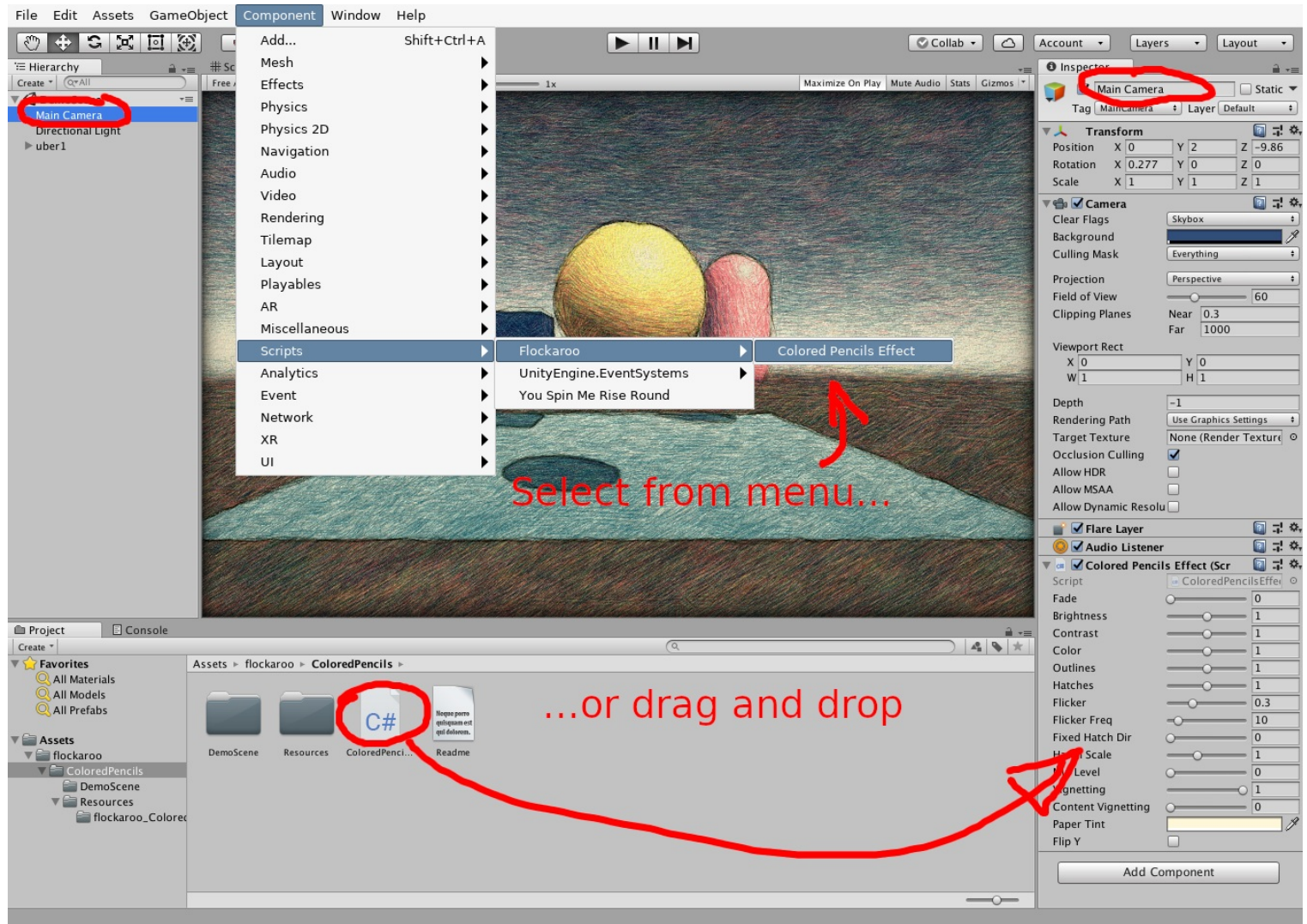# Colored Pencils - Unity3D Image Effect

(c) 2018 by **flockaroo** (Florian Berger) - email: **flockaroo@gmail.com**

How to use

Select your camera node and then simply add "ColoredPencilsEffect" script to camera components (can be found in Assets/flockaroo/ColoredPencils/).
You can drag/drop it to there or choose it from the menu (Component/Scripts/Flockaroo/ColoredPencils).

Warning!! The subfolder "flockaroo_[effect name]" in "Resources" is needed by the effect script for unique identification of files and should not be removed or renamed.

Parameters

The shader provides the following parameters:

Input/Output

Parameter	function
Input Texture	take this texture as input instead of the camera
Render To Texture	render to texture instead of screen
Output Texture	texture being rendered to if above is checked
Output Mipmap	generate mipmap for output texture

Main faders

Parameter	function
Fade	0 = effect image ... 1 = original content
Pan Fade	0 = effect image ... 1 = original content - pan from left to right

Source

Parameter	function
Brightness	adjust brightness of the content before applying the effect
Contrast	adjust contrast of the content before applying the effect
Color	the color intensity of the effect

Effect

Parameter	function
Shader Method	0 = original shader 1 = newer version (faster, other color scheme)
Outlines	strength of the pencil outlines
Hatches	strength of the pencil hatches
Outline Error	drawing-error of the pencil outlines
Flicker	activates a flicker effect on cross-hatches and outlines
Flicker Freq	flicker frequency in Hz
Fixed Hatch Dir	makes crosshatches all parallel and content independent
Hatch Scale	scale of the hatch strokes (line thickness)
Hatch Length	length of the hatch strokes
Mip Level	affects the detail of the strokes, and slightly disorients the strokes direction close to color jumps (only works properly for Unity versions higher than 5.5)
Vignetting	darkening the window border
Content Vignetting	fade content to white paper on border

Background

Parameter	function
Paper Tint	color of the paper being drawn on
Paper Roughness	roughness of paper surface
Paper Texture	custom paper texture (background)

Other

Parameter	function
Flip Y	image Y flip