Documentation

What is POFX

Per Object FX is an easy way to add FX to a single object.
Add a single component to the gameObject, and choose the FX from a list.
The FX is applied on the existing shader, it doesn't replace the original material.

FX for MeshRenderer & SkinnedMeshRenderer :
Blur, pixelate Emboss, Sobel, Refraction, Desaturate, HSL, Rim, Outline, Matcap

FX for SpriteRenderer :
Blur, pixelate Emboss, Sobel, Desaturate, HSL

How to start

Select the gameObject with the renderer, and add the POFX component :
        'Menu->Component->Effects->Per Object FX'

Choose the FX in the category (ex : Filter->Blur), the FX will be dded to your gameobject.
You can add more FX and combined them.

Global settings

'Hide Renderer' : You can hide the original renderer, so the FX will be applied to the background. This is very usefull if you want to create a geometry mask where a special effect is applied.

'Hide Editor selection' : Remove the selection outline in the sceneview.

FX Settings

Each FX has its own parameters, try to combine them for creating amazing results.

'Render queue' : the render queue is usefull if you want to combine different FX. It define wich FX must be applied before the others.

'Order in layer' : This is the offset of the order for SpriteRender, use it for applying an effect before another one.

API

you can access to the layers via a script.

```
public POFXLayer GetLayer( int id )
public POFXLayer GetLayer<T>()
public POFXLayer[] GetLayers<T>()
```

The common parameters of any layer are :

```
POFXLayer.m_cParams.intensity : the intensity of the effect
POFXLayer.m_cParams.color : the main color
POFXLayer.m_cParams.outline : the outline value
```

You have to cast the layer to its original class for accessing the FX parameters

ex : ` POFX_Blur blur = pofx.GetLayer(0) as POFX_Blur;`

Then you can set the parameters

ex : ` blur.m_params.blurNear = 3;`

All the layer classes are stored in 'POFX/Scripts/FX/'
Have a look to the Demo.

Per Object FX Sobel

Per Object FX SpriteRenderer FX