

ImagineVR Pixelation Guide and Manual

In Unity, import the Pixelation.unitypackage asset bundle. Then go to Tools -> Apply Pixelation. You will be given the option to apply the pixelation to all objects called "PixelatedObject" and/or to all selected objects in the scene that contain a renderer. This way, if you have not named the object appropriately, you can still apply the shader. The script will also add a Quad to the camera that turns on whenever the camera enters a pixilated object so that the pixelation is maintained. You can alternately set this to be a fade-to-black instead of a mosaicking. Selecting "Use Blackfade" will allow this.



Figure 1 Apply pixelation to all objects called Pixelated object and/or to all selected objects in the scene that contain a renderer

Then test your scene to ensure the pixelation works and then submit your compiled project.

Here are some guidelines for using the pixelation tool.

- Please put a mosaic over entire regions
- To comply with applicable laws, mosaic should be the equivalent of :
 - o 6 pixels for 560x400 and 640x480 resolution product
 - o 8 pixels for 800x600 resolution product
 - 12 pixels for 1280 x 1024 pixel
 - Other than that, overall 1/100 pixel for the resolution

- Using the ImagineVR provided pixelation tool, the amount of mosaicking can be controlled by selecting the pixelated object, expanding the shader for the material, and adjusting the X and Y values. Higher values give a larger mosaic pixelation.
 - Please use good judgment in pixelating the genital regions and do not reduce the X and Y values below the default values of 0.01.
 - The default values should be good for most scenes.
- You can also use 'fill' shaders instead of pixel if you so desire

| Inspector | | ≟ ∗≡ |
|------------------------------|------------------------|-----------------|
| 👕 🗹 Sphere | | 🗌 Static 🔻 |
| Tag Untagged | ‡ Layer Default | \$ |
| ▼人 Transform | | 💽 🌣, |
| Position | X 0.44 Y 4.37 | Z 0 |
| Rotation | X 0 Y 0 | Z 0 |
| Scale | X 1 Y 1 | Z 1 |
| 🔻 🧾 Sphere (Mesh Filter) 👔 🖏 | | |
| Mesh | 🏭 Sphere | 0 |
| 🔻 ڬ Sphere Collider | | 🔯 🌣, |
| | 🚡 Edit Collider | |
| Is Trigger | | |
| Material | None (Physic Material) | 0 |
| Center | X 0 Y 0 | ZO |
| Radius | 0.5 | |
| 🔻 🖳 🗹 Mesh Renderer | | a a , |
| Cast Shadows | On | \$ |
| Receive Shadows | | |
| ▼ Materials | | |
| Size | 1 | |
| Element 0 | Pixelation | 0 |
| Use Light Probes | | |
| Reflection Probes | Blend Probes | + |
| Anchor Override | None (Transform) | 0 |
| Pixelation | | [i] \$. |
| Shader Custom\Pit | xelate | |
| | | |
| Cell Size | 7.0 | wo |
| × 0.01 ¥ 0.01 | 20 | WU |
| | Add Component | |
| | | |

Figure 2 Change the cell size to alter the level of pixelation.



Figure 3 Appearance of pixelation applied to the face of a model using a sphere as the pixelated object