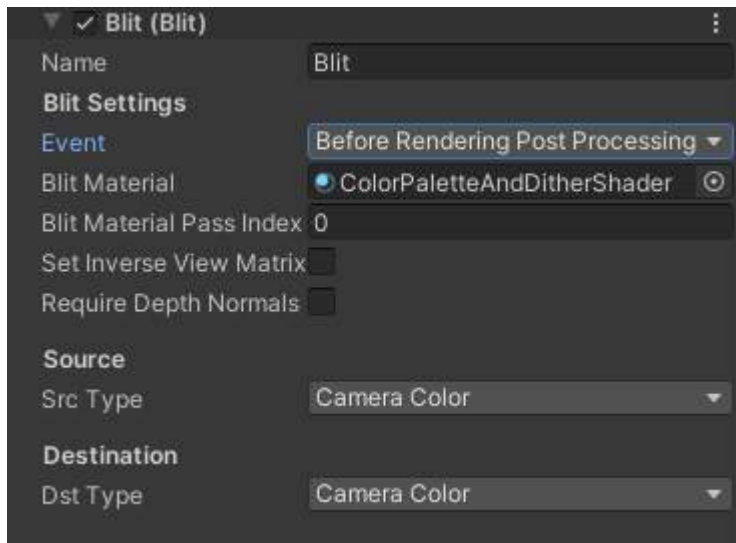
1. Make sure you have URP and [Blit Renderer Feature](#) installed
2. Open the properties of the **Universal Renderer Data** (Usually in Assets/Settings)
3. Add a new “Blit” Renderer Feature



4. Select the provided material or create your own with the shader.



- Finally, change the event from “After Rendering Opaques” to “Before Rendering Post Processing” from the event selection.

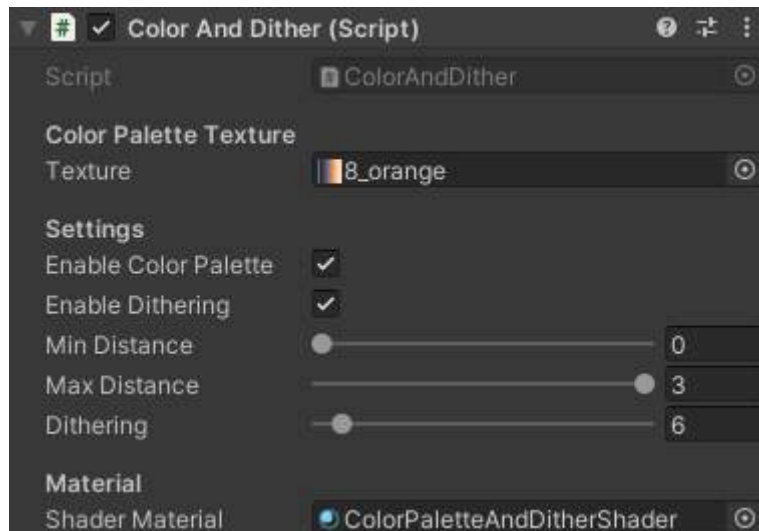


- This should be your final result.



Usage

The shader has a total of 7 parameters which can be easily modified with the script.



- **Texture:** Color Palette Texture.
 - This texture can be up to 150 pixels wide or high. Colors for the shader. Example files can be found at `URP_ColorAndDitherShader/Shader/Textures`.
- **Settings:** This allows the shader features to be disabled or enabled.
 - **Enable Color Palette:** Enables/Disables the colors replacement.
 - **Enable Dithering:** Enables/Disables the dithering effect.
 - **Min Distance (0 - 3):** Start distance between the base color and the palette color. This can be used to prevent the replacement of colors that are very close to the palette's colors.
 - **Max Distance (0 - 3):** Max distance between the base color and the palette color. This can be used to prevent the replacement of colors that are very far from the palette's colors.
 - **Dithering (0 - 100):** Amount of dithering applied.
- **Material:** Shader Material.
 - **Shader Material:** Reference to the material.

Troubleshooting

If the shader is not having any effects, try adjusting the minimum and maximum distance parameters and make sure you have installed and set up the custom [Blit Renderer Feature](#) correctly.

If you notice any uneven colors, make sure that you are not using **Smoothness** on any of the materials in the Scene. It is recommended that you avoid using lit materials as they could cause uneven colors.

If Post Processing effects are not working or the SkyBox is not colored, make sure the selected event in the Blit Renderer Feature is "Before Rendering Post Processing".

If your screen turns white, the texture provided to the shader is not compatible. Remember to just utilize textures that contain 150 pixels.