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.

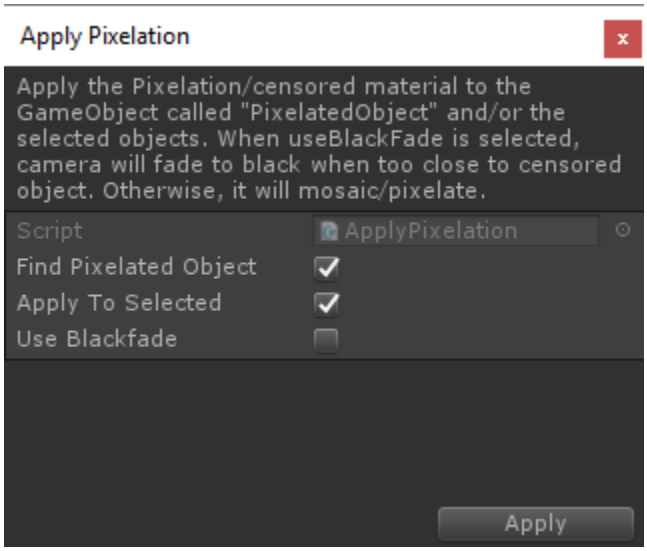

Figure 1 Apply pixelation to all objects called Pixelated object and/or to all selected objects in the scene that contain a renderer

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 :
    - 6 pixels for 560x400 and 640x480 resolution product
    - 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

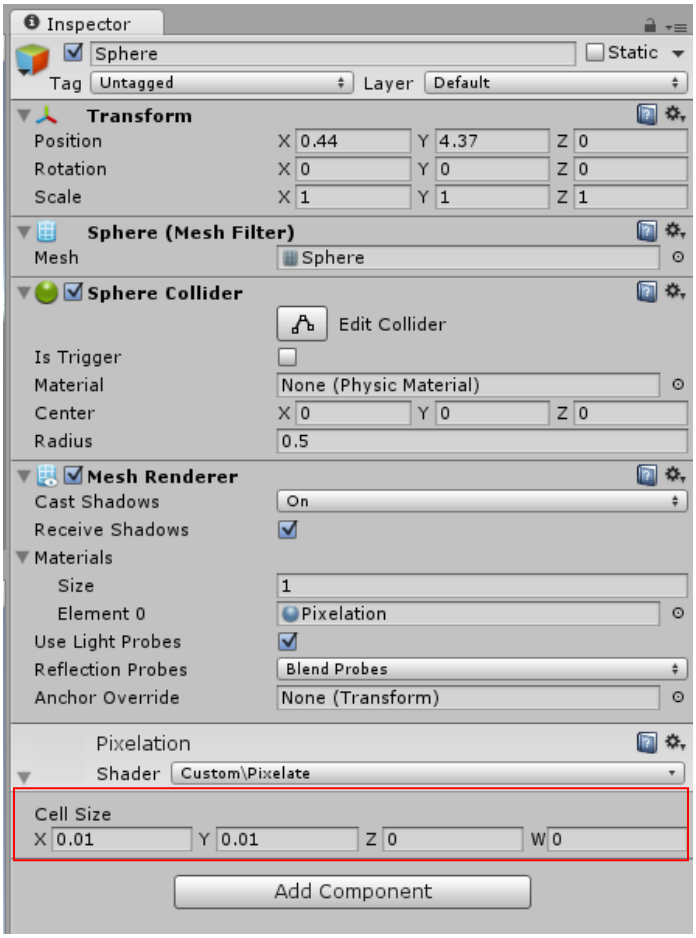

Figure 2 Change the cell size to alter the level of pixelation.

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