



Unity Asset - MK Glow - Bloom & Lens & Glare v4.7.0

2025-02-10 16:40:02

label

我要反馈

下载页面



Unity Asset - MK Glow - Bloom & Lens & Glare is a high-performance post-processing effect designed to simulate bright surface scattering of light, offering features like bloom, lens surface, lens flare, and glare.

How to use effects by simulating lighting in your project design?

You can use "Unity Asset - MK Glow - Bloom & Lens & Glare" to design your project.

It is optimized for artist-friendly workflows, allowing intuitive customization for quality and performance. MK Glow is compatible with various render pipelines including Built-in, Universal, and High Definition, supporting both legacy and integrated post-processing APIs.

Key features include customizable bloom, lens surface dirt and diffraction textures, procedural lens flares, glare light streaks, and anamorphic effects. It also supports resolution scaling and is mobile-compatible, with additional emissive sprite shaders for the URP 2D Renderer and basic sprite & UI shaders with emission.

"Unity Asset - MK Glow - Bloom & Lens & Glare" Samples:



100% Virus FREE

and Safe



去下载

标签

Unt Assets

3D-Models

平面设计



产品数量

已有 42647个



付费会员

已有 1676位



价值评估

商业价值约 ¥6635.87万元



下载数量

已下载 222908次