DIRTY LENS FLARE DOCUMENTATION

How to use

1. Import the unitypackage.

2. Apply the Image Effect to the camera (Image Effects > Max P > Dirty Lens Flare)

3. Adjust the effect settings until you like the result

Settings

Lens flare type	Bloom - A bloom effect with a dirty screen Flare - A light flare with a dirty screen BloomAndFlare - Bloom and Flare combined
Threshold	All colors brighter than this threshold will be used for the flare and blooming
Flare saturation	Allows you to set the saturation for the flare
Flare intensity	The intensity of the flare, 0 = no flare. 10 = bright flare
Bloom intensity	The intensity of the blooming, 0 = no bloom. 10 = bright bloom
Blur spread	Controls the spread of the blur. The higher this value the more blur is applied to the effect
Blur iterations	Controls the amount of blur passes. If you increase this value the quality of the blur will increase
Use dirt	Enable this if you want to use a dirt texture for the flare/bloom
Screen Dirt Texture	The actual texture to use as dirt overlay for the effect. A default image is included in the package (Max P > Shaders > _Source > Textures > DirtyLensFlare.png)