Unity Asset - UPixelator - Pixelize 3d Scenes

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Unity Asset - UPixelator - Pixelize 3d Scenes:

Overview: The UPixelator asset is designed to facilitate the creation of pixel art style games utilizing 3D models, offering a shaderless approach for pixelating 3D scenes while addressing pixel creep flickering, particularly for orthographic cameras.

Render Pipeline Compatibility:

- Built-in
- Universal Render Pipeline (URP)

Tested Builds:

- Unity 2021.3 (Built-in, URP 12): Windows, WebGL
- Unity 2022.3 (Built-in, URP 14): Windows, WebGL

Available Modules:

- Pixel Art Edge Highlights
- Campfire (3D Pixel Art) (Included)

Shaderless Solution: UPixelator requires no special shaders, allowing you to retain your existing materials.

Pixelation Technique: Pixelation is achieved by rendering to a lower resolution render texture and upscaling to fit the screen. A secondary camera then renders these pixelated outputs, serving a dual purpose as a UI camera.

Pixel Creep Reduction: Camera and tagged objects adhere to a grid of world space pixel size, ensuring consistent rendering of pixel colors during movement, effectively reducing pixel creep.

Subpixel Stabilization: To counteract camera shake resulting from snapping to the pixel-sized grid, subpixel offset is applied in the game resolution based on the snap position difference.

Camera Projections: While this asset can pixelize both orthographic and perspective cameras, optimal pixel creep reduction is achieved with an orthographic camera. Please note that only the orthographic camera fully benefits from pixel creep reduction.

Unity Pixelator is a comprehensive solution for achieving pixel art aesthetics in 3D scenes without the need for custom shaders, making it versatile for a range of platforms and Unity render pipelines.

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