

CAMERA FX SHADERS PACK

Setup and feature guide - MylanT Studio

CAMERA-ONLY VISUAL EFFECTS FOR UNITY

ABOUT

Camera FX Shaders Pack adds visual effects to a Unity camera, including blur, glitch, retro, and other looks. Effects are applied to the camera render output; UI and Canvas elements remain unaffected.

The publisher lists the pack for both 2D and 3D projects. Effects can be enabled individually or layered together.

HOW TO USE

1. Select a GameObject that has the Camera component you want to affect.
2. Add the C# script for the effect you want to use.
3. Set the effect values to your preference.
4. Press Play and preview the result through the selected camera.

A video walkthrough is available on the source page and from the tutorial link below.

FEATURES

Works in 2D and 3D

Use the effects in both two-dimensional and three-dimensional projects.

Camera render only

The effects apply to camera output; UI and Canvas elements are not affected.

Flexible combinations

Enable a single effect or layer multiple effects simultaneously.

Performance

The publisher describes the pack as having virtually no FPS impact compared with the Post-Processing Stack. Actual performance varies with project, platform, camera resolution, and effect settings; profile your target build.

LINKS AND EXAMPLES

Unity Asset Store

<https://assetstore.unity.com/packages/vfx/shaders/fullscreen-camera-effects/camera-fx-shaders-pack-308015>

Try online (itch.io)

<https://mylanty.itch.io/shader-pack-by-mylant-unity-assets-store>

Setup tutorial

<https://www.youtube.com/watch?v=qmp9Ph2CY34&t=11s>

MylanT YouTube channel

<https://www.youtube.com/@ByMylanTym>

Original page and 11 example screenshots

<https://sites.google.com/view/camerafxshaders-packbymylant/home>

This guide summarizes the information published on the Camera FX Shaders Pack page. Follow the linked source for the latest examples and asset information.