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IS

Grayscale Effects – Simple

Thank you for purchasing.

Decorate your game with 8 "colourful" grayscale effects. You can use them in some cool mechanics or the entire game to give it that retro feel and change them at runtime.

Features:

- 8 Shaders
- 8 types of Grayscale
    - Averaging
    - Desaturation
    - Humaneye
    - Maximum Decomposition
    - Minimum Decomposition
    - Single Color Channel
        - Red
        - Green
        - Blue
- Grayscale selection in the Shaders menu
- Easy to implement on Main Camera(with only one script)

How to implement:

1. Create a material and apply any of the Grayscale shaders
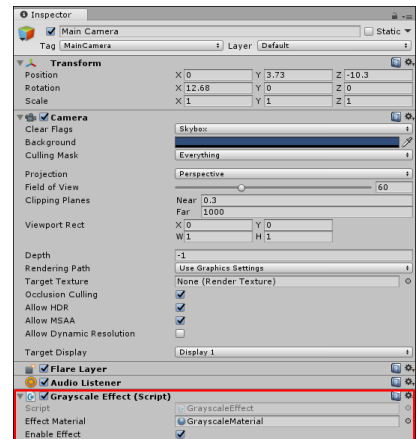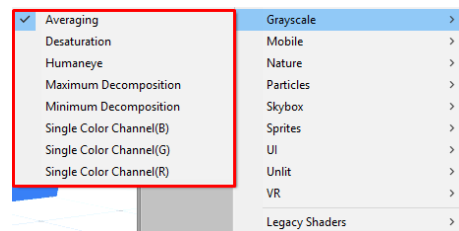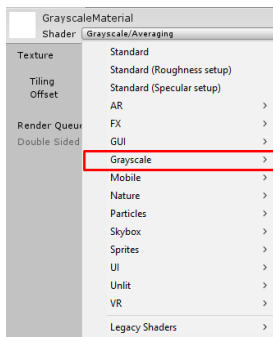
2. Add the "GrayscaleEffect.cs" script on the Main Camera, and in the inspector add the previously created material in the "Effect Material" field
3. Use the "Enable Effect" to enable or disable the grayscale effect

Examples