

# Shader Practice

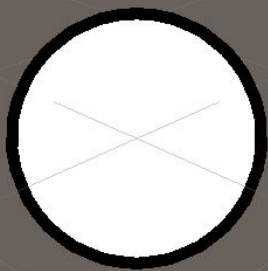
CM163 Lab 4

# Screen Space Blur Effect



- Blur the screen based on the speed of the car
- Use the Blur shader we used for textures for screen space
- Modify RenderEffectBlur.cs
  - Get current car speed
  - Calculate blur factor with current speed and top speed
  - Set "\_Steps" in shader. Interpolate linearly from 0 to 20 based on the blur factor

# Simple Outline Shader



- Two Pass Shader
- Scale the vertex in the first pass
- Render as usual in the second pass