GPFX

Operation Manual

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Content

1 Add Post Effect

1. Select the camera that should render the effect.
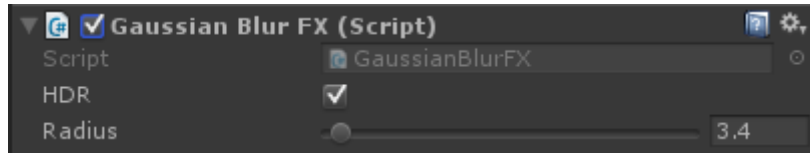2. Press **Add Component**
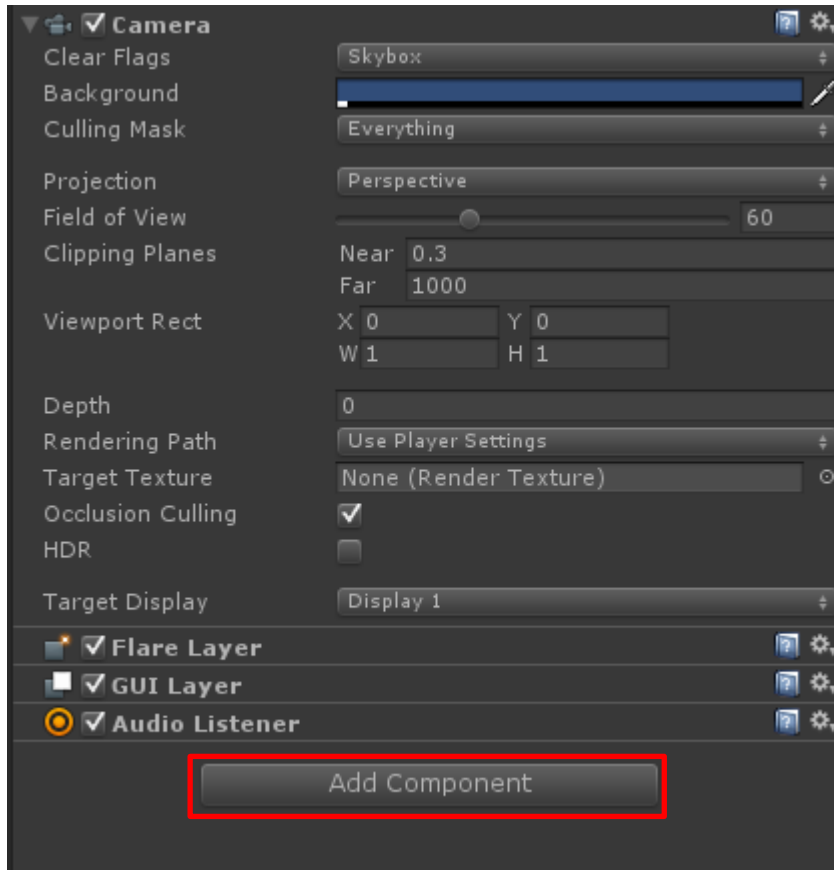
3. Select the effect that you want to add from the popup menu

2 Settings

2.1 Gaussian Blur FX

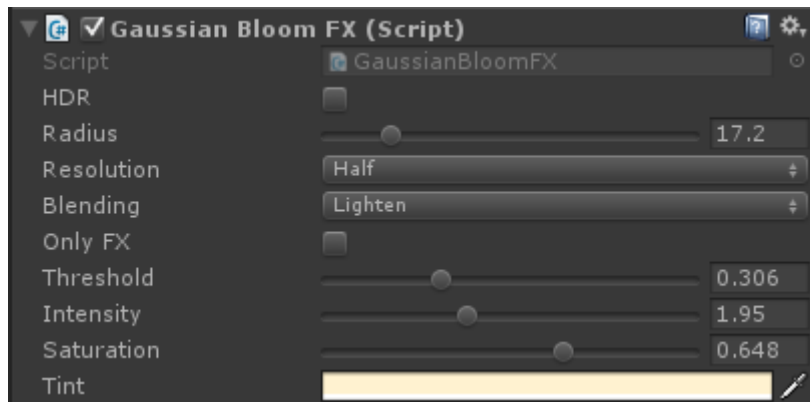Blurs the render output with Gaussian weighted function.

Parameter Name	Description
HDR	Enables or disables HDR rendering.
Radius	Sets the radius of the Gaussian blur function.

A large radius value can affect the effect's performance.

2.2 Gaussian Blur FX

Blooms the render output with a Gaussian weighted function.

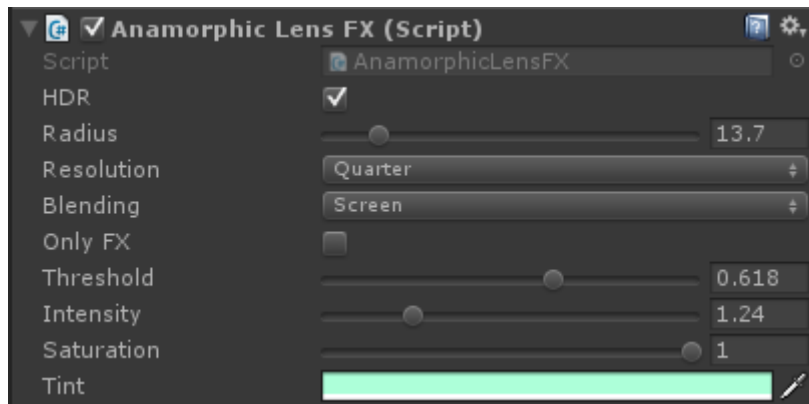| Parameter Name	Description
HDR	Enables or disables HDR rendering.
Radius	Sets the radius of the Gaussian blur function.
Resolution	Sets the resolution used to calculate the bloom effect.
Blending	Sets the blend mode used to compose the effect with the current view.
FX Only	Toggles between the effect only and the composed view. The FX Only option can be used for visual debugging.
Threshold	The threshold used by the luminance pass. All pixels that have a luminance value above this value will start to bloom.
Saturation	The saturation of the original bloom effect color. The saturation does only affect the scene color and not the Tint property. A value of 0 will result in a plain white color and a value of 1 uses the original color.
Tint	The color multiplied with the bloom effect.

2.3 Dizzy Blur FX

Blurs and double the edges of the render.
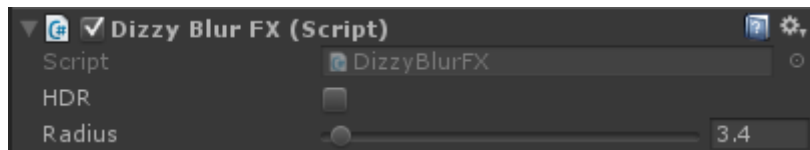
Parameter Name	Description
HDR	Enables or disables HDR rendering.
Radius	Sets the radius of the dizzy blur function.

2.4   Anamorphic Lens FX

Adds an anamorphic lens effect to the render output.

Parameter Name	Description
HDR	Enables or disables HDR rendering.
Radius	Sets the width of the anamorphic streaks.
Resolution	Sets the resolution used to calculate the bloom effect.
Blending	Sets the blend mode used to compose the effect with the current view.
FX Only	Toggles between the effect only and the composed view. The FX Only option can be used for visual debugging.
Threshold	The threshold used by the luminance pass. All pixels that have a luminance value above this value will start to bloom.
Saturation	The saturation of the bloom effect color. A value of 0 will result in a plain white color and a value of 1 uses the original color.
Tint	The color multiplied with the bloom effect.