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UNITYCODER.COM

OLD FILM FX SHADER V1.0

Shader: Old Film Effect

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Old Film FX Shader

INTRODUCTION

Classic old film effect for an texture image using surface shader.
Converted to Unity from WebGL shader tutorials.

Webplayer demo: <http://unitycoder.com/upload/demos/OldFilmShader1/>

FEATURES

- Adjustable shader parameters:
 - o Main Texture
 - o Sepia Strength
 - o Noise Strength
 - o Scratch Amount
 - o Inner Vignetting
 - o Outer Vignetting
 - o Random Value
 - o Time Lapse
- Helper script for feeding the shader with Random value & time value (UnityScript(js))

LIMITATIONS

- Only SM3.0+ (#pragma target 3.0), does NOT work with SM2.0.
- Texture tiling not supported

INSTALLATION

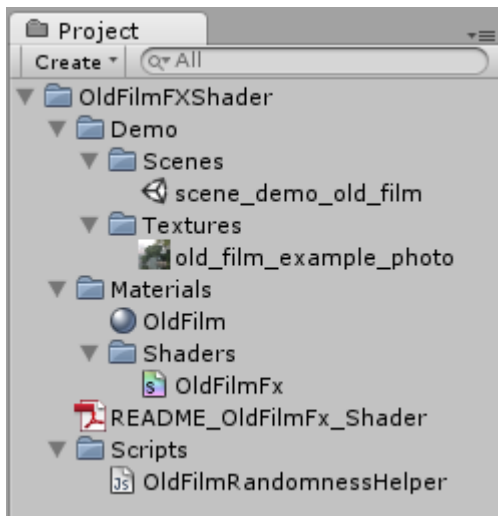
Import the package from the Asset Store and you are done.

Try demo scene: OldFilmFXShader\Demo\scene_demo_scene_demo_old_film

PACKAGE FILE STRUCTURE

Package contains 7 folders and 6 files.

Demo folder (and this readme pdf) can be deleted.



INSTRUCTIONS

USAGE

Assign “OldFilm” material to your object.

Assign main texture to the material (example photo included “old_film_example_photo”)

Attach “OldFilmRandomnessHelper.js” to that object also.

Press Play.

MATERIAL/SHADER USER INTERFACE

For the material/shader:

- Sepia strength : Sepia color adjustment
- Noise strength : Noise amount
- Scratch amount : Scratches amount
- Inner vignetting : Inner vignette strength
- Outer vignetting : Outer vignette strength
- Random value : Random number
- Time lapse : Time for scratches (can be also used for “rewinding”)



FUTURE IDEAS

Feel free to post ideas, any feedback / custom requests about features you would like to see in this product. Also you can email me requests for other asset store script ideas.