To enable Color Pattern Highlight image effect, add "Component->Image Effects->Color pattern highlight" component to your camera.

## Inspector:

| ∨ Pattern #0             |                  |     |
|--------------------------|------------------|-----|
| Color selection settings |                  |     |
| Pattern color            |                  |     |
| RGB Range                | ·                | 0.8 |
| Hue Range                |                  | 0.5 |
| Edge sharpness           | •                | _ 1 |
| Highlight settings       |                  |     |
| Highlight type           | Texture Additive | #   |
| Texture                  |                  |     |
| Strength                 |                  | 0.3 |
| Auto tiling              |                  |     |
| Tiling                   | X 0 Y 0          |     |
| Tiling shift             | X 0 Y 0          |     |
| ⊳ Pattern #1             |                  |     |
| ► Pottern #2             | Remove           |     |
| Add pattern              |                  |     |

**Pattern color** – what color will be affected by this pattern.

**RGB** range – how big of RGB variation around pattern color will be considered.

*Hue range* - how big of hue variation around pattern color will be considered.

*Edge sharpness* – how quickly pattern will fade in border areas.

*Highlight type* – how pattern texture will be overlayed on screen (additive, substractive, multiplicative)

**Texture** – pattern texture

**Strength** – strength of overlaying effect.

**Tiling** – how much of screen space one iteration of texture will take (in relative coordinates, (1,1) means full screen). Auto tiling calculates it automatically in realtime based on texture and screen resolutions.

**Tiling shift** – shifts texture tiling. Use for animated patterns or synchronizing pattern with camera movement.