

SIMPLE

SSAO

Documentation

How to use

Simply add the "Simple Screen Space Ambient Occlusion" to any camera you wish to use the effect.

Parameters

- **Axis pattern:** Texture used for the interleaving pattern. Should be a 3x3 texture, you can re-generate the included one using SimpleSSAO->Generate Axis Pattern Texture, or modify AxisPatternGenerator.cs to create a custom one.
- **Quality:** influences amount of samples taken by the occlusion shader. Higher quality settings take more samples, and will look better but perform worse.
- **Radius:** maximum reach of the effect in world space units.
- **Radius range:** Minimum/maximum radius in pixels. Since the radius is scaled by pixel depth, pixels further away from the camera might get a very small radius. This parameters clamps the radius so that it doesn't get too small or too big.
- **Occlusion Bias:** Width of the occlusion cone considered by each pixel. Set it higher to reduce self-occlusion.
- **Occlusion Offset:** Amount of base occlusion. Increasing its value will cause flat surfaces to turn grey, occlusion will be subtracted from corners and added to crevices, resulting in increased contrast.
- **Occlusion Exponent:** Controls the shape of the occlusion curve. A value of 1 means linear occlusion, a value of 2 quadratic occlusion, and so on.
- **Occlusion Intensity:** Modulates the amount of occlusion contributed by each pixel.
- **Luminance modulation:** Amount of occlusion removed from high-luminance areas. This can help reduce AO in areas directly hit by light, which avoids washed out colors and keeps AO to shadowed areas only.
- **Bleeding Intensity:** Modulates the amount of color bleeding.

- **Downsampling:** amount of downsampling performed when calculating AO and color bleeding. A value of 1 means full screen size, 2 means half-screen resolution, 4 a quarter-screen resolution. Higher values will increase performance and decrease quality.
- **Blur:** on/off blur toggle, useful for visualizing raw unfiltered output.
- **Blur Depth Threshold:** minimum depth difference between blurred fragments.
- **Blur Normal Threshold:** minimum normal difference between blurred fragments.
- **Visualization:** Allows you to visualize the occlusion or bleeding buffers only. Useful when fine-tuning effect parameters.

Support / Contact

If you have any suggestions, questions or issues, contact the developer at:

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